

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement / Drive	2		Radiated Signature	3 (4)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Piedrabuena-class FF	Armor	1	Currently	Radial Reflected	6	Currently	Radial Profile	0	
Owner	Argentina	Screens	0		Lateral Reflected	6	Currently	Lateral Profile	0	

Hull	Minor breach at	14	Major breach at	28	Hull failure occurs at	55	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	8	Destroyed at	40	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		Redundant Array		
Active Sensor		Processor Unit	<input type="checkbox"/>	Primary Array		Redundant Array		
Passive Sensor	3	Processor Unit	<input type="checkbox"/>	Primary Array		Redundant Array		
Passive Sensor		Processor Unit	<input type="checkbox"/>	Primary Array		Redundant Array		
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 Equipmen			
Turret 1		Turret 6		Turret 11		Turret 16		TTA	<input type="checkbox"/>
x1+0 db								TTA	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		TTA	<input type="checkbox"/>
x1+0 db								Communicator	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18		Communicator	<input type="checkbox"/>
x3									<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"/>
		Turret 21		Turret 26		Turret 27			<input type="checkbox"/>
									<input type="checkbox"/>
		Turret 22		Turret 23		Turret 24			<input type="checkbox"/>
									<input type="checkbox"/>
		Turret 25		Turret 28		Turret 29			<input type="checkbox"/>
									<input type="checkbox"/>
		Turret 30							<input type="checkbox"/>
									<input type="checkbox"/>

Critical Hits (see variant rules for explanation of damage impact)			
Computer System	<input type="checkbox"/>	Hanger Deck 1	
Targeting Computer	<input type="checkbox"/>	Hanger Deck 2	
Life Support	<input type="checkbox"/>	Hanger Deck 3	
Continuous	<input type="checkbox"/>	Hanger Deck 4	
Drone Bay	<input type="checkbox"/>	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 8 EM-5D missiles in single bay
Actv Snsr Pass Snsr Pass Snsr Fire Ctrl Fire Ctrl Fire Ctrl Remote Remote	Captain Navigator Commo Helm Engineer Engineer Engineer 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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