

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/> Ship Class: Nevado-class FTR Owner: Anzania	Movement / Drive: 6 Armor: 8 Screens: 0	 Currently Currently 	Radiated Signature: 1 (3) Radial Reflected: 4 Lateral Reflected: 4	Currently Currently Currently	Crew Comfort: 0 Radial Profile: -2 Lateral Profile: -2	Ship Profile
---	--	------------------------------------	---	-------------------------------------	---	--------------

Hull	Minor breach at 2	Major breach at 5	Hull failure occurs at 9	Current damage is <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)</i>
------	--------------------------	--------------------------	---------------------------------	--	--

Power Plant #1	Inoperable at 2	Destroyed at 8	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	<input type="checkbox"/>	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Passive Sensor	5	Processor Unit	<input type="checkbox"/>	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	Turret 1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipmen
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TTA <input type="checkbox"/>
	x1 +0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Crew	Pilot <input type="checkbox"/>	Co-Pilot <input type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craf Turret is not UTES equipped
	Crew Chief <input type="checkbox"/>	Load Master <input type="checkbox"/>	Snrs Op <input type="checkbox"/>				

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/> Ship Class: Nevado-class FTR Owner: Anzania	Movement / Drive: 6 Armor: 8 Screens: 0	 Currently Currently 	Radiated Signature: 1 (3) Radial Reflected: 4 Lateral Reflected: 4	Currently Currently Currently	Crew Comfort: 0 Radial Profile: -2 Lateral Profile: -2	Ship Profile
---	--	------------------------------------	---	-------------------------------------	---	--------------

Hull	Minor breach at 2	Major breach at 5	Hull failure occurs at 9	Current damage is <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected)</i>
------	--------------------------	--------------------------	---------------------------------	--	--

Power Plant #1	Inoperable at 2	Destroyed at 8	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	<input type="checkbox"/>	Primary Array	-1 range per point of damage	Redundant Array	-1 range per point of damage
Passive Sensor	5	Processor Unit	<input type="checkbox"/>	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	Turret 1	Turret 2	Turret 3	Turret 4	Turret 5	Turret 6	Hull Mounted Equipmen
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TTA <input type="checkbox"/>
	x1 +0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Crew	Pilot <input type="checkbox"/>	Co-Pilot <input type="checkbox"/>	Gunner <input type="checkbox"/>	Crew Quality	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craf Turret is not UTES equipped
	Crew Chief <input type="checkbox"/>	Load Master <input type="checkbox"/>	Snrs Op <input type="checkbox"/>				