


SPECIAL FLEET SCALE SHIP CARD

When we published the "revised" Planet Killer in *Communique #30*, Mike West suggested that we should publish a Fleet Scale version of this classic monster.

PLANET KILLER

FLEET SCALE



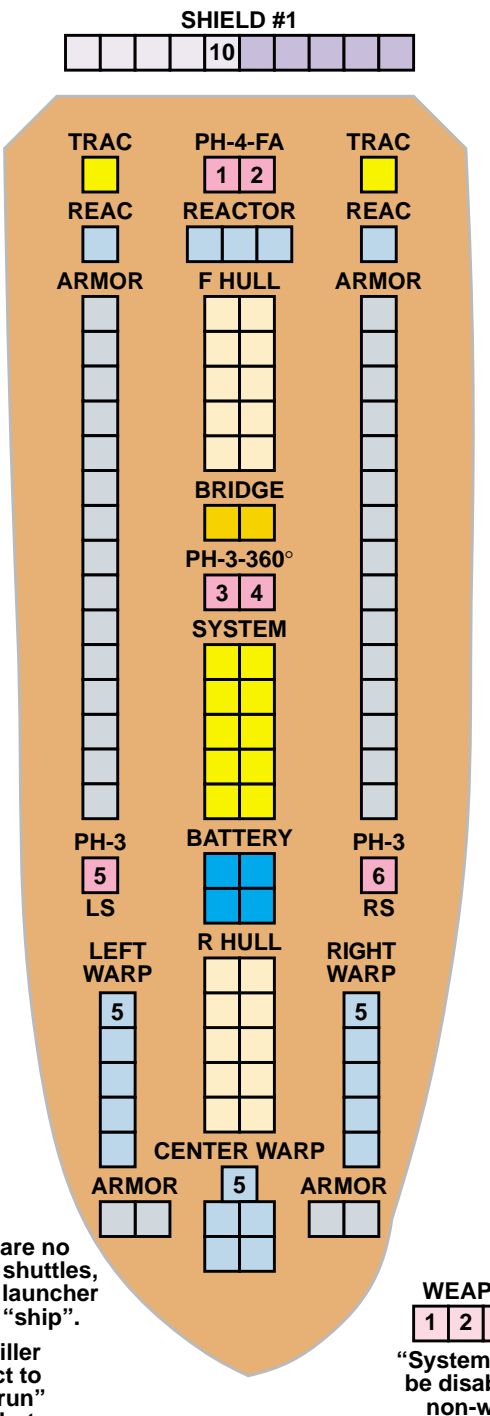
FRAME DAMAGE
5

COUNTER PK
POINT VALUE: 125
DAMAGE CONTROL: 3

TURN MODE D
MOVE COST 1/2
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 1/2
DECELERATION
COST 1/2
HIGH ENERGY
TURN COST 2+1/2
EVASIVE MANEUVER
NOT ALLOWED

16A

SHIELD #1



SHIELD #4

POWER TRACK

24
23
22
21
20
19
18
17
16
15
14
13
12
11
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
"System" boxes can be disabled on any non-weapon or non-power hit.

FRACTIONAL POWER 0 1/2

FEDERATION COMMANDER: COMMUNIQUE #31
FLEET SCALE SHIP CARD #16A
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