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

<table>
<thead>
<tr>
<th>Ship Name</th>
<th>Riche -class FTR</th>
<th>France, Ukraine, UAR</th>
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<tbody>
<tr>
<td>Ship Class</td>
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<tr>
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### Movement / Drive / Armor / Screens

- **Movement:**
  - Driver: 7
  - Armored: 2
- **Armor:**
  - Radial: 0 (1)
  - Reflected: 2
- **Screens:**
  - Current: 3

### Radiated Signatures

- **Crew Comfort:** 0
- **Radial Profile:** -3
- **Lateral Profile:** -3

### Hull Failure / Major Casualties

- **Hull Failure/ Major Casualties:**
  - Minor Breach at: 1
  - Major Breach at: 2
  - Hull failure occurs at: 4
  - Current damage is: (minor breach → armor to ½, no masking, +1 reflected, major breach → armor to 0, doubles radiated & reflected)

### Power Plant

- **Power Plant #1:**
  - Inoperative at: 1
  - Destroyed at: 3
  - Current damage is: unresolved
  - Power Plant #2:
    - Inoperative at: unresolved
    - Destroyed at: unresolved
    - Current damage is: unresolved

### Active Sensor

- **Processor Unit:**
  - Primary: unresolved
  - Redundant: unresolved
- **Passive Sensor:**
  - Unit: 5
  - Primary: unresolved
  - Redundant: unresolved

### Navigational Radar

- **Deep Space Scanner:** unresolved
  - Gravitational Scanner: unresolved
  - Cartographic Sensor: unresolved
  - Life Sensor: unresolved

### Weapon Mounts

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### Critical Hits (see variant rules for explanation of damage impact)

- **Computer System:** unresolved
- **Targeting Computer:** unresolved
- **Life Support:** unresolved
- **Continuous:** unresolved

### Crew

- **Pilot:** unresolved
- **Co-Pilot:** unresolved
- **Gunner:** unresolved
- **Crew Chief:** unresolved
- **Load Master:** unresolved
- **Snrs Up:** unresolved
- **Crew Quality:** Current

### Created by Terry A. Kuchta, © 2006

- Version 2.0s
- Based on a form by GDW / FFE.

### Ordnance Load / Small Craft

- 12 x 1 x 1 submunitions

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