

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/> Ship Class: Martel-class FTR Owner: France	Movement / Drive: 6 Armor: 10 Screens:	Radiated Signature: 1 Radial Reflected: 4 Lateral Reflected: 3	Currently: <input type="checkbox"/> Currently: <input type="checkbox"/> Currently: <input type="checkbox"/>	Crew Comfort: 0 Radial Profile: -2 Lateral Profile: -2	Ship Profile
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Hull	Minor breach at 5	Major breach at 10	Hull failure occurs at 20	Current damage is <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)</i>
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Power Plant #1	Inoperable at 2	Destroyed at 6	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"/>
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Active Sensor: 10	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:
Passive Sensor: 5	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:
Navigational Rada: <input type="checkbox"/> Deep Space Scanner: Gravitational Scanner: Cartographic Sensor: <input type="checkbox"/> Life Sensor: <input type="checkbox"/>			

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

Critical Hits (see variant rules for explanation of damage impact)			
Computer System:	+2	Now At: <input type="checkbox"/>	Life Support:
Targeting Computer:			Continuous:

Crew	Pilot: <input type="checkbox"/>	Gunner: <input type="checkbox"/>	Gunner: <input type="checkbox"/>	Crew Quality: <input type="text"/>	Currently: <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craf 10 LL-2 submunitions
	Crew Chief:	Load Master:	Snrs Op:				

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