GORN HEAVY DESTROYER

FLEET SCALE

COUNTER HDD

POINT VALUE: 60

DAMAGE CONTROL: 2

POWER TRACK 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

GCS
Name

PROBES

MARINES 6 3

FRAME DAMAGE 3

SHIELD #1 15

#6 12

#2 12

PH-1-FX 1

HULL F BRDG F HULL

EMER REAC

TRAN

PL-S-FP A

PH-1 2 LS TRAC SHTL LAB 3 PH-1 RS

IMP HULL R HULL R IMP

BTTY

LEFT WARP 6 3

RIGHT WARP 3 6

#5 12

#3 12

SHIELD #4 12

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

WEAPONS USED A 1 2 3

PLASMA ARMING A G S

PLASMA A 30 20 10

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FRACTIONAL POWER

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

GORN HEAVY DESTROYER
SQUADRON SCALE

COUNTER HDD
POINT VALUE: 117
DAMAGE CONTROL: 4

POWER TRACK +30 +20 +10
Power when undamaged: 30 + 3.

GCS
Name

WEAPONS USED

A	B	C	1	2
3	4	5	6	7

PROBES

MARINES

12					
6					

FRAME DAMAGE

5				

SHIELD #1: 30

#6: 24

#2: 24

#5: 24

#3: 24

SHIELD #4: 24

TRAC
PH-1 PH-1
L+FA 1 BRDG 2 FA+R
HULL HULL
F EMER F
BTTY REAC
TRAN

LS PH-1 3 | LP PL-F B | PRB | FP PL-S A | AUX | RP PL-F C | RS PH-1 4
PH-3 5 LS | IMP | SHTL | TRAC | SHTL | IMP | PH-3 6 RS
PH-1-360
REAC 7 TRAN
BTTY
HULL R | HULL R
LAB

L WARP: 12 8 4
R WARP: 4 8 12

PLASMA A
PLASMA B
PLASMA C

PLASMA ARMING

							G	S
A								
B						F		
C						F		

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

9 8 7 6 5 4 3 2 1 0

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

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FEDERATION COMMANDER: ROMULAN ATTACK
SQUADRON SCALE SHIP CARD #56 OF 49-64
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