

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

| | | | | | | | | | | |
|------------|---------------------------|------------------|---|-----------|--------------------|----|-----------|-----------------|----|--------------|
| Ship Name | | Movement / Drive | 4 | | Radiated Signature | 6 | Currently | Crew Comfort | 0 | Ship Profile |
| Ship Class | Almirante Browne-class DD | Armor | 2 | Currently | Radial Reflected | 7 | Currently | Radial Profile | -1 | |
| Owner | Argentina | Screens | 0 | | Lateral Reflected | 10 | Currently | Lateral Profile | +1 | |
| | | | | | | | | | | |

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|------|-----------------|---|-----------------|---|------------------------|----|-------------------|--|--|
| Hull | Minor breach at | 3 | Major breach at | 6 | Hull failure occurs at | 12 | Current damage is | | (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 | 2 | Destroyed at | 10 | Current damage is | | Power Plant #2 | Inoperable at | | Destroyed at | | Current damage is | |
|----------------|---------------|---|--------------|----|-------------------|--|----------------|---------------|--|--------------|--|-------------------|--|

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|-----------------|--------------------------|--------------------|--------------------------|-----------------------|--|------------------------------|---------------------|--------------------------|------------------------------|--------------------------|
| Active Sensor | 7 | Processor Unit | <input type="checkbox"/> | Primary Array | | -1 range per point of damage | Redundant Array | | -1 range per point of damage | |
| Active Sensor | | Processor Unit | <input type="checkbox"/> | Primary Array | | -1 range per point of damage | Redundant Array | | -1 range per point of damage | |
| Passive Sensor | 3 | Processor Unit | <input type="checkbox"/> | Primary Array | | -1 range per point of damage | Redundant Array | | -1 range per point of damage | |
| Passive Sensor | 3 | Processor Unit | <input type="checkbox"/> | Primary Array | | -1 range per point of damage | Redundant Array | | -1 range per point of damage | |
| Navigation Rada | <input type="checkbox"/> | Deep Space Scanner | | Gravitational Scanner | | | Cartographic Sensor | <input type="checkbox"/> | Life Sensor | <input type="checkbox"/> |

| Weapon Mounts | | | | | | Hull Mounted Equipment | | | |
|---------------|--|-----------|--|-----------|--|------------------------|--|-----|--------------------------|
| Turret 1 | | Turret 6 | | Turret 11 | | Turret 16 | | TTA | <input type="checkbox"/> |
| x1+1 db | | | | | | | | TTA | <input type="checkbox"/> |
| Turret 2 | | Turret 7 | | Turret 12 | | Turret 17 | | | <input type="checkbox"/> |
| x1+1 db | | | | | | | | | <input type="checkbox"/> |
| Turret 3 | | Turret 8 | | Turret 13 | | Turret 18 | | | <input type="checkbox"/> |
| | | | | | | | | | <input type="checkbox"/> |
| Turret 4 | | Turret 9 | | Turret 14 | | Turret 19 | | | <input type="checkbox"/> |
| | | | | | | | | | <input type="checkbox"/> |
| Turret 5 | | Turret 10 | | Turret 15 | | Turret 20 | | | <input type="checkbox"/> |
| | | | | | | | | | <input type="checkbox"/> |
| | | | | | | | | | <input type="checkbox"/> |

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

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|---|---|--------------|-------------------------------|
| Tactical Action Center | Ship Bridge | Other Bridge | Ordnance Load / Small Craft |
| Actv Snsr Pass Snsr Pass Snsr Fire Ctrl Fire Ctrl | Captain Navigator Commo Helm Engineer Computer | | Turrets are not UTES equippec |

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|----------------|--|--|--------------|--------------------------|-----------|--------------------------|
| DAMAGE CONTROL | | Created by Terry A. Kuchta, © 2004 version 2.0 Based on a form by GDW / FFE. | Crew Quality | <input type="checkbox"/> | Currently | <input type="checkbox"/> |
|----------------|--|--|--------------|--------------------------|-----------|--------------------------|