

# SPECIAL FLEET SCALE SHIP CARD

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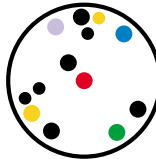
## WYN CLUSTER HEAVY CRUISER

**FLEET SCALE**

COUNTER CA

POINT VALUE: 75

DAMAGE CONTROL: 2



POWER TRACK

22

21

20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

**WDS**  
Name

**PROBES**

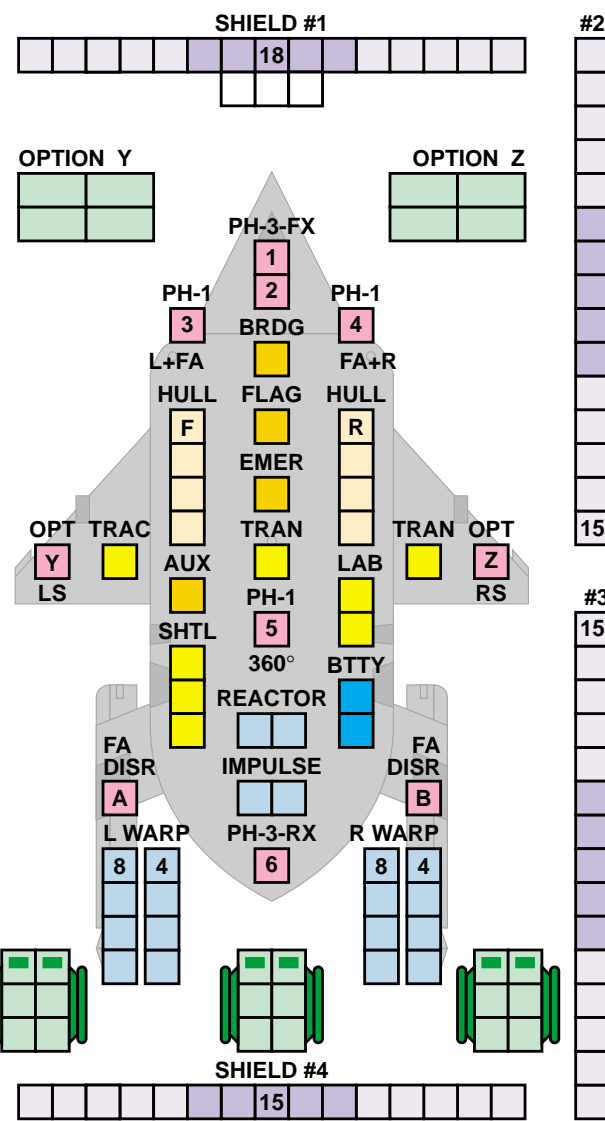
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**MARINES**

8				
4				

**FRAME DAMAGE**

3		
---	--	--



#6

#2

#5

#3

Each Optional Weapon Mount can be a Phaser-1 or a drone rack; the player must select before game begins. Drone racks are 360°.

TURN MODE C MOVE COST 1/2
BASE SPEED 8 TURN MODE 2 SPEED COST 4
BASE SPEED 16 TURN MODE 3 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 COST 3

**DRONES**

1				
2				
3				
4				

**DRONES**

5				
6				
7				
8				

**WEAPONS USED**

A	B	1	2	3
4	5	6	Y	Z

FRACTIONAL POWER

0    1/2

B28

FEDERATION COMMANDER: BOOSTER #21

FLEET SCALE SHIP CARD #B28

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This ship is scheduled for publication in *Booster #21* but we didn't see why you should have to wait for it.

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# SPECIAL SQUADRON SCALE SHIP CARD

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## WYN CLUSTER HEAVY CRUISER

SQUADRON SCALE

COUNTER CA

POINT VALUE: 151

DAMAGE CONTROL: 4

POWER TRACK

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

**WDS** \_\_\_\_\_

Name \_\_\_\_\_

**PROBES**

--	--	--	--

**MARINES**

16			
12			
6			

**FRAME DAMAGE**

6			
---	--	--	--

#6		SHIELD #1		36		#2	
	DRONE RACK Y		PH-3-FX		DRONE RACK Z		
	OPT W		1 2 3		OPT X		
		BRDG					
	L+FA-PH-1	4 5	PH-1-FA+R	6 7			
	HULL	FLAG	PRB	HULL			
	F	EMER	TRAN	R			
	DRN	PH-1-360°	LAB	DRN			
	Y	8 9	BTTY	Z			
	OPT TRAC		W	X	OPT	RS	
	LS				RS		
#5		SHTL	TRAN	AUX	SHTL	#3	
		REACTOR					
	FA DISR	IMPULSE		FA DISR			
	A B			C D			
	L WARP	PH-3-RX	10 11	R WARP			
	15 10 5			15 10 5			
		Each option mount can be a drone rack (360°) or a phaser-1.					
		SHIELD #4		30			

<b>TURN MODE C</b>			
MOVE COST 1			
<b>BASE SPEED 8</b>			
TURN MODE 2			
SPEED COST 8			
<b>BASE SPEED 16</b>			
TURN MODE 3			
SPEED COST 16			
<b>BASE SPEED 24</b>			
TURN MODE 5			
SPEED COST 24			
<b>ACCELERATION</b>			
COST 1			
<b>DECELERATION</b>			
COST 1			
<b>HIGH ENERGY</b>			
TURN COST 5			
<b>EVASIVE</b>			
MANEUVER			
COST 6			

**DRONES**

1			
2			
3			
4			

**DRONES**

5			
6			
7			
8			

**DRONES**

9			
10			
11			
12			

**WEAPONS USED**

A	B	C	D
1	2	3	4
5	6		
7	8	9	10
11			
W	X	Y	Z

FRACTIONAL POWER

0      1/2

B28

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SQUADRON SCALE SHIP CARD #B28  
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