SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name:
Ship Class: ***Invincible*-class BC**
Owner: **Britain**

Movement **6** | Armor **5** | Screens **6** (Currently)
Radiated Signature **4 (7)** (Currently) | Radial Reflected **7** (Currently) | Lateral Reflected **8** (Currently)
Crew Comfort **0** | Radial Profile **+1** | Lateral Profile **+2**
Ship Profile

Hull — Minor breach at **31** | Major breach at **63** | Hull failure occurs at **135** | Current damage is
(minor breach → armor to ½, no masking, +1 reflected)
(major breach → armor to 0, doubles radiated & reflected)

Power Plant #1 — Inoperable at **24** | Destroyed at **120** | Current damage is
Power Plant #2 — Inoperable at | Destroyed at | Current damage is

Active Sensor **15**	Processor Unit	Primary Array *-1 range per point of damage*	Redundant Array *-1 range per point of damage*
Active Sensor	Processor Unit	Primary Array *-1 range per point of damage*	Redundant Array *-1 range per point of damage*
Passive Sensor **10**	Processor Unit	Primary Array *-1 range per point of damage*	Redundant Array *-1 range per point of damage*
Passive Sensor	Processor Unit	Primary Array *-1 range per point of damage*	Redundant Array *-1 range per point of damage*

Navigational Rada | Deep Space Scanne | Gravitational Scanne | Cartographic Senso | Life Sensor

Weapon Mounts

Turret 1 x2+1 db	Turret 7 x2+1 db	Turret 13	Turret 19	Turret 25	
Turret 2 x2+1 db	Turret 8 x2+1 db	Turret 14	Turret 20	Turret 26	
Turret 3 x2+1 db	Turret 9 x2+1 db	Turret 15	Turret 21	Turret 27	
Turret 4 x2+1 db	Turret 10 x2+1 db	Turret 16	Turret 22	Turret 28	
Turret 5 x2+1 db	Turret 11 x2+1 db	Turret 17	Turret 23	Turret 29	
Turret 6 x2+1 db	Turret 12 x2+1 db	Turret 18	Turret 24	Turret 30	

Hull Mounted Equipmen

Grapeshot
Grapeshot
Grapeshot
Grapeshot
Communicato
Communicato
Communicato
Communicato
TTA
TTA
TTA
TTA

Critical Hits *(see variant rules for explanation of damage impac*

Computer System | Targeting Compute | Life Support | Continuous | Drone Bay
+2 Now At

Hanger Deck 1 | Hanger Deck 2 | Hanger Deck 3 | Hanger Deck 4 | Hanger Deck 5

Missile Bay 1 | Missile Bay 2 | Missile Bay 3 | Missile Bay 4 | Missile Bay 5

Tactical Action Center

Actv Snsr
Pass Snsr
Fire Ctrl ×18

Remote ×4
Fire Ctrl ×6

Ship Bridge

Captain
Navigato
Commo ×2
Helm
Engineer ×3
Computer ×4

Flag Bridge

Cmd Staff ×4
Commo ×10

Ordnance Loac

Turrets are UTES equippec

24 Ritage-2 missiles in 4 bays

96 Grapeshot submunitions

4 Harrier-class fighters in 1 hange
(launch 1 fighter / 5 turns)

6 Commando-class landers in 2 hanger
(launch 2 landers / 5 turns)

DAMAGE CONTROL

Created by Terry A. Kuchta
version 2.1, © 2007
Based on a form by *GDW / FFE*.

Crew Quality (Currently)