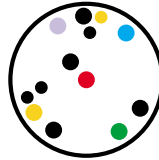


REVISED SHIP CARD

WYN CLUSTER WAR CRUISER FLEET SCALE

COUNTER CW
POINT VALUE: 63
DAMAGE CONTROL: 2



POWER TRACK



WDS
Name

PROBES

--	--	--	--	--	--

MARINES

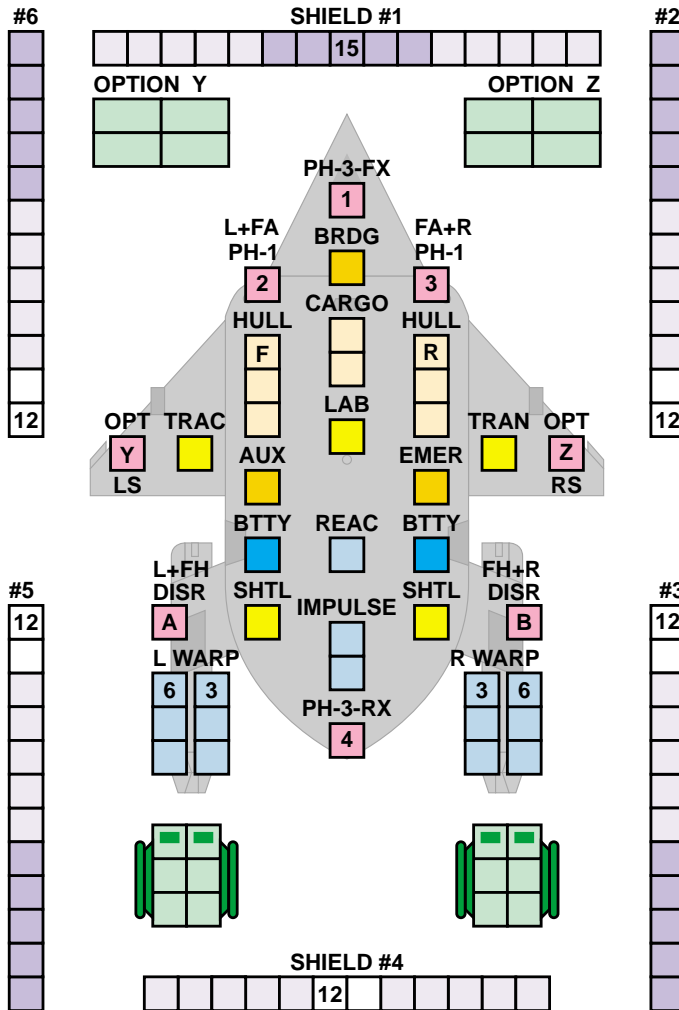
6		
3		

FRAME DAMAGE

3		
---	--	--

Optional Weapons Mounts can be Phaser-1 or drone rack; player must select before game begins. Drone racks are 360°.

TURN MODE C MOVE COST 3/8
BASE SPEED 8 TURN MODE 2 SPEED COST 3
BASE SPEED 16 TURN MODE 3 SPEED COST 6
BASE SPEED 24 TURN MODE 5 SPEED COST 9
ACCELERATION COST 3/8
DECELERATION COST 3/8
HIGH ENERGY TURN COST 1+7/8
EVASIVE MANEUVER COST 2+1/4



DRONES

1				
2				
3				
4				

WEAPONS USED

A	B	1	2
3	4	Y	Z

DRONES

5				
6				
7				
8				

FEDERATION COMMANDER: DISTANT KINGDOMS
 FLEET SCALE SHIP CARD #110 of 97-112
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FRACTIONAL POWER
 0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

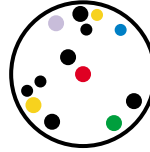
There was nothing "wrong" with the original Ship Card for this vessel, but we continually update ship cards as improved graphical ideas are developed.

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REVISED SHIP CARD

WYN CLUSTER WAR CRUISER SQUADRON SCALE

COUNTER CW
POINT VALUE: 126
DAMAGE CONTROL: 4



POWER TRACK

WDS
Name

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

PROBES

--	--	--	--

MARINES

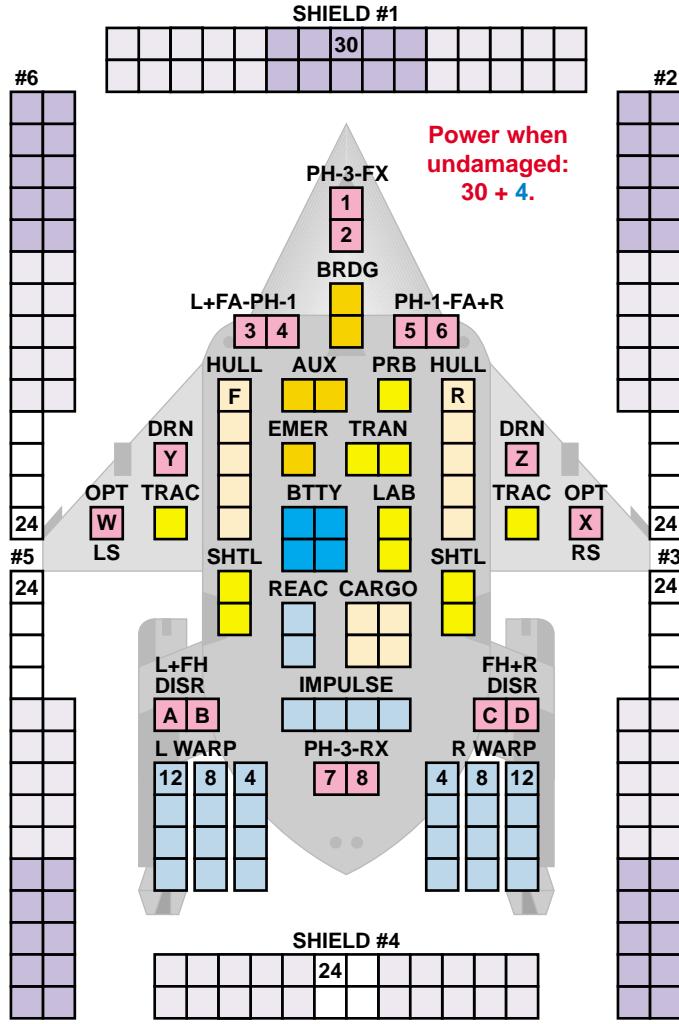
12					
6					

FRAME DAMAGE

5				
---	--	--	--	--

Options can be drone (360°) or Phaser-1.

TURN MODE C MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 3 SPEED COST 12
BASE SPEED 24 TURN MODE 5 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2



OPT W	OPT X	RACK Y	RACK Z
DRONES	DRONES	DRONES	WEAPONS USED
1	5	9	A B C D
2	6	10	1 2 3 4
3	7	11	5 6 7 8
4	8	12	W X Y Z

110

FEDERATION COMMANDER: DISTANT KINGDOMS
SQUADRON SCALE SHIP CARD #110 of 97-112
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FRACTIONAL POWER
0 1/4 1/2 3/4

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