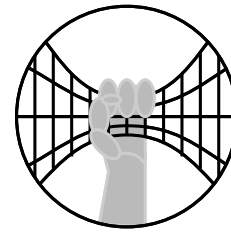


SELTORIAN HEAVY BATTLECRUISER FLEET SCALE

COUNTER **BCH**
POINT VALUE: 100
DAMAGE CONTROL: 3



POWER TRACK

26
25
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

PARTICLE CANNON IMP USED

C	1	2	3	4	5	6	7	8
D	1	2	3	4	5	6	7	8

STS _____
Name

PROBES
[][][][][]

MARINES

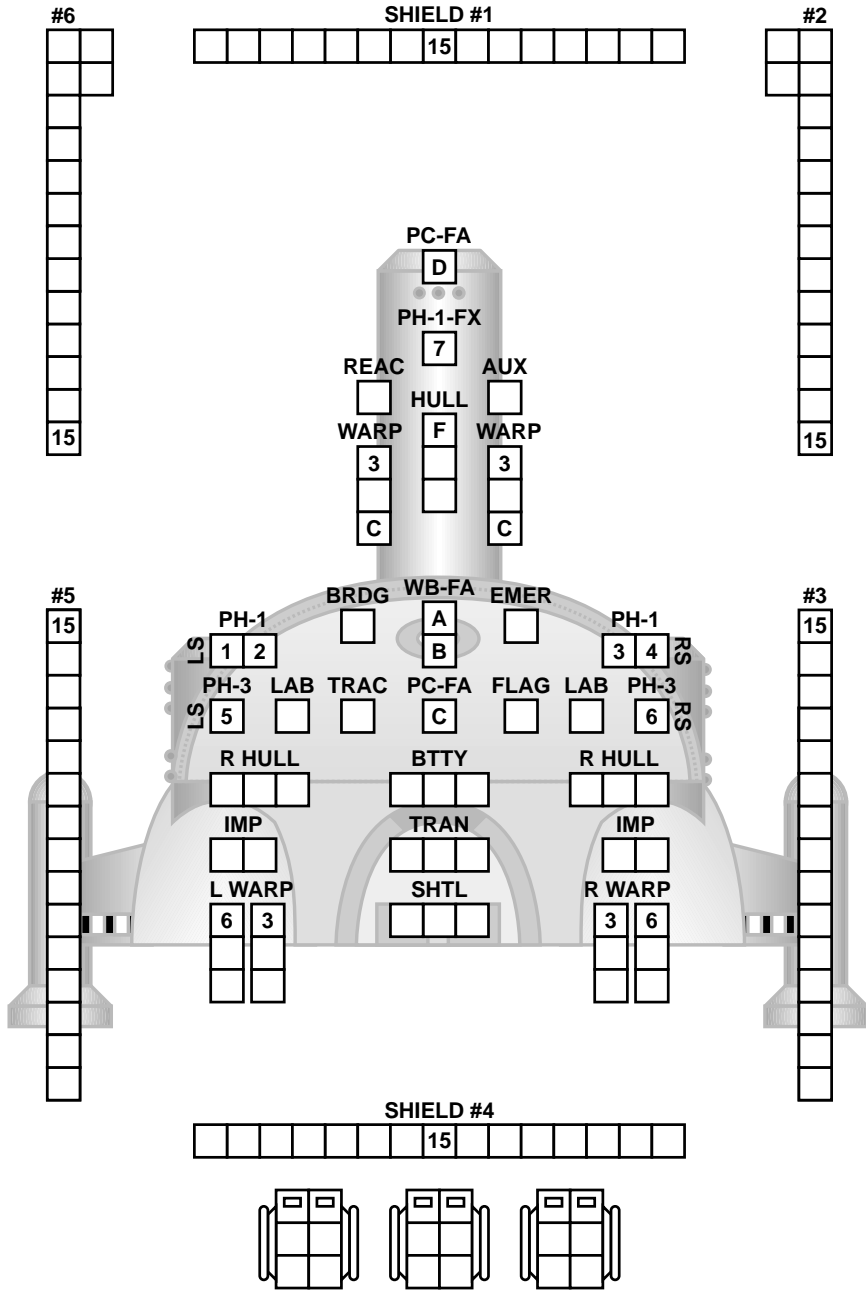
15				
10				
5				

FRAME DAMAGE
4 [][][]

WEAPONS USED

A	B		
1	2	3	4
5	6	7	

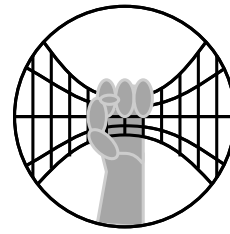
TURN MODE E MOVE COST 1/2
BASE SPEED 8 TURN MODE 3 SPEED COST 4
BASE SPEED 16 TURN MODE 5 SPEED COST 8
BASE SPEED 24 TURN MODE 6 SPEED COST 12
ACCELERATION COST 1/2
DECELERATION COST 1/2
HIGH ENERGY TURN COST 2+1/2
EVASIVE MANEUVER COST 3



FRACTIONAL POWER
0 1/2

SELTORIAN HEAVY BATTLECRUISER SQUADRON SCALE

COUNTER
POINT VALUE: 190
DAMAGE CONTROL: 6



POWER TRACK
+50
+40
+30
+20
+10

STS _____
Name

PROBES

PARTICLE CANNON IMP USED

D	1	2	3	4	5	6	7	8
E	1	2	3	4	5	6	7	8
F	1	2	3	4	5	6	7	8
G	1	2	3	4	5	6	7	8
H	1	2	3	4	5	6	7	8

Power when undamaged:
45 + 6.

