








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






Ship Name		Movement	7		Radiated	1 (4)	Currently	Crew	0	Ship Profile
Ship Class	FS-17A-class FTR	Drive			Signature			Comfort		
Owner	America	Armor	8	Currently	Radial	5	Currently	Radial	-2	
		Screens	0		Reflected			Profile		
					Lateral	3	Currently	Lateral	-1	
					Reflected			Profile		

Hull	Minor breach at <b>8</b>	Major breach at <b>16</b>	Hull failure occurs at <b>32</b>	Current damage is <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected; (major breach → armor to 0, doubles radiated & reflected)
------	--------------------------	---------------------------	----------------------------------	--	--

Power Plant #1	Inoperable at <b>3</b>	Destroyed at <b>14</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"/>
----------------	------------------------	------------------------	--	----------------	------------------------------------	-----------------------------------	--

Active Sensor **5** Processor Unit ☐ Primary Array  Redundant Array  -1 range per point of damage

Passive Sensor **5** Processor Unit ☐ Primary Array  Redundant Array  -1 range per point of damage



Navigational Rada  Deep Space Scanner  Gravitational Scanner  Cartographic Sensor  Life Sensor 

Weapon Mounts						Hull Mounted Equipment							
Turret 1	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc; margin: 0 auto;"></div>	Turret 2	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	Turret 3	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	Turret 4	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	Turret 5	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	Turret 6	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>		<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
x2 +1	<div style="border: 1px solid black; width: 20px; height: 20px; background-color: #cccccc; margin: 0 auto;"></div>												<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>

[illegible]



Crew	Pilot <input type="checkbox"/>	Co-Pilot <input checked="" type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality <input type="checkbox"/>	Currently <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006	Ordnance Load / Small Craft
Crew Chief <input checked="" type="checkbox"/>	Load Master <input checked="" type="checkbox"/>	Snr's Op <input checked="" type="checkbox"/>				version 2.0s	Turret is UTES equippec
Based on a form by GDW / FFE.							



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






Ship Name		Movement	7		Radiated Signature	1 (4)	Currently	Crew Comfort	0	Ship Profile
Ship Class	FS-17A-class FTR	Armor	8	Currently	Radial Reflected	5	Currently	Radial Profile	-2	
Owner	America	Screens	0		Lateral Reflected	3	Currently	Lateral Profile	-1	









Hull	Minor breach at <b>8</b>	Major breach at <b>16</b>	Hull failure occurs at <b>32</b>	Current damage is <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected; (major breach → armor to 0, doubles radiated & reflected)
------	--------------------------	---------------------------	----------------------------------	--	--

Power Plant #1	Inoperable at <b>3</b>	Destroyed at <b>14</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"/>
----------------	------------------------	------------------------	--	----------------	------------------------------------	-----------------------------------	--

Active Sensor **5** Processor Unit ☐ Primary Array  -1 range per point of damage Redundant Array  -1 range per point of damage

Passive Sensor **5** Processor Unit ☐ Primary Array  -1 range per point of damage Redundant Array  -1 range per point of damage

Navigational Rada  Deep Space Scanner  Gravitational Scanner  Cartographic Sensor  Life Sensor 

Weapon Mounts						Hull Mounted Equipmen							
Turret 1 x2 +1		Turret 2  		Turret 3  		Turret 4  		Turret 5  		Turret 6  		_____	
											_____		

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

Computer System	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Life Support	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="text"/>	<input type="text"/>
Targeting Computer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<b>0</b>		Continuous	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="text"/>	<input type="text"/>

Crew	Pilot <input type="checkbox"/>	Co-Pilot <input checked="" type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality <input type="checkbox"/>	Currently <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006	Ordnance Load / Small Craft
Crew Chief <input checked="" type="checkbox"/>	Load Master <input checked="" type="checkbox"/>	Snr's Op <input checked="" type="checkbox"/>				version 2.0s	Turret is UTES equippec
Based on a form by GDW / FFE.							