

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name <div></div>	Movement / Drive 6	<div></div>	Radiated Signature -1 (2)	Currently	Crew Comfort 0	Ship Profile
Ship Class Bonapart-class FTR	Armor 7	Currently	Radial Reflected 2	Currently	Radial Profile -3	
Owner France	Screens	<div></div>	Lateral Reflected 3	Currently	Lateral Profile -2	

Hull Minor breach at 6	Major breach at 11	Hull failure occurs at 21	Current damage is <div></div>	(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)
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Power Plant #1 Inoperable at 1	Destroyed at 4	Current damage is <div></div>	Power Plant #2 Inoperable at <div></div>	Destroyed at <div></div>	Current damage is <div></div>
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Active Sensor 5	Processor Unit <input type="checkbox"/>	Primary Array -1 range per point of damage	<div></div>	Redundant Array -1 range per point of damage	<div></div>
Passive Sensor 5	Processor Unit <input type="checkbox"/>	Primary Array -1 range per point of damage	<div></div>	Redundant Array -1 range per point of damage	<div></div>
Navigational Rada <input type="checkbox"/> Deep Space Scanner <div></div> Gravitational Scanner <div></div> Cartographic Sensor <input type="checkbox"/> Life Sensor <input type="checkbox"/>					

Weapon Mounts	Turret 1 x1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipment
	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Grapeshot Dispense <input type="checkbox"/>

Critical Hits (see variant rules for explanation of damage impact)			
Computer System <div></div>	0	Now At	Life Support <div></div>
Targeting Computer <div></div>			Continuous <div></div>

Crew Pilot <input type="checkbox"/>	Gunner <input type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality <div></div>	Currently	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craft 24 Grapeshot submunitions
Crew Chief <div></div>	Load Master <div></div>	Snr's Op <div></div>				

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Power Plant #1 Inoperable at 1	Destroyed at 4	Current damage is <div></div>	Power Plant #2 Inoperable at <div></div>	Destroyed at <div></div>	Current damage is <div></div>
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Weapon Mounts	Turret 1 x1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipment
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