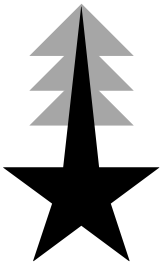
PLANET KILLER

SQUADRON SCALE and FLEET SCALE



FRAME DAMAGE

10					
5					

COUNTER	PK
POINT VALUE: 250	
DAMAGE CONTROL: 6	

TURN MODE D MOVE COST 1
BASE SPEED 8 TURN MODE 2 SPEED COST 8
BASE SPEED 16 TURN MODE 4 SPEED COST 16
BASE SPEED 24 TURN MODE 5 SPEED COST 24
ACCELERATION COST 1
DECELERATION COST 1
HIGH ENERGY TURN COST 5
EVASIVE MANEUVER NOT ALLOWED

SHIELD #1: 20

TRAC | PH-4-FA: 1 2 3 4 | TRAC

REACTOR

#6: 20

ARMOR | F HULL | ARMOR

#2: 20

ARMOR | BRIDGE | ARMOR

PH-3-360°: 5 6 7 8

SYSTEM

PH-3: 9 10 LS — ARMOR — ARMOR — PH-3: 11 12 RS

BATTERY

#5: 20

LEFT WARP: 10 5 — R HULL — RIGHT WARP: 5 10

#3: 20

CENTER WARP: 5 10

ARMOR | ARMOR

SHIELD #4: 20

POWER TRACK

Power when undamaged: 40 + 8.

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

There are no Marines, shuttles, or probe launcher on this "ship".

Planet Killer is subject to "hit and run" attacks but cannot be boarded.

WEAPONS USED

1	2	3	4	5	6
7	8	9	10	11	12

"System" boxes can be disabled on any non-weapon or non-power hit.

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FEDERATION COMMANDER: KLINGON BORDER
DOUBLE SCALE SHIP CARD #16 OF 16
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FRACTIONAL POWER

0 1/2