

# KLINGON E7J PENAL CRUISER

FLEET SCALE

COUNTER **E7J**  
POINT VALUE: 55  
DAMAGE CONTROL: 2



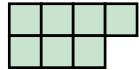
POWER TRACK

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

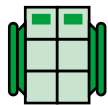
IKV  
Name \_\_\_\_\_

There is no Probe launcher on this ship.

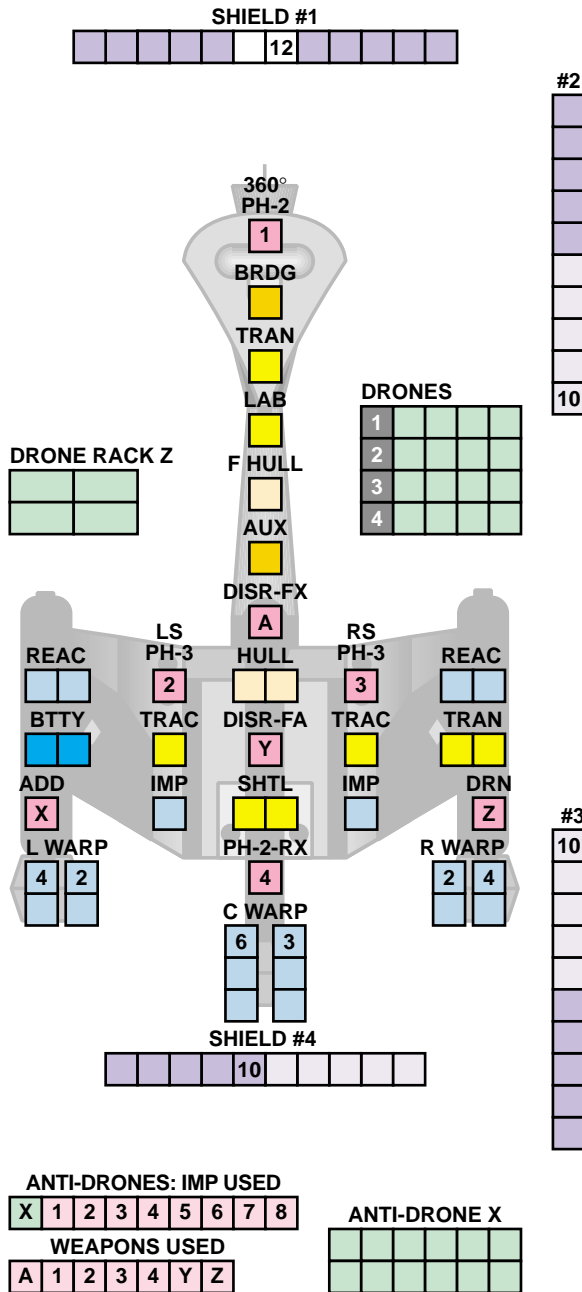
MARINES



FRAME DAMAGE



TURN MODE B MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 3 SPEED COST 8
BASE SPEED 24 TURN MODE 4 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3



ANTI-DRONES: IMP USED

X	1	2	3	4	5	6	7	8
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WEAPONS USED

A	1	2	3	4	Y	Z
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ANTI-DRONE X

# KLINGON E7J PENAL CRUISER

**SQUADRON SCALE**

COUNTER **E7J**  
POINT VALUE: 110  
DAMAGE CONTROL: 4



**POWER TRACK**

**+40**

**+30**

**+20**

**+10**

**9**

**8**

**7**

**6**

**5**

**4**

**3**

**2**

**1**

**0**

IKV  
Name \_\_\_\_\_

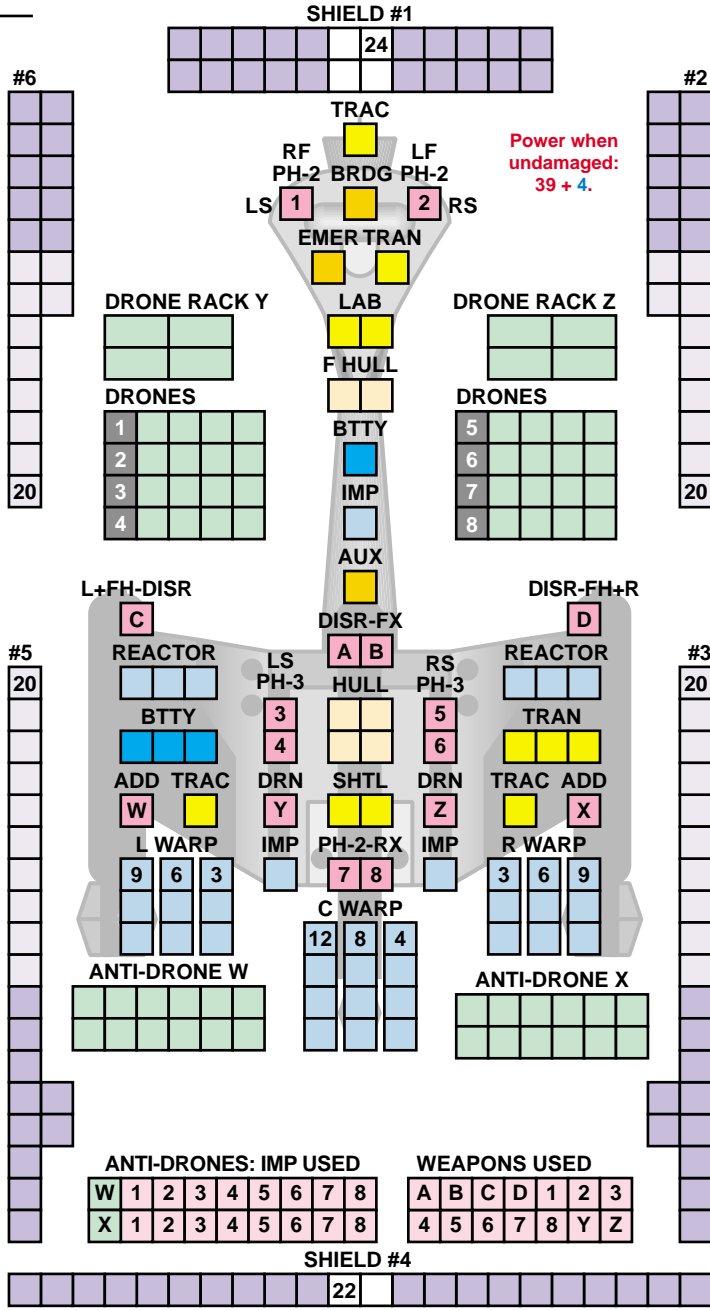
There is no Probe launcher on this ship.

**MARINES**

**FRAME DAMAGE**

**SHUTTLECRAFT**

TURN MODE B MOVE COST 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8
BASE SPEED 16 TURN MODE 3 SPEED COST 16
BASE SPEED 24 TURN MODE 4 SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER COST 6



Power when undamaged: 39 + 4.

ANTI-DRONES: IMP USED								WEAPONS USED							
W	1	2	3	4	5	6	7	8	A	B	C	D	1	2	3
X	1	2	3	4	5	6	7	8	4	5	6	7	8	Y	Z