

COUNTER FS
POINT VALUE: 12
DAMAGE CONTROL: 2

15
FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP CARD #15 OF 16 *
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6
POWER TRACK

5
4
3
2
1
0

WEAPON USED
1

SHIELD #1
5

BRDG EMER
HULL PH-3 HULL
C 1 C
360°
CARGO

TRAN SHTL
BTTY TRAC
LEFT WARP RIGHT WARP
IMP

SHIELD #4
5

SMALL FREIGHTERS
SQUADRON SCALE

LARGE FREIGHTER
FLEET SCALE

TURN MODE C
MOVE COST 1/4

BASE SPEED 8
TURN MODE 2
SPEED COST 2

BASE SPEED 16
TURN MODE 3
SPEED COST 4

BASE SPEED 24
NOT POSSIBLE FOR THIS SHIP

ACCELERATION COST 1/4

DECELERATION COST 1/4

HIGH ENERGY TURN BANNED

EVASIVE MANEUVER NOT ALLOWED

CSSC

NO MARINES OR PROBE LAUNCHER ON THIS SHIP

#2
5

#3
5

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

SHIELD #1
5

COUNTER FS
POINT VALUE: 12
DAMAGE CONTROL: 2

FRAME DAMAGE
2

BRDG EMER
HULL PH-3 HULL
C 2 C
360°
CARGO

TRAN SHTL
BTTY TRAC
LEFT WARP RIGHT WARP
IMP

SHIELD #4
5

NO MARINES OR PROBE LAUNCHER ON THIS SHIP

#6
5

#5
5

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

POWER TRACK

6
5
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2
1
0

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LEFT WARP RIGHT WARP
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SHIELD #4
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#6
5

#5
5

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

POWER TRACK

6
5
4
3
2
1
0

WEAPON USED
2

COUNTER FS
POINT VALUE: 7
DAMAGE CONTROL: 1

45 There are no Marines or probe launcher on this ship. SYS can function as a tractor or transporter, but not both at once.

SMALL FREIGHTERS FLEET SCALE

TURN MODE C
MOVE COST 1/8

BASE SPEED 8
TURN MODE 2
SPEED COST 1

BASE SPEED 16
TURN MODE 3
SPEED COST 2

BASE SPEED 24
NOT POSSIBLE FOR THIS SHIP

ACCELERATION COST 1/8

DECELERATION COST 1/8

HIGH ENERGY TURN BANNED

EVASIVE MANEUVER NOT ALLOWED

CSSC

FEDERATION COMMANDER:
ROMULAN BORDER FLEET SCALE SHIP
CARD #45
OF 33-48. ★
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COUNTER FS
POINT VALUE: 7
DAMAGE CONTROL: 1

There are no Marines or probe launcher on this ship. SYS can function as a tractor or transporter, but not both at once.

4
3
2
1
0

POWER TRACK

#6
3

#5
3

WEAPON USED
1

4
3
2
1
0

POWER TRACK

#6
3

#5
3

WEAPON USED
2

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

FRACTIONAL POWER

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

FRACTIONAL POWER

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

FRACTIONAL POWER

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MOVE COST 1/8

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#6
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WEAPON USED
1

4
3
2
1
0

POWER TRACK

#6
3

#5
3

WEAPON USED
2

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

FRACTIONAL POWER

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

FRACTIONAL POWER

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

FRACTIONAL POWER