

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	4		Radiated Signature	5 (8)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Pennsylvania-class BB 1 of 2	Drive			Radial Reflected	10	Currently	Radial Profile	+2	
Owner	America	Armor	4	Currently	Lateral Reflected	11	Currently	Lateral Profile	+4	

Hull	Minor breach at 209	Major breach at 418	Hull failure occurs at 835	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 32	Destroyed at 160	Current damage is <input type="text"/>	Power Plant #2	Inoperable at 32	Destroyed at 160	Current damage is <input type="text"/>
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Active Sensor	16	Processor Unit	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Active Sensor	16	Processor Unit	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Passive Sensor	12	Processor Unit	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Passive Sensor	12	Processor Unit	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Navigationa Rada		Deep Space Scanner		Gravitational Scanner		Cartographic Sensor
						Life Sensor
















Weapon Mounts										Hull Mounted Equipmen			
Turret 1		Turret 6		Turret 11		Turret 16		Turret 21		Turret 26		Grapeshot	
x3-2 dbl		x3-2 dbl		x3-2 dbl		x3-2 dbl		x3-2 dbl		x3-2 dbl		Grapeshot	
Turret 2		Turret 7		Turret 12		Turret 17		Turret 22		Turret 27		Grapeshot	
x3-2 dbl		x3-2 dbl		x3-2 dbl		x3-2 dbl		x2+1 db		x2+1 db		Grapeshot	
Turret 3		Turret 8		Turret 13		Turret 18		Turret 23		Turret 28		Grapeshot	
x2+1 db		x2+1 db		x2+1 db		x2+1 db		x2+1 db		x2+1 db		Grapeshot	
Turret 4		Turret 9		Turret 14		Turret 19		Turret 24		Turret 29		Grapeshot	
x2+1 db		x2+1 db		x1+1 db		x1+1 db		x1+1 db		x1+1 db		Grapeshot	
Turret 5		Turret 10		Turret 15		Turret 20		Turret 25		Turret 30		Grapeshot	
x1+1 db		x1+1 db		x1+1 db		x1+1 db		x1+1 db		x1+1 db		Grapeshot	

[illegible]

Tactical Action Center										Flag Bridge			Ordnance Load / small craft	
Actv Snsr	Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Cmd Staff	Computer				40 SIM-14 missiles in 4 bays			
Actv Snsr	Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Cmd Staff								
Pass Snsr	Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Flt Ctrl	Cmd Staff					4 HD-9 Drones in 1 bay			
Pass Snsr	Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Flt Ctrl	Cmd Staff								
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Cmd Staff					10 Grapeshot Dispensers with TTA			
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Commo								
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Commo					Turrets are UTES equipped			
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Commo								
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Commo					8 FS-17A -class fighters in 1 deck			
Cmd Staff	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot	Flt Ctrl	Commo								
Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot		Commo								
Fire Ctrl	Fire Ctrl	Fire Ctrl	Fire Ctrl	Rmt Pilot		Computer								

[illegible]

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement			Radiated		Currently	Crew		Ship Profile
Ship Class	Pennsylvania-class BB 2 of 2	Drive			Signature			Comfort		
Owner	America	Armor		Currently	Radial		Currently	Radial		
		Screens			Reflected		Currently	Profile		

Hull	Minor breach at <input type="text"/>	Major breach at <input type="text"/>	Hull failure occurs at <input type="text"/>	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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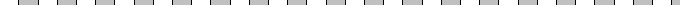
Power Plant #1	Inoperable at <input type="text"/>	Destroyed at <input type="text"/>	Current damage is <input type="text"/>	Power Plant #2	Inoperable at <input type="text"/>	Destroyed at <input type="text"/>	Current damage is <input type="text"/>
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Active Sensor		Processor Unit	Primary Array	-1 range per point of damage		Redundant Array	-1 range per point of damage	
Active Sensor		Processor Unit	Primary Array	-1 range per point of damage		Redundant Array	-1 range per point of damage	
Passive Sensor		Processor Unit	Primary Array	-1 range per point of damage		Redundant Array	-1 range per point of damage	
Passive Sensor		Processor Unit	Primary Array	-1 range per point of damage		Redundant Array	-1 range per point of damage	
Navigational Rada Deep Space Scanner Gravitational Scanne Cartographic Sensor Life Sensor								

Weapon Mounts						Hull Mounted Equipment									
Turret 31		Turret 36		Turret 41		Turret 46		Turret 51		Turret 56		TTA		TTA	
x1+1 db		x1+1 db										TTA		TTA	
Turret 32		Turret 37		Turret 42		Turret 47		Turret 52		Turret 57		TTA		TTA	
x1+1 db												TTA		TTA	
Turret 33		Turret 38		Turret 43		Turret 48		Turret 53		Turret 58		TTA		TTA	
x1+1 db												Comm		Comm	
Turret 34		Turret 39		Turret 44		Turret 49		Turret 54		Turret 59		Comm		Comm	
x1+1 db												Comm		Comm	
Turret 35		Turret 40		Turret 45		Turret 50		Turret 55		Turret 60		Comm		Comm	
x1+1 db												Comm		Comm	

Critical Hits (<i>see variant rules for explanation of damage impact</i>)		
Computer System		Hanger Deck 1
Targeting Computer	Now At	Hanger Deck 2
Life Support		Hanger Deck 3
Continuous		Hanger Deck 4
Drone Bay		Hanger Deck 5
		Missile Bay 1
		Missile Bay 2
		Missile Bay 3
		Missile Bay 4
		Missile Bay 5

Ship Bridge						Ordnance Load / Small Craf	
Captain	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Navigator	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Navigator	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Commo	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Commo	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Helm	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Engineer	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

DAMAGE CONTROL 
 Created by Terry A. Kuchta, © 2004
 version 2.0
 Based on a form by *GDW / FFE*.
 Crew Quality ☐ Currently ☐