

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

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

Hull Minor breach at: <b>1</b>	Hull Major breach at: <b>2</b>	Hull failure occurs at: <b>4</b>	Current damage is: <input type="text"/>	(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: <b>1</b>	Destroyed at: <b>3</b>	Current damage is: <input type="text"/>	Power Plant #2 Inoperable at: <input type="checkbox"/>	Destroyed at: <input type="checkbox"/>	Current damage is: <input type="text"/>
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Active Sensor: <input type="checkbox"/>	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>
Passive Sensor: <b>5</b>	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>
Navigational Rada: <input type="checkbox"/>		Deep Space Scanner: <input type="checkbox"/>	Gravitational Scanner: <input type="checkbox"/>
		Cartographic Sensor: <input type="checkbox"/>	Life Sensor: <input type="checkbox"/>

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

Critical Hits (see variant rules for explanation of damage impact)			
Computer System: <input type="checkbox"/>	Targeting Computer: <input type="checkbox"/>	<b>+1</b> <input type="checkbox"/>	Now At: <input type="checkbox"/>
Life Support: <input type="checkbox"/>	Continuous: <input type="checkbox"/>		

Crew Pilot: <input type="checkbox"/>	Co-Pilot: <input type="checkbox"/>	Gunner: <input type="checkbox"/>	Crew Chief: <input type="checkbox"/>	Load Master: <input type="checkbox"/>	Snrs Op: <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 12 1x1 submunitions
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Ship Class: <b>Riche-class FTR</b>	Armor: <b>2</b> <input type="checkbox"/>	Radial Reflected: <b>2</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Profile: <b>-3</b>	
Owner: <b>France, Ukraine, UAR</b>	Screens: <input type="checkbox"/>	Lateral Reflected: <b>3</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Lateral Profile: <b>-3</b>	

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