NEW SHIP CARD

GORN ESCORT LIGHT CRUISER

SQUADRON SCALE

COUNTER

POINT VALUE: 122

DAMAGE CONTROL: 4

GCS
Name

POWER TRACK

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

WEAPONS USED

A	B	1	2	3
C	D	4	5	6

The Weapons Used track records that a weapon was fired during the current turn.

PROBES

MARINES

FRAME DAMAGE

SHUTTLES

SHIELD #1

24

#6

18

#2

18

TRAC

PH-1 1 L+FA

PH-1 2 FA+R

BRDG

HULL F

HULL F

REAC BTTY TRAN

PH-1 3 LS

LS PL-D C

LP PL-S A

PRB

EMER

TRAN

RP PL-S B

RS PL-D D

PH-1 4 RS

PH-3 5 LS

IMP

SHTL

LAB

SHTL

IMP

PH-3 6 RS

R HULL

#5

16

#3

16

LEFT WARP

12 6

9 3

RIGHT WARP

6 12

3 9

SHIELD #4

16

PLASMA Ds

1
2
3
4
5
6
7
8

PLASMA A

PLASMA B

PLASMA ARMING

A G S

B G S

C D

TURN MODE D MOVE COST 3/4
BASE SPEED 8 TURN MODE 2 SPEED COST 6
BASE SPEED 16 TURN MODE 4 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

C7

FEDERATION COMMANDER: COMMUNIQUE #7
SQUADRON SCALE SHIP CARD
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FRACTIONAL POWER

0 1/4 1/2 3/4

Power when undamaged: 29 + 2.

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NEW SHIP CARD

GORN ESCORT LIGHT CRUISER
FLEET SCALE

COUNTER
POINT VALUE: 62
DAMAGE CONTROL: 2

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

GCS
Name

WEAPONS USED
A B 1 2 3

PROBES

MARINES

FRAME DAMAGE

SHUTTLES

SHIELD #1
12

#6
9

#2
9

PH-1-FX
1
HULL F
HULL F
BRDG
EMER
TRAC
REAC
FP PL-S A
PH-1 2
LAB
PH-1 3
360° PL-D B
IMP
LS
SHTL
RS
IMP
HULL R
HULL R
BTTY
TRAN

#5
8

#3
8

LEFT WARP
6 3

RIGHT WARP
3 6

SHIELD #4
8

TURN MODE D MOVE COST 3/8
BASE SPEED 8 TURN MODE 2 SPEED COST 3
BASE SPEED 16 TURN MODE 4 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

PLASMA A

TYPE-D PLASMA TORPEDOES
1
2
3
4

PLASMA ARMING
A G S
B

FEDERATION COMMANDER: COMMUNIQUE #7
FLEET SCALE SHIP CARD
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C7

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

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