




SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	5		Radiated	4(5)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Cayuga/A /B-class DE	Drive			Signature	3 (4)				
Owner	America	Armor	0	Currently	Radial	7	Currently	Radial Profile	-1	
		Screens	0		Reflected			Lateral		
					Lateral Reflected	8	Currently	Lateral Profile	+1	

Hull	Minor breach at 15	Major breach at 30	Hull failure occurs at 61	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 4	Destroyed at 20	Current damage is <input type="text"/>	Power Plant #2	Inoperable at 6	Destroyed at 30	Current damage is <input type="text"/>
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Active Sensor	13	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	10	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
Navigationa		Deep Space Scanner			Cartographic Sensor	Life Sensor

Weapon Mounts										Hull Mounted Equipmen			
Turret 1		Turret 6		Turret 11		Turret 16		Turret 21		Turret 26		Communicator	<input type="checkbox"/>
x1+1 db												Communicator	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		Turret 22		Turret 27		TTA	<input type="checkbox"/>
x1+1 db												TTA	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18		Turret 23		Turret 28		TTA	<input type="checkbox"/>
x1+1 db												TTA	<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19		Turret 24		Turret 29		Big Clip	<input type="checkbox"/>
x1+1 db													<input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20		Turret 25		Turret 30			<input type="checkbox"/>
													<input type="checkbox"/>

Critical Hits (see variant rules for explanation of damage impact)

Computer System			Hanger Deck 1		Missile Bay 1	
Targeting Computer		+2 Now At	Hanger Deck 2		Missile Bay 2	
Life Support			Hanger Deck 3		Missile Bay 3	
Continuous			Hanger Deck 4		Missile Bay 4	
Drone Bay			Hanger Deck 5		Missile Bay 5	

[illegible]

DAMAGE CONTROL

Created by Terry A. Kuchta, © 2004
version 2.0
Based on a form by GDW / FFE.

Crew Quality ☐ Currently ☒