HYDRAN LIEGE LIGHT RAIDING DREADNOUGHT

FLEET SCALE

COUNTER LGE
POINT VALUE: 92+40
DAMAGE CONTROL: 3

POWER TRACK

+30
+20
+10

PROBES

MARINES
9
5

HMS
Name

SHIELD #1
20

Power when undamaged: 28 + 2.

FUS-FX
C
PH-1-FX
1
PH-1 BRDG PH-1
FA L 2 3 FA R
HB TRAN HB
FA L A B FA R
REAC
F HULL
TRAN FLAG
SHTL TRAC SHTL
AUX EMER
LAB
A HULL BTTY A HULL
PH-1-360° 4
PH-G-360° 5
L WARP C WARP R WARP
8 IMP 8 4 IMP 8
4 4
SHIELD #4
17

#6
17

#2
17

#5
17

#3
17

HELLBORE ARMING
A B
P P
L L
O O
F F

WEAPONS USED
C
1 2
3 4

PH-G
5

FRAME DAMAGE
4

9
8
7
6
5
4
3
2
1
0

TURN MODE D MOVE COST 5/8
BASE SPEED 8 TURN MODE 2 SPEED COST 5
BASE SPEED 16 TURN MODE 4 SPEED COST 10
BASE SPEED 24 TURN MODE 5 SPEED COST 15
ACCELERATION COST 5/8
DECELERATION COST 5/8
HIGH ENERGY TURN COST 3+1/8
EVASIVE MANEUVER COST 3+3/4

FEDERATION COMMANDER: BOOSTER PACK #17
FLEET SCALE SHIP CARD
#91 of 81-96
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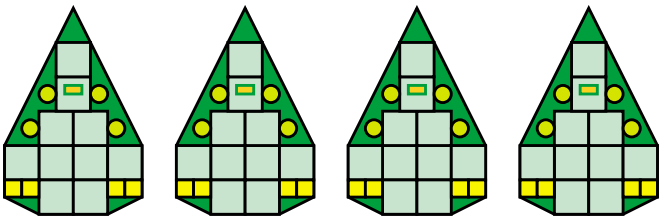

FRACTIONAL POWER
0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

91

LARGER SHIP CARD

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HYDRAN LIEGE LIGHT RAIDING DREADNOUGHT

SQUADRON SCALE

COUNTER LGE
POINT VALUE: 180+80
DAMAGE CONTROL: 6

POWER TRACK

+60
+50
+40
+30
+20
+10

Power when undamaged: 56 + 4.

HMS
Name

MARINES
18
12
6

PROBES

HELLBORE ARMING
A B C
P P P
L L L
O O O
F F F

FRAME DAMAGE
8
4

TURN MODE D MOVE COST 1+1/4

BASE SPEED 8 TURN MODE 2 SPEED COST 10

BASE SPEED 16 TURN MODE 4 SPEED COST 20

BASE SPEED 24 TURN MODE 5 SPEED COST 30

ACCELERATION COST 1+1/4

DECELERATION COST 1+1/4

HIGH ENERGY TURN COST 6+1/4

EVASIVE MANEUVER COST 7+1/2

SHIELD #1
40

WEAPONS USED
D E 1
2 3 4
5 6 7

PH-G shots
8
9

#6
33

#2
33

HB-FH
A

PH-1-FX
1

PH-1
FA L
2
3

PH-1
FA R
4
5

BRDG

HB
FA L
B

TRAN

HB
FA R
C

F HULL

REAC

FUS
LF L
D

FLAG

FUS
RF R
E

TRAC

TRAN

TRAN

EMER

AUX

PRB

#5
33

#3
33

SHTL

SHTL

LAB

R HULL

BTTY

R HULL

PH-1-360°
6 7

C WARP
16 8

L WARP
16 8

R WARP
8 16

IMP

PH-G
LS
8
RR

PH-G
RS
9
LR

SHIELD #4
33

9
8
7
6
5
4
3
2
1
0

FRACTIONAL POWER
0 1/4 1/2 3/4

FEDERATION COMMANDER: BOOSTER PACK #17
SQUADRON SCALE SHIP CARD #91 of 81-96
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