

NEW SHIP CARD

KLINGON B10 BATTLESHIP BOOM SECTION *FLEET SCALE*

COUNTER **B10BM**
POINT VALUE: 70
DAMAGE CONTROL: 2

POWER TRACK

20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

IKV *Invulnerable*
Name

This ship can control
12 seeking weapons.

THIS SHIP HAS
NO PROBE
LAUNCHER.

MARINES

4			
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WPNS USED

C	D	1	2
3	4	W	

FRAME

2	
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TURN MODE C
MOVE COST 0.5

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 4
SPEED COST 8

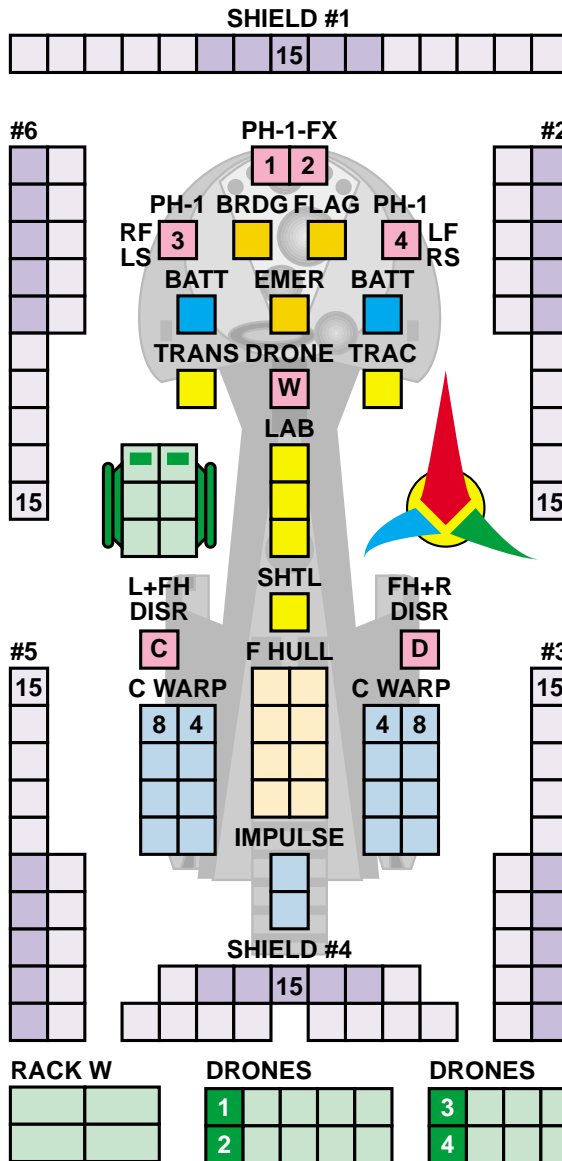
BASE SPEED 24
TURN MODE 5
SPEED COST 12

ACCELERATION
COST 0.5

DECELERATION
COST 0.5

HIGH ENERGY
TURN COST 2.5

EVASIVE
MANEUVER
COST 3



C26

FEDERATION COMMANDER: COMMUNIQUE #26
FLEET SCALE SHIP CARD #C26
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FRACTIONAL POWER
0 1/2

KLINGON B10 BATTLESHIP BOOM SECTION

Most Klingon ships can detach the boom section as a space lifeboat, and use the impulse engines to get home on non-tactical warp power.

The B10 battleship is so big that its boom section is virtually a battleship in its own right.

As seen in *Line of Battle*, the boom section of the incomplete battleship *Invulnerable* was sent into combat to defend the Klingon homeworld against the last Alliance offensive at the end of the General War.

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