

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

Ship Name <div></div>	Movement / Drive 0 <div></div>	Radiated Signature -1 (2) <div></div>	Currently <div></div>	Crew Comfort 0 <div></div>	Ship Profile
Ship Class <b>Chameleon-class LND</b>	Armor 0 <div></div>	Radiated Reflected 3 <div></div>	Currently <div></div>	Radiated Profile -2 <div></div>	
Owner <b>America</b>	Screens 0 <div></div>	Lateral Reflected 4 <div></div>	Currently <div></div>	Lateral Profile -1 <div></div>	

Hull Minor breach at 5	Major breach at 9	Hull failure occurs at 18	Current damage is <div></div>	(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 1	Destroyed at 3	Current damage is <div></div>	Power Plant #2 Inoperable at <div></div>	Destroyed at <div></div>	Current damage is <div></div>
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Active Sensor <div></div>	Processor Unit <div></div>	Primary Array -1 range per point of damage	Redundant Array -1 range per point of damage	Passive Sensor <b>0</b>	Processor Unit <div></div>	Primary Array -1 range per point of damage	Redundant Array -1 range per point of damage
Navigational Rada <div></div>		Deep Space Scanner <div></div>	Gravitational Scanner <div></div>	Cartographic Sensor <div></div>		Life Sensor <div></div>	

Weapon Mounts	Turret 1 <div></div>	Turret 2 <div></div>	Turret 3 <div></div>	Turret 4 <div></div>	Turret 5 <div></div>	Turret 6 <div></div>	Hull Mounted Equipmen
							Ground Wpns Mnt <div></div>

Critical Hits (see variant rules for explanation of damage impact)				Troop Module	Other Modules
Computer System <div></div>	Life Support <div></div>	+ <div></div>	+ <div></div>		
Targeting Computer <div></div>	Continuous <div></div>				

Crew Pilot <div></div>	Co-Pilot/Snsr <div></div>	Gunner <div></div>	Crew Quality <div></div>	Currently <div></div>	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	Ordnance Load / Small Craf
Crew Chief <div></div>	Load Master <div></div>	Snsrs Op <div></div>				

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Owner <b>America</b>	Screens 0 <div></div>	Lateral Reflected 4 <div></div>	Currently <div></div>	Lateral Profile -1 <div></div>	

Hull Minor breach at 5	Major breach at 9	Hull failure occurs at 18	Current damage is <div></div>	(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 1	Destroyed at 3	Current damage is <div></div>	Power Plant #2 Inoperable at <div></div>	Destroyed at <div></div>	Current damage is <div></div>
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Active Sensor <div></div>	Processor Unit <div></div>	Primary Array -1 range per point of damage	Redundant Array -1 range per point of damage	Passive Sensor <b>0</b>	Processor Unit <div></div>	Primary Array -1 range per point of damage	Redundant Array -1 range per point of damage
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