MARINES

30			
25			
20			
15			
10			
5			

FRAME DAMAGE

7		
3		

WEAPONS USED

A	B	C		
1	2	3	4	
5	6	7	8	
9	10	11	12	13

TURN MODE E
MOVE COST 1

BASE SPEED 8
TURN MODE 3
SPEED COST 8

BASE SPEED 16
TURN MODE 5
SPEED COST 16

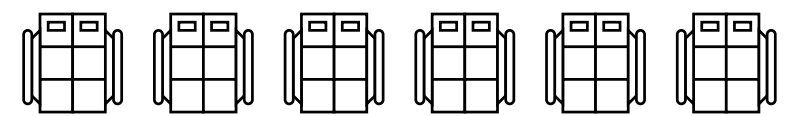
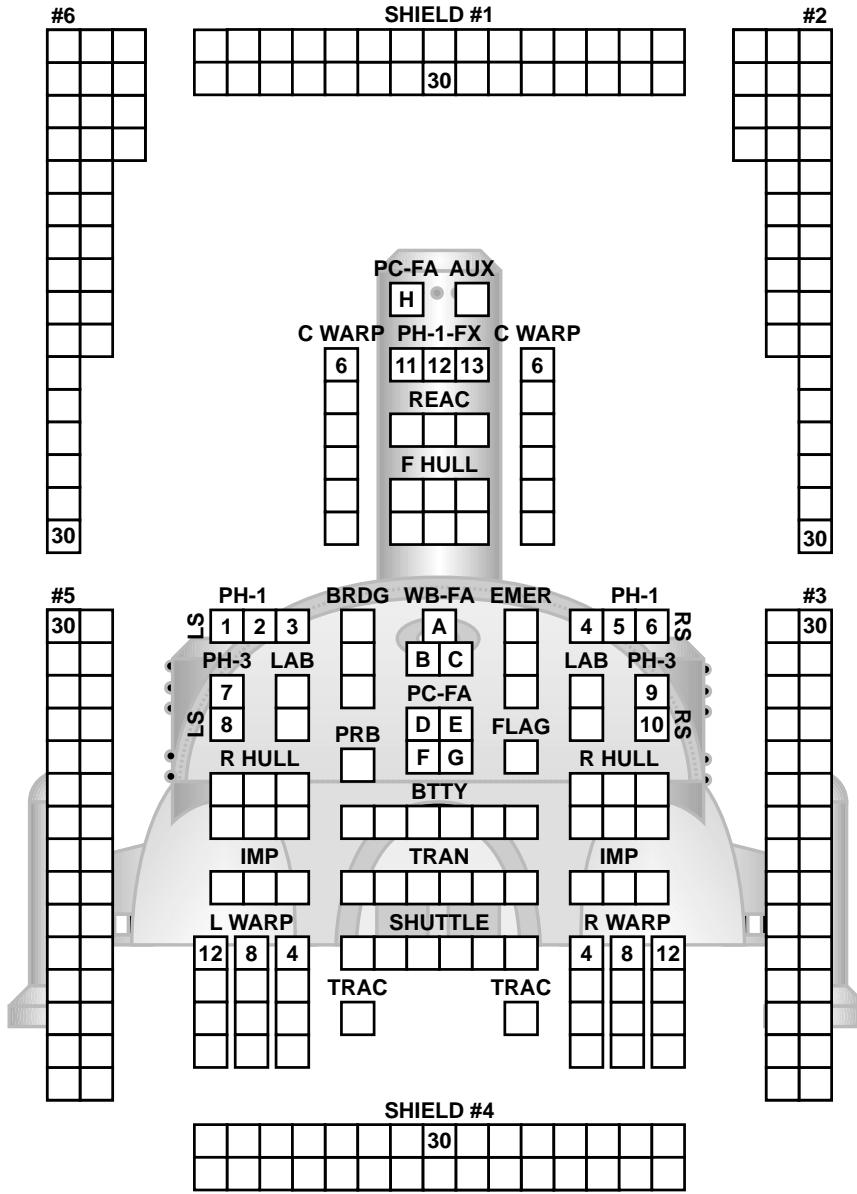
BASE SPEED 24
TURN MODE 6
SPEED COST 24

ACCELERATION
COST 1

DECELERATION
COST 1

HIGH ENERGY
TURN COST 5

EVASIVE
MANEUVER
COST 6



FRACTIONAL POWER
0 1/2