

# FEDERATION LIGHT RAIDING DREADNOUGHT SQUADRON SCALE

COUNTER   
 POINT VALUE: 245  
 DAMAGE CONTROL: 6

ANTI-DRONES IMP USED

X		Y		Z	
1	2	1	2	1	2
3	4	3	4	3	4
5	6	5	6	5	6
7	8	7	8	7	8

**POWER TRACK**



**+60**  
**+50**  
**+40**  
**+30**  
**+20**  
**+10**  
**9**  
**8**  
**7**  
**6**  
**5**  
**4**  
**3**  
**2**  
**1**  
**0**

**PHOTON ARMING**

A	B	C	D	E
P	P	P	P	P
L	L	L	L	L
+4	+4	+4	+4	+4
+8	+8	+8	+8	+8
F	F	F	F	F

Power when undamaged: 57 + 5.

**PROBES**

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**MARINES**

16		
12		
8		
4		

**FRAME DAMAGE**

12		
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

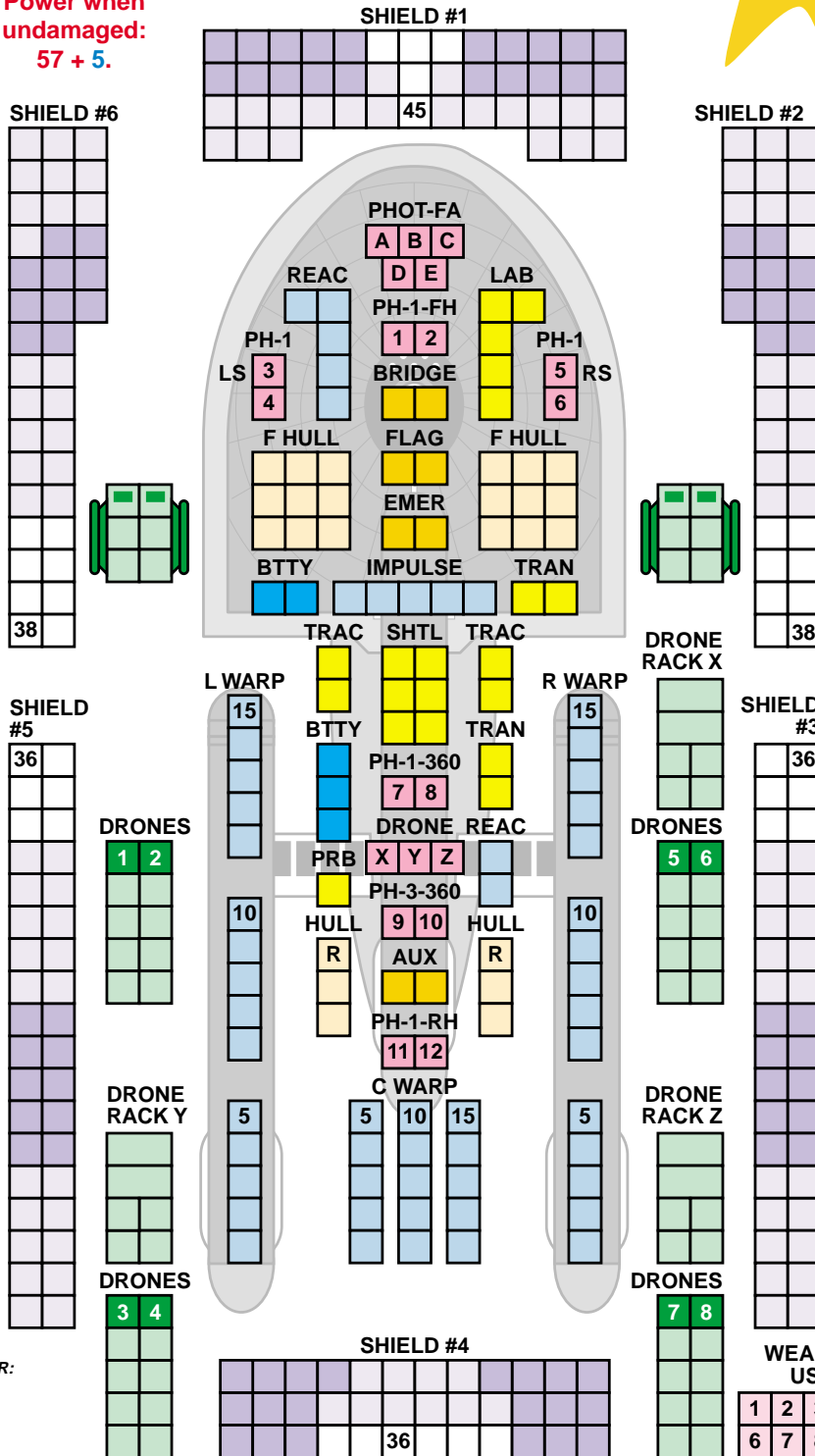
DECELERATION COST 1+1/4

HIGH ENERGY TURN COST 6+1/4

EVASIVE MANEUVER COST 7+1/2

FEDERATION COMMANDER:  
 BOOSTER PACK #16  
 SQUADRON SCALE SHIP  
 CARD #82 OF 81-96  
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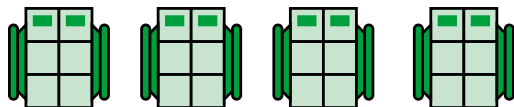
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WEAPONS USED

1	2	3	4	5
6	7	8	9	10
11	12	X	Y	Z

**82**



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

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**LARGER SHIP CARD**

