



## SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	5		Radiated Signature	3 (5)	Currently	Crew Comfort	-2	Ship Profile
Ship Class	<b>Hampton-class DE</b>	Armor	0	Currently	Radial Reflected	4	Currently	Radial Profile	-2	
Owner	<b>America</b>	Screens	0		Lateral Reflected	4	Currently	Lateral Profile	+1	

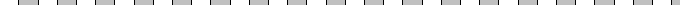
Hull	Minor breach at <b>6</b>	Major breach at <b>12</b>	Hull failure occurs at <b>23</b>	Current damage is <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)
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Power Plant #1	Inoperable at <b>6</b>	Destroyed at <b>30</b>	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	7	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
Navigational 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 x1 +1		Turret 6		Turret 11		Turret 16		Turret 21		Turret 26		Communicator	<input type="checkbox"/> <input type="checkbox"/>
Turret 2 x1 +1		Turret 7		Turret 12		Turret 17		Turret 22		Turret 27		UTES	<input type="checkbox"/> <input type="checkbox"/>
Turret 3 x1 +1		Turret 8		Turret 13		Turret 18		Turret 23		Turret 28		UTES	<input type="checkbox"/> <input type="checkbox"/>
Turret 4 x1 +1		Turret 9		Turret 14		Turret 19		Turret 24		Turret 29		SIM-14 Pak	<input type="checkbox"/> <input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20		Turret 25		Turret 30			<input type="checkbox"/> <input type="checkbox"/>
													<input type="checkbox"/> <input type="checkbox"/>

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