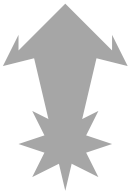
JUGGERNAUT
FLEET SCALE

Shield generator boxes are disabled on flag bridge hits.Rotating shield can face any direction as first action of the Other Functions Phase of each Impulse. Each point of power blocks 10 damage points (up to 50).



COUNTER JGNT
POINT VALUE: 270
DAMAGE CONTROL: 3

ARMOR #1: 30

If any direction receives a volley of 20 damage points, the shield will rotate to that direction and remain there for the rest of the Impulse.

ARMOR #6: 20
ARMOR #2: 20
ARMOR #5: 15
ARMOR #3: 15

L+FA PH-1 1 | BRIDGE | FA+R PH-1 2
HULL F | PH1-FA 3 | HULL F
AUX
PH-4 4 LS | L+LF PH-3 6 | TRAC | EMER | TRAC | RF+R PH-3 7 | PH-4 5 RS
BTTY
Power when undamaged: 28 + 3.
PH-1-LS 8 | CARGO | LAB | CARGO | PH-1-RS 9
R HULL | R HULL
SHIELD
PH1-360 10
PH-3 11 12 L+LR | SHUTTLE | PH-3 13 14 R+RR
L WARP 8 4 | CNTR WARP 8 4 | R WARP 8 4
PH-4 15 RA
IMP | IMP
PH-1 16 L+ RA | PH-1 17 R+ RA
There is no Armor #4

All damage from direction #4 strikes the warp engines first. Only if they are completely disabled is the DAC used to resolve damage from direction #4.

ROTATING SHIELD: 5 0

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

PROBES
MARINES
FRAME DAMAGE

WEAPONS USED

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

TURN MODE B 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 4 SPEED COST 18
ACCELERATION COST 3/4
DECELERATION COST 3/4
HIGH ENERGY TURN COST 3+3/4
EVASIVE MANEUVER COST 4+1/2

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FEDERATION COMMANDER: KLINGON ATTACK
FLEET SCALE SHIP CARD #32 OF 17-32
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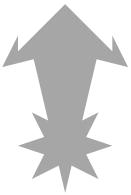
FRACTIONAL POWER
0 1/4 1/2 3/4

JUGGERNAUT
SQUADRON SCALE



COUNTER: JGNT
POINT VALUE: 500
DAMAGE CONTROL: 6

PROBES

MARINES

FRAME DAMAGE

WEAPONS USED

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	

The electrostatic armor stops one point of damage per box. The Juggernaut can repair up to ten boxes *per direction each turn*. There is no armor in direction #4; all damage from this direction strikes the warp engines first. Only if they are disabled is the DAC used.

TURN MODE B MOVE COST 1.5
BASE SPEED 8 TURN MODE 2 SPEED COST 12
BASE SPEED 16 TURN MODE 3 SPEED COST 24
BASE SPEED 24 TURN MODE 4 SPEED COST 36
ACCELERATION COST 1+1/2
DECELERATION COST 1+1/2
HIGH ENERGY TURN COST 7+1/2
EVASIVE MANEUVER COST 9

ARMOR #1: 60

ARMOR #2: 40

ARMOR #3: 30

ARMOR #5: 30

ARMOR #6: 40

PH4-FA: 1 2
L+FA PH-1: 3 4
FA+R PH-1: 5 6
BRIDGE
HULL: F
PH1-FA: 7 8
HULL: F
AUX
EMER
PH-4: 9 LS
L+LF PH-3: 11 12 13
TRAC
TRAC
RF+R PH-3: 14 16 15
PH-4: 10 RS
PRB
BTTY
PH-1-LS: 17 18
LAB
PH-1-RS: 19 20
CARGO SHIELD CARGO
PH1-360: 21 22
R HULL
SHUTTLE
R HULL
PH-3: 23 24 25 L+ LR
L WARP: 16 8
CNTR WARP: 16 8
R WARP: 16 8
PH-3: 26 27 28 R+ RR
IMP
IMP
PH-1: 31 L+ RA
PH-4: 29 RA
PH-4: 30 RA
PH-1: 33 34 R+ RA

The rotating shield can be turned to any direction as the first action of the Other Functions Phase of any Impulse. Each point of power in it blocks 10 damage points (up to 100 max).

If any direction receives a volley of 40 damage points, the shield will rotate to that direction and remain there for the rest of the impulse.

There is no Armor #4

Power when undamaged: 54 + 6.

POWER TRACK

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

ROTATING SHIELD: 1 0 0

Rotating shield is hit on "flag".

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

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FEDERATION COMMANDER: KLINGON ATTACK
SQUADRON SCALE SHIP CARD #32 OF 17-32
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