

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: <input type="text" value="0"/> <input type="checkbox"/>	Radiated Signature: <input type="text" value="-2 (1)"/> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Crew Comfort: <input type="text" value="0"/>	Ship Profile
Ship Class: <input type="text" value="Amaray mk II-class LND"/>	Armor: <input type="text" value="5"/> <input type="checkbox"/>	Radial Reflected: <input type="text" value="3"/> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Profile: <input type="text" value="-2"/>	
Owner: <input type="text" value="Foxx Industries"/>	Screens: <input type="text" value="0"/> <input type="checkbox"/>	Lateral Reflected: <input type="text" value="3"/> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Lateral Profile: <input type="text" value="0"/>	

Hull Minor breach at: <input type="text" value="6"/>	Hull Major breach at: <input type="text" value="12"/>	Hull failure occurs at: <input type="text" value="23"/>	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: <input type="text" value="1"/>	Destroyed at: <input type="text" value="2"/>	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: <input type="checkbox"/>	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>
Passive Sensor: <input type="text" value="5"/>	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>
Navigational Rada: <input type="checkbox"/>	Deep Space Scanne: <input type="checkbox"/>	Gravitational Scanne: <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"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Crew Pilot: <input type="checkbox"/>	Co-Pilot/Snsr: <input type="checkbox"/>	Crew Chief: <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
Engineer: <input type="checkbox"/>	Load Master: <input type="checkbox"/>	Snrs Op: <input type="checkbox"/>				

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