GORN T-REX DREADNOUGHT

SQUADRON SCALE

GCS
Name

PROBES

MARINES
30 25 20 15 10 5

FRAME DAMAGE
15 10 5

PLASMA A
50 40 30 20 10

PLASMA ARMING
A G S R
B G S
C G S
D F
E F

WEAPONS USED
A B C D E 1 2 3 4 5 6 7 8 9 10 11 12

COUNTER DN
POINT VALUE: 229
DAMAGE CONTROL: 6

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

SHIELD #1 48
#6 36
#2 36
#5 36
#3 36
SHIELD #4 36

L+FA PH-1 1
PL-R-FA A
FA+R PH-1 2
BRDG
F HULL
F HULL
REAC BTTY PRB
PL-S B LP
PL-F D LS
PH-1 3 LS 4
PH-1 5 RS 6
PL-F E RS
PL-S C RP
TRAN EMER TRAN
PH-3 7 LS
IMP
IMP
PH-3 8 RS
REAC FLAG BTTY
C HULL
360° PH-1 9 10
C HULL
TRAC TRAN TRAC
SHTL LAB SHTL
L WARP 24 12 18 6
R WARP 12 24 6 18
PL-D 20 10
PL-E 20 10
C HULL
BTTY
TRAN REAC
R HULL AUX R HULL
PH-1 11 TRAC 12 PH-1
L+RA RA+R

PLAS-B 30 20 10
PLAS-C 30 20 10

TURN MODE E MOVE COST 1+1/2
BASE SPEED 8 TURN MODE 3 SPEED COST 12
BASE SPEED 16 TURN MODE 5 SPEED COST 24
BASE SPEED 24 TURN MODE 6 SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

Power when undamaged: 58 + 6.

FRACTIONAL POWER
0 1/2

FEDERATION COMMANDER: ROMULAN BORDER
SQUADRON SCALE SHIP
CARD #43 of 33-48 ★
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43

GORN T-REX DREADNOUGHT

FLEET SCALE

GCS
Name

WEAPONS USED

A	B	C	1	2	3	4	5	6

PLASMA ARMING

A								G	S	R
B						F				
C						F				

COUNTER DN

POINT VALUE: 120

DAMAGE CONTROL: 3

POWER TRACK +30 +20 +10

PROBES

MARINES

15				
10				
5				

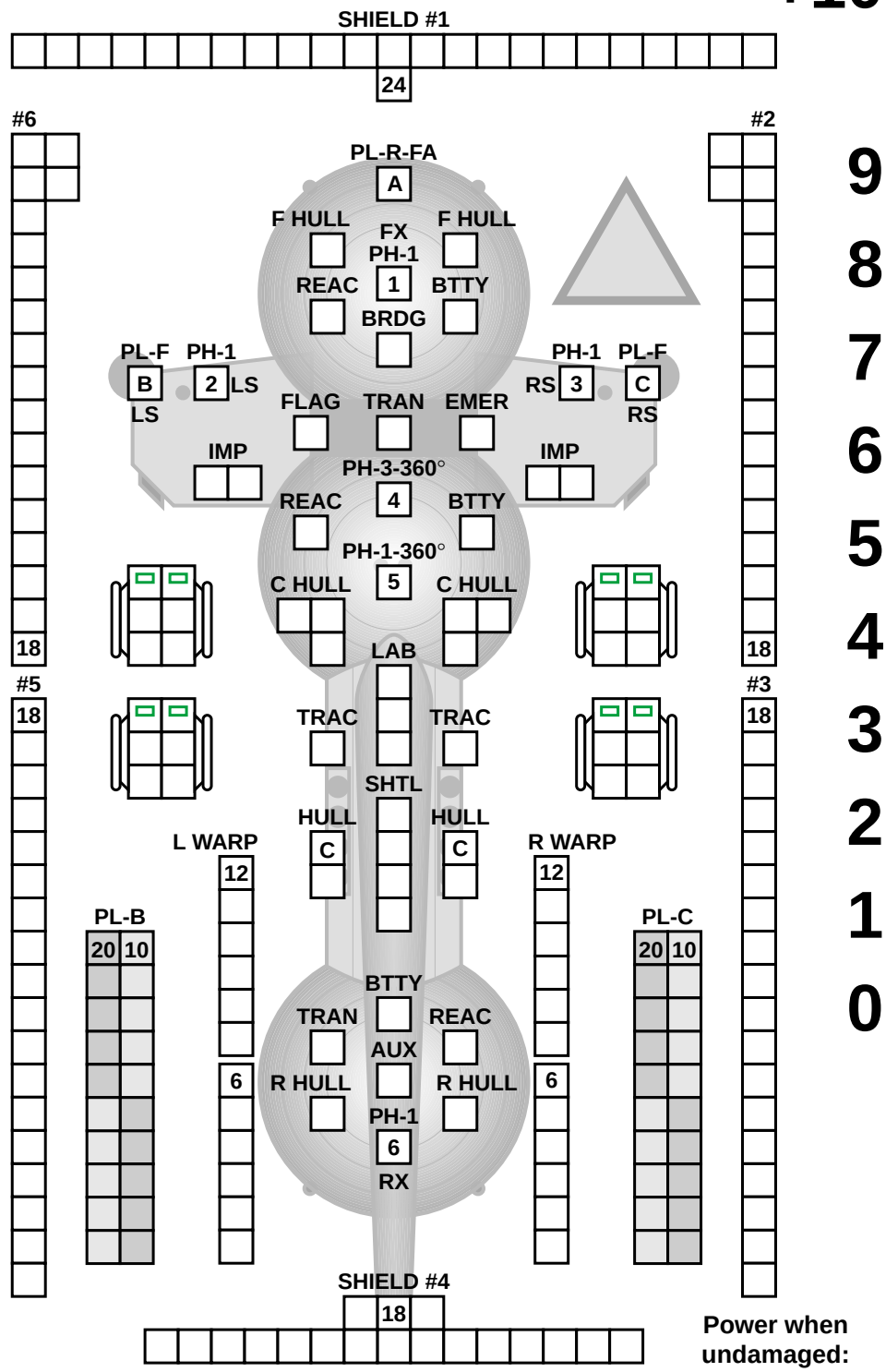
FRAME DAMAGE

8			
4			

PLASMA A

50	40	30	20	10

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



Power when undamaged: 31 + 3.

FRACTIONAL POWER

0 1/4 1/2 3/4

43

FEDERATION COMMANDER: ROMULAN BORDER
FLEET SCALE SHIP CARD #43 of 33-48 ★
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