

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

Ship Name: <input type="text"/>	Movement / Drive: <b>0</b> <input type="checkbox"/>	<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>Commando-class LND</b>	Armor: <b>1</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Reflected: <b>2</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Profile: <b>-3</b>	
Owner: <b>Britain</b>	Screens: <b>0</b> <input type="checkbox"/>	<input type="checkbox"/>	Lateral Reflected: <b>3</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Lateral Profile: <b>-2</b>	

Hull	Minor breach at: <b>1</b>	Major breach at: <b>3</b>	Hull failure occurs at: <b>5</b>	Current damage is: <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated &amp; reflected)</i>
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Power Plant #1	Inoperable at: <b>1</b>	Destroyed at: <b>2</b>	Current damage is: <input type="text"/>	Power Plant #2	Inoperable at: <b>1</b>	Destroyed at: <b>2</b>	Current damage is: <input type="text"/>
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Active Sensor	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>	-1 range per point of damage	Redundant Array: <input type="checkbox"/>	-1 range per point of damage
Passive Sensor	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>	-1 range per point of damage	Redundant Array: <input type="checkbox"/>	-1 range per point of damage
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"/>	_____ <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"/>					
_____ <input type="checkbox"/>											

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

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Ship Class: <b>Commando-class LND</b>	Armor: <b>1</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Reflected: <b>2</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radial Profile: <b>-3</b>	
Owner: <b>Britain</b>	Screens: <b>0</b> <input type="checkbox"/>	<input type="checkbox"/>	Lateral Reflected: <b>3</b> <input type="checkbox"/>	Currently: <input type="checkbox"/>	Lateral Profile: <b>-2</b>	

Hull	Minor breach at: <b>1</b>	Major breach at: <b>3</b>	Hull failure occurs at: <b>5</b>	Current damage is: <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated &amp; reflected)</i>
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Power Plant #1	Inoperable at: <b>1</b>	Destroyed at: <b>2</b>	Current damage is: <input type="text"/>	Power Plant #2	Inoperable at: <b>1</b>	Destroyed at: <b>2</b>	Current damage is: <input type="text"/>
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Active Sensor	Processor Unit: <input type="checkbox"/>	Primary Array: <input type="checkbox"/>	Redundant Array: <input type="checkbox"/>	-1 range per point of damage	Redundant Array: <input type="checkbox"/>	-1 range per point of damage
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Computer System: <input type="checkbox"/>						Life Support: <input type="checkbox"/>					
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