

### SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: <b>6</b>		Radiated Signature: <b>-1 (2)</b>	<input type="checkbox"/> Currently	Crew Comfort: <b>0</b>	Ship Profile
Ship Class: <b>Bonapart-class FTR</b>	Armor: <b>7</b>	<input type="checkbox"/> Currently	Radial Reflected: <b>2</b>	<input type="checkbox"/> Currently	Radial Profile: <b>-3</b>	
Owner: <b>France</b>	Screens:		Lateral Reflected: <b>3</b>	<input type="checkbox"/> Currently	Lateral Profile: <b>-2</b>	

Hull Minor breach at: <b>6</b>	Hull Major breach at: <b>11</b>	Hull failure occurs at: <b>21</b>	Current damage is: <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated & reflected)
--------------------------------	---------------------------------	-----------------------------------	---	--

Power Plant #1 Inoperable at: <b>1</b>	Destroyed at: <b>4</b>	Current damage is: <input type="text"/>	Power Plant #2 Inoperable at: <input type="text"/>	Destroyed at: <input type="text"/>	Current damage is: <input type="text"/>
--	------------------------	---	--	------------------------------------	---

Active Sensor: <b>5</b>	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:	-1 range per point of damage	
Passive Sensor: <b>5</b>	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:	-1 range per point of damage	
Navigational Rada: <input type="checkbox"/>		Deep Space Scanner:	Gravitational Scanner:	Cartographic Sensor: <input type="checkbox"/>	Life Sensor: <input type="checkbox"/>

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

Critical Hits (see variant rules for explanation of damage impact)			
Computer System: <input type="checkbox"/>	Targeting Computer: <input type="checkbox"/>	<b>0</b> <input type="checkbox"/> Now At	Life Support:
			Continuous:

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

### SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: <b>6</b>		Radiated Signature: <b>-1 (2)</b>	<input type="checkbox"/> Currently	Crew Comfort: <b>0</b>	Ship Profile
Ship Class: <b>Bonapart-class FTR</b>	Armor: <b>7</b>	<input type="checkbox"/> Currently	Radial Reflected: <b>2</b>	<input type="checkbox"/> Currently	Radial Profile: <b>-3</b>	
Owner: <b>France</b>	Screens:		Lateral Reflected: <b>3</b>	<input type="checkbox"/> Currently	Lateral Profile: <b>-2</b>	

Hull Minor breach at: <b>6</b>	Hull Major breach at: <b>11</b>	Hull failure occurs at: <b>21</b>	Current damage is: <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated & reflected)
--------------------------------	---------------------------------	-----------------------------------	---	--

Power Plant #1 Inoperable at: <b>1</b>	Destroyed at: <b>4</b>	Current damage is: <input type="text"/>	Power Plant #2 Inoperable at: <input type="text"/>	Destroyed at: <input type="text"/>	Current damage is: <input type="text"/>
--	------------------------	---	--	------------------------------------	---

Active Sensor: <b>5</b>	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:	-1 range per point of damage	
Passive Sensor: <b>5</b>	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:	-1 range per point of damage	
Navigational Rada: <input type="checkbox"/>		Deep Space Scanner:	Gravitational Scanner:	Cartographic Sensor: <input type="checkbox"/>	Life Sensor: <input type="checkbox"/>

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

Critical Hits (see variant rules for explanation of damage impact)			
Computer System: <input type="checkbox"/>	Targeting Computer: <input type="checkbox"/>	<b>0</b> <input type="checkbox"/> Now At	Life Support:
			Continuous:

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