

SHIP STATUS SHEET (Version: Alternative Component Hit Values)									
Ship Name <input style="width: 100%;" type="text"/> Ship Class Alloy-class Modular LND Owner Civilian		Movement Drive 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Armor 1 <div style="display: inline-block; width: 20px; height: 20px; background-color: #fff; border: 1px solid #000;"></div> Currently Screens 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div>		Radiated Signature 4 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Currently Radial Reflected 4 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Currently Lateral Reflected 8 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Currently		Crew Comfort 0 Radial Profile -2 Lateral Profile 0		<div style="border: 1px solid #000; width: 100px; height: 100px; margin: 0 auto;"></div> Ship Profile	
<div style="display: flex; justify-content: space-between;"> <div> Hull Minor breach at 2 Major breach at 5 Hull failure occurs at 9 Current damage is <input style="width: 50px;" type="text"/> </div> <div style="font-size: 0.8em;"> (minor breach → armor to ½, no masking, +1 reflected, major breach → armor to 0, doubles radiated & reflected) </div> </div>									
Power Plant #1 Inoperable at 8 Destroyed at 40 Current damage is <input style="width: 50px;" type="text"/>					Power Plant #2 Inoperable at <input style="width: 50px;" type="text"/> Destroyed at <input style="width: 50px;" type="text"/> Current damage is <input style="width: 50px;" type="text"/>				
<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> Active Sensor <input style="width: 20px;" type="text"/> Processor Unit <input type="checkbox"/> Primary Array <div style="display: inline-block; width: 100px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> -1 range per point of damage Passive Sensor 0 Processor Unit <input type="checkbox"/> Primary Array <div style="display: inline-block; width: 100px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> -1 range per point of damage Navigational Rada <input type="checkbox"/> Deep Space Scanne <div style="display: inline-block; width: 40px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> Gravitational Scanne <div style="display: inline-block; width: 40px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> </div> <div style="width: 48%;"> Redundant Array <div style="display: inline-block; width: 100px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> -1 range per point of damage Redundant Array <div style="display: inline-block; width: 100px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> -1 range per point of damage Cartographic Senso <input type="checkbox"/> Life Sensor <input type="checkbox"/> </div> </div>									
Weapon Mounts Turret 1 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Turret 2 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Turret 3 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Turret 4 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Turret 5 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div> Turret 6 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid #000;"></div>								Hull Mounted Equipmen <div style="border-bottom: 1px solid #000; width: 100%;"></div> <div style="border-bottom: 1px solid #000; width: 100%;"></div> <div style="border-bottom: 1px solid #000; width: 100%;"></div>	
Critical Hits (see variant rules for explanation of damage impact) Computer System <div style="display: inline-block; width: 40px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> Life Support <div style="display: inline-block; width: 40px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> Now At <input type="checkbox"/> Targeting Computer <div style="display: inline-block; width: 20px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div> Continuous <div style="display: inline-block; width: 40px; height: 10px; background-color: #ccc; border: 1px solid #000;"></div>								<div style="border-bottom: 1px solid #000; width: 100%;"></div> <div style="border-bottom: 1px solid #000; width: 100%;"></div> <div style="border-bottom: 1px solid #000; width: 100%;"></div>	
Crew Pilot <input type="checkbox"/> Co-Pilot/Snr <input type="checkbox"/> Gunner <input type="checkbox"/> Engineer <input type="checkbox"/> Load Master <input type="checkbox"/> Snrs Op <input type="checkbox"/>				Crew Quality <div style="display: inline-block; width: 20px; height: 20px; background-color: #fff; border: 1px solid #000;"></div> Currently <div style="display: inline-block; width: 20px; height: 20px; background-color: #fff; border: 1px solid #000;"></div>		Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE .		Ordnance Load / Small Craf	

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Ship Name <div style="border: 1px solid black; height: 20px;"></div>		Movement Drive 0 <div><div style="width: 100%;"></div></div>		Radiated Signature 4 <div><div style="width: 100%;"></div></div>		Currently Crew Comfort 0 <div><div style="width: 100%;"></div></div>		Ship Profile					
Ship Class Alloy-class Modular LND		Armor 1 <div><div style="width: 100%;"></div></div>		Radial Reflected 4 <div><div style="width: 100%;"></div></div>		Currently Radial Profile -2 <div><div style="width: 100%;"></div></div>							
Owner Civilian		Screens 0 <div><div style="width: 100%;"></div></div>		Lateral Reflected 8 <div><div style="width: 100%;"></div></div>		Currently Lateral Profile 0 <div><div style="width: 100%;"></div></div>							
Hull breach at	Minor 2	Major 5	Hull failure occurs at	9	Current damage is	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)</i>							
Power Plant #1 Inoperable at	8	Destroyed at	40	Current damage is		Power Plant #2 Inoperable at		Destroyed at		Current damage is			
Active Sensor	<div><div style="width: 100%;"></div></div>	Processor Unit	<div><div style="width: 100%;"></div></div>	Primary Array	-1 range per point of damage <div><div style="width: 100%;"></div></div>	Redundant Array	-1 range per point of damage <div><div style="width: 100%;"></div></div>						
Passive Sensor	0	Processor Unit	<div><div style="width: 100%;"></div></div>	Primary Array	-1 range per point of damage <div><div style="width: 100%;"></div></div>	Redundant Array	-1 range per point of damage <div><div style="width: 100%;"></div></div>						
Navigational Rada	<div><div style="width: 100%;"></div></div>	Deep Space Scanne	<div><div style="width: 100%;"></div></div>	Gravitational Scanne	<div><div style="width: 100%;"></div></div>	Cartographic Sensoi	<div><div style="width: 100%;"></div></div>	Life Sensor	<div><div style="width: 100%;"></div></div>				
Turret 1	<div><div style="width: 100%;"></div></div>	Turret 2	<div><div style="width: 100%;"></div></div>	Turret 3	<div><div style="width: 100%;"></div></div>	Turret 4	<div><div style="width: 100%;"></div></div>	Turret 5	<div><div style="width: 100%;"></div></div>	Turret 6	<div><div style="width: 100%;"></div></div>	Hull Mounted Equipmen	<div><div style="width: 100%;"></div></div>
Critical Hits (see variant rules for explanation of damage impac)													
Computer System				<div><div style="width: 100%;"></div></div>	Life Support				<div><div style="width: 100%;"></div></div>				
Targeting Computer				<div><div style="width: 100%;"></div></div>	Continuous				<div><div style="width: 100%;"></div></div>				
Crew Pilot	<div><div style="width: 100%;"></div></div>	Co-Pilot/Snsr	<div><div style="width: 100%;"></div></div>	Gunner	<div><div style="width: 100%;"></div></div>	Crew Quality	<div><div style="width: 100%;"></div></div>	Currently	<div><div style="width: 100%;"></div></div>	Created by Terry A. Kuchta, © 2006	Ordnance Load / Small Craf		
Engineer	<div><div style="width: 100%;"></div></div>	Load Master	<div><div style="width: 100%;"></div></div>	Snsrs Op	<div><div style="width: 100%;"></div></div>				version 2.0s Based on a form by GDW / FFE.				