

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement / Drive	4		Radiated Signature	3 (5)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Potomac-class DD	Armor	3	Currently	Radial Reflected	6	Currently	Radial Profile	0	
Owner	America	Screens	0		Lateral Reflected	8	Currently	Lateral Profile	+1	

Hull	Minor breach at	23	Major breach at	46	Hull failure occurs at	92	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	10	Destroyed at	50	Current damage is		Power Plant #2	Inoperable at		Destroyed at		Current damage is	
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Active Sensor	10	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	6	Processor Unit	<input type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage
Passive Sensor		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	<input type="checkbox"/>	Cartographic Sensor	<input type="checkbox"/>	Life Sensor	<input type="checkbox"/>

Weapon Mounts						Hull Mounted Equipment			
Turret 1		Turret 6		Turret 11		Turret 16		Communicator	<input type="checkbox"/>
x1 +0								Communicator	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		TTA	<input type="checkbox"/>
x1 +0								TTA	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18		TTA	<input type="checkbox"/>
x1 +0								SIM-14 Pak	<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19		SIM-14 Pak	<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	<input type="checkbox"/>	Now At	Hanger Deck 1		Missile Bay 1	
Targeting Computer	<input type="checkbox"/>	+1	Hanger Deck 2		Missile Bay 2	
Life Support	<input type="checkbox"/>		Hanger Deck 3		Missile Bay 3	
Continuous	<input type="checkbox"/>		Hanger Deck 4		Missile Bay 4	
Drone Bay	<input type="checkbox"/>		Hanger Deck 5		Missile Bay 5	

Tactical Action Center	Ship Bridge	Other Bridge	Ordnance Load / Small Craft
Actv Snsr	Captain		Turrets are not UTES equippec
Pass Snsr	Navigator		6 SIM-14 missiles in 2 paks
Fire Ctrl	Commo		OLL-29-class lander in 1 deck
Fire Ctrl	Helm		
Fire Ctrl	Computer		
Rmt Pilot	Computer		
Rmt Pilot			
Flt Ctrl			

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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