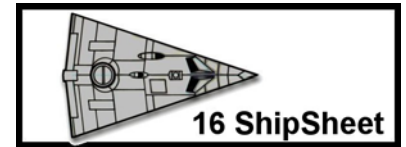


# Creating The ShipSheet

The ShipSheet records damage to a ship and governed how damage is inflicted.



## LAYERS

1
2
3
4
5
6

## HIT LOCATION TABLE

-9	
-8	
-7	
-6	
-5	Comms
-4	Cargo
-3	Sensors
-2	Defenses
-1	Life Support
0	Hull
+1	Power
+2	Drives
+3	Weapons
+4	Bridge
+5	Computer
+6	
+7	
+8	
+9	

## THE ELEMENTS OF THE SHIPSHEET

The ShipSheet is a unique record of the starship and how damage affects it.

The ShipSheet Tables are custom filled based on the ship designer's concepts and within the constraints of the Ship Design Rules.

### Armor

Insert in the Layers Box the layer of armor on the hull. If there are more layers than spaces, use an additional sheet.

### The Hit Location Table

The recommended or default Hit Locations are printed on the Hit Location Table.

Ship Design may place them in other locations, provided all 11 Locations are on the table and Hull is at Hit Location= 0.

Unless otherwise noted, the 11 entries must be in Hit Locations -5 to +5.

**Drives.** If the ship has a Jump Bubble, Drives must be in Hit location -1, 0, or +1.

If the ship has a Jump Grid, Drives may be in any Hit Location -5 to +5.

**Cluster Hulls.** A Cluster Hull Config-C may place the Locations in any Hit Locations -9 to +9. Gaps may be present between Locations. Cluster may omit Hull as a Location.

**Braced Cluster Hulls.** A Braced Cluster Hull Config-B may place the 11 Elements in any Hit Locations -7 to +7. Gaps may be present between Elements.

Brace Cluster may omit Hull as a Location.

**Carried Vehicles and Craft.** Vehicles as Cargo or Small Craft in Hangars are part of Hit Location = Cargo.

**Attached Objects.** Grappled or Docked craft, and vehicles carried in Niches are noted in an otherwise unoccupied Hit Location adjacent to a filled Hit location.

### Drives and Power

Note that Drives are distinct from the Power Plant.

Fuel Tankage is placed in Hit Location= Power.

### Extended Objects

Some Sensors are Extendable. When retracted, they are in the Sensor Hit location. When Extended, they are in an otherwise unoccupied Hit Location.

### Deployable Mounts

Some weapons and sensors are in Deployable mounts. When deployed, they are separate objects at Location=0 on a separate Hit location Table.

### LARGE SHIPS

When entries require more spaces on the ShipSheet (for example, more Weapons than available entries), create additional available entries and number them to allow random selection of them