GENERIC SHIP RECORD SHEET

NAME		TYPE		ADVANCED? + 10% TO HIT		TURN MAX	
		ITPE				SPEED	
ENGINE ROO HIT! POWER		BRIDGE H		D.O.M This turn		SPEED HIS TURN	
CURRENT BEAM MINUS OR BONUS + OR -	OWER SY	C D H S S R C G H A S R C	FIRE ARMED	RE 1 BEAM, ARM 1 TOI OTORP = 0 POINTS (2 P AN TORP = 4 P	TELD TEMS HIT MOD BONUS UPPER REAR UPPER REAR LOWER	REINFORCED DESTROYED DESTROYED	
ON	OFF	D R G E D	FRONT	UNDESTRO	T IS TWO TIMES YED SHIELD BOXES	REINFORCED WEAR DESTROYED TON EACH WEAPON THAT WAS	
WEAP			PIEN	PLACE /	THAT TURN IN THE	'ARMED' BOXES. APON THAT HAS FIRED THAT	
REMEMBER - TORPEDOES CAN BE ARMED FIRED IN THE SAME TURN AND MAY BE HE FRONT BEAMS			NUMBER OF BEAMS ARMED	TONIN	360 UPPER BEAMS		
	FRONT TORPS	S		UPPER FR BEAMS		UPPER REAR BEAMS	
UCL BEAMS	FIRED		UCR EAMS				
LCL BEAMS	ARMED FIRED REAR TORPS	LCR BEAMS	NOTE: CROSS OFF WEAPONS THAT YOU SHIP DOES NOT HAVE BEAMS: PLACE A DO ON EACH WEAPON	BEAMS	ONT	LOWER REAR BEAMS	
	REAR BEAMS		ON EACH WEAPON THAT HAS FIRED THA TURN. CROSS OFF ANY THA ARE DESTROYED.		360 LOWER	RBEAMS	