



SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	3		Radiated	3 (4)	Currently	Crew Comfort	0	Ship Profile
Ship Class	San Francisco-class FF	Drive			Signature					
Owner	America	Armor	2	Currently	Radial	6	Currently	Radial Profile	-2	
		Screens	0		Reflected	8	Currently	Lateral Profile	+1	

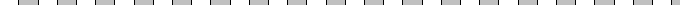
Hull	Minor breach at 16	Major breach at 31	Hull failure occurs at 62	Current damage is <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)
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Power Plant #1	Inoperable at 2	Destroyed at 11	Current damage is <input type="text"/>	Power Plant #2	Inoperable at 2	Destroyed at 11	Current damage is <input type="text"/>
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Active Sensor	5	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	6	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"/> <input type="checkbox"/> Deep Space Scanner <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gravitational Scanner <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cartographic Sensor <input type="checkbox"/> Life Sensor <input type="checkbox"/>						

Weapon Mounts						Hull Mounted Equipment							
Turret 1 x1 +0		Turret 6		Turret 11		Turret 16		Turret 21		Turret 26		Communicator	<input type="checkbox"/>
Turret 2 x1 +0		Turret 7		Turret 12		Turret 17		Turret 22		Turret 27		TTA	<input type="checkbox"/>
Turret 3 x1 +0		Turret 8		Turret 13		Turret 18		Turret 23		Turret 28		TTA	<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19		Turret 24		Turret 29		Big Clip	<input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20		Turret 25		Turret 30		Big Clip	<input type="checkbox"/>

[illegible][illegible]

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