

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name <input style="width:100%;" type="text"/> Ship Class FM-1B-class FTR Owner America, Australia	Movement / Drive 7 Armor 6 Screens 0	 Currently Currently	Radiated Signature 0 (3) Radial Reflected 5 Lateral Reflected 5	Currently Currently Currently	Crew Comfort 0 Radial Profile -3 Lateral Profile -2	Ship Profile
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Hull	Minor breach at 2	Major breach at 4	Hull failure occurs at 7	Current damage is <input style="width:30px;" type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)</i>
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Power Plant #1	Inoperable at 2	Destroyed at 8	Current damage is <input style="width:30px;" type="text"/>	Power Plant #2	Inoperable at <input style="width:30px;" type="text"/>	Destroyed at <input style="width:30px;" type="text"/>	Current damage is <input style="width:30px;" type="text"/>
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Active Sensor 7	Processor Unit <input type="checkbox"/>	Primary Array	Redundant Array	Passive Sensor 10	Processor Unit <input type="checkbox"/>	Primary Array	Redundant Array
Navigational Rada <input type="checkbox"/> Deep Space Scanner Gravitational Scanner Cartographic Sensor <input type="checkbox"/> Life Sensor <input type="checkbox"/>							

Weapon Mounts	Turret 1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipmen
						Communicator <input type="checkbox"/>	
						Big Clip <input type="checkbox"/>	

Critical Hits (see variant rules for explanation of damage impact)				Big Clip <input type="checkbox"/>
Computer System <input type="checkbox"/>	+1	Now At <input type="checkbox"/>	Life Support	SIM-14 in sling <input type="checkbox"/>
Targeting Computer <input type="checkbox"/>	+1	Now At <input type="checkbox"/>	Continuous	

Crew	Pilot <input type="checkbox"/>	Co-Pilot <input type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality <input type="checkbox"/>	Currently <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craf 1 SIM-14 missiles in 1 sling
		Crew Chief <input type="checkbox"/>	Load Master <input type="checkbox"/>	Snrs Op <input type="checkbox"/>			

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Active Sensor 7	Processor Unit <input type="checkbox"/>	Primary Array	Redundant Array	Passive Sensor 10	Processor Unit <input type="checkbox"/>	Primary Array	Redundant Array
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Weapon Mounts	Turret 1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipmen
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Critical Hits (see variant rules for explanation of damage impact)				Big Clip <input type="checkbox"/>
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