

# 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 (refit)-class DD	Armor	2	Currently	Radial Reflected	7	Currently	Radial Profile	-1	
Owner	Argentina	Screens	0		Lateral Reflected	10	Currently	Lateral Profile	+1	

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	8	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 checked="" type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage	
Passive Sensor	5	Processor Unit	<input type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage	
Passive Sensor	5	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	<input type="checkbox"/>	Gravitational Scanner			Cartographic Sensor	<input type="checkbox"/>	Life Sensor	<input type="checkbox"/>

Weapon Mounts						Hull Mounted Equipmen			
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		Communicator	<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		Hanger Deck 1	
Targeting Computer		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	

Tactical Action Center:	Ship Bridge	Other Bridge	Ordnance Load / Small Craf Turrets are not UTES equippec 2 EM-1 in single bay
Actv Snsr Pass Snsr Pass Snsr Fire Ctrl Fire Ctrl Remote	Captain Navigator Commo Helm Engineer Computer		

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"/>
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