

# GORN LIGHT DREADNOUGHT ALECTOSAURUS

FLEET SCALE

**POWER TRACK** +30  
+20  
+10

WEAPONS USED

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | B | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|---|

PLASMA ARMING

|   |  |  |  |  |  |  |  |   |   |
|---|--|--|--|--|--|--|--|---|---|
| A |  |  |  |  |  |  |  | G | S |
| B |  |  |  |  |  |  |  | F |   |

COUNTER **DNL**  
POINT VALUE: 108  
DAMAGE CONTROL: 3

GCS Deathbeast  
Name

PROBES

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

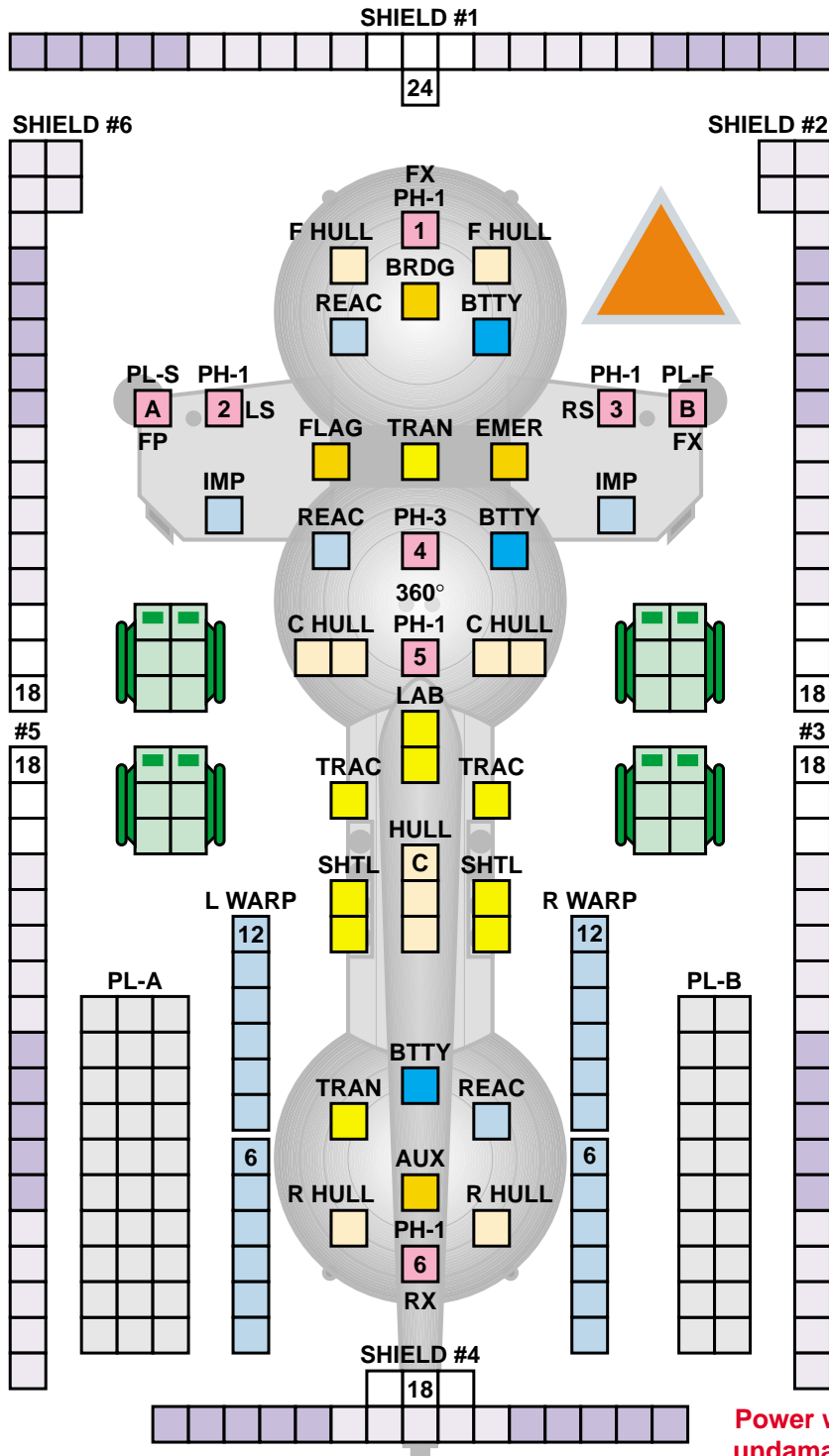
MARINES

|    |  |  |  |  |  |
|----|--|--|--|--|--|
| 15 |  |  |  |  |  |
| 10 |  |  |  |  |  |
| 5  |  |  |  |  |  |

FRAME DAMAGE

|   |  |  |  |  |  |
|---|--|--|--|--|--|
| 8 |  |  |  |  |  |
| 4 |  |  |  |  |  |

|   |
|---|
| TURN MODE E<br>MOVE COST 5/8                  |
| BASE SPEED 8<br>TURN MODE 3<br>SPEED COST 5   |
| BASE SPEED 16<br>TURN MODE 5<br>SPEED COST 10 |
| BASE SPEED 24<br>TURN MODE 6<br>SPEED COST 15 |
| ACCELERATION<br>COST 5/8                      |
| DECELERATION<br>COST 5/8                      |
| HIGH ENERGY<br>TURN COST<br>3+1/8             |
| EVASIVE<br>MANEUVER<br>COST 3+3/4             |



9  
8  
7  
6  
5  
4  
3  
2  
1  
0

Power when undamaged:  
29 + 3.

**95**

FEDERATION COMMANDER: BOOSTER PACK #18  
FLEET SCALE SHIP CARD #95 OF 81-96  
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**FRACTIONAL POWER**

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

LARGER SHIP CARD

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