

FEDERATION NEW  
LIGHT CRUISER  
SQUADRON SCALE

COUNTER

POINT VALUE: 125

DAMAGE CONTROL: 4



POWER  
TRACK

PHOTON  
ARMING

USS  
Name

FRAME DAMAGE

|    |    |    |    |
|----|----|----|----|
| A  | B  | C  | D  |
| P  | P  | P  | P  |
| L  | L  | L  | L  |
| +4 | +4 | +4 | +4 |
| +8 | +8 | +8 | +8 |
| F  | F  | F  | F  |

PROBES

|  |  |  |  |  |
|--|--|--|--|--|
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|--|--|--|--|--|

DRONE RACK Z

|  |  |  |  |  |
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|  |  |  |  |  |
|--|--|--|--|--|

DRONES

|   |  |  |  |  |
|---|--|--|--|--|
| 1 |  |  |  |  |
| 2 |  |  |  |  |

MARINES

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

TURN MODE C  
MOVE COST 3/4

BASE SPEED 8  
TURN MODE 2  
SPEED COST 6

BASE SPEED 16  
TURN MODE 3  
SPEED COST 12

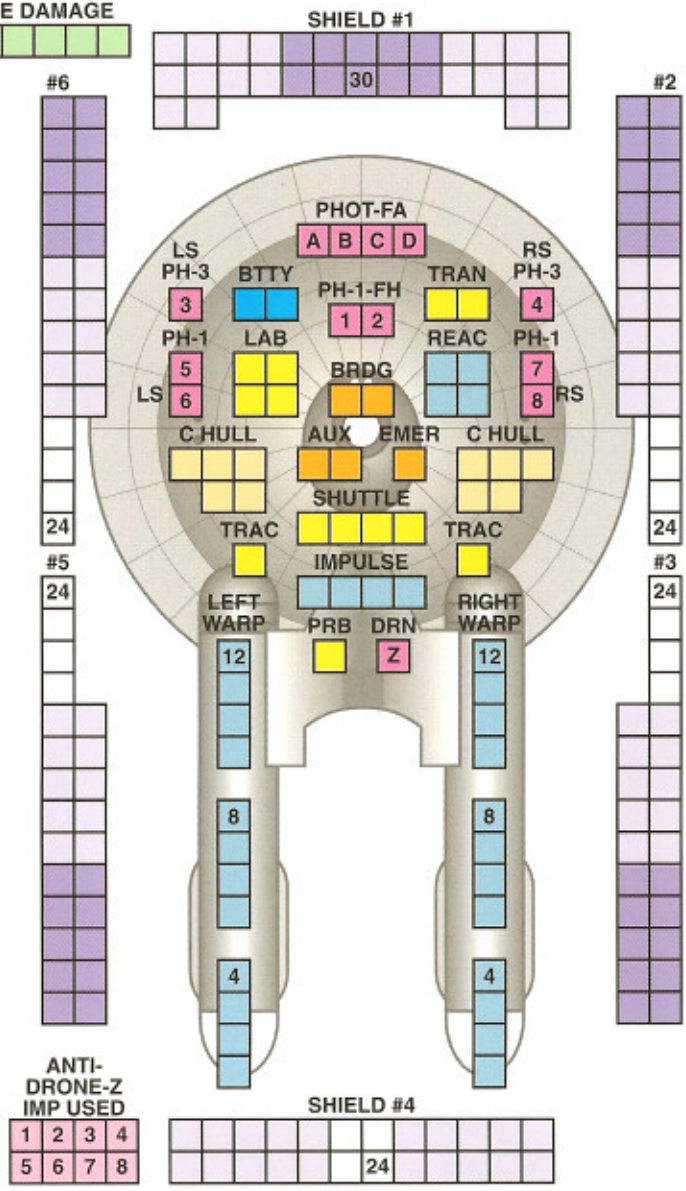
BASE SPEED 24  
TURN MODE 5  
SPEED COST 18

ACCELERATION  
COST 3/4

DECELERATION  
COST 3/4

HIGH ENERGY  
TURN COST  
3+3/4

EVASIVE  
MANEUVER  
COST 4+1/2



+30

+20

+10

Power when  
undamaged:  
32 + 2.

9

8

7

6

5

4

3

2

1

0

ANTI-  
DRONE-Z  
IMP USED

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

WEAPONS USED

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |
| Z |   |   |   |

SHUTTLECRAFT

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|--|--|--|--|

FRACTIONAL POWER

0 1/4 1/2 3/4

FEDERATION NEW  
HEAVY CRUISER  
SQUADRON SCALE

COUNTER

POINT VALUE: 150

DAMAGE CONTROL: 4



POWER TRACK

+40

+30

+20

+10

9

8

7

6

5

4

3

2

1

0

PHOTON ARMING USS Name

FRAME DAMAGE

A B C D

P P P P

L L L L

+4 +4 +4 +4

+8 +8 +8 +8

F F F F

PROBES

DRONE RACKS

Y

Z

DRONES

1

2

3

4

MARINES

TURN MODE D  
MOVE COST 1

BASE SPEED 8  
TURN MODE 2  
SPEED COST 8

BASE SPEED 16  
TURN MODE 4  
SPEED COST 16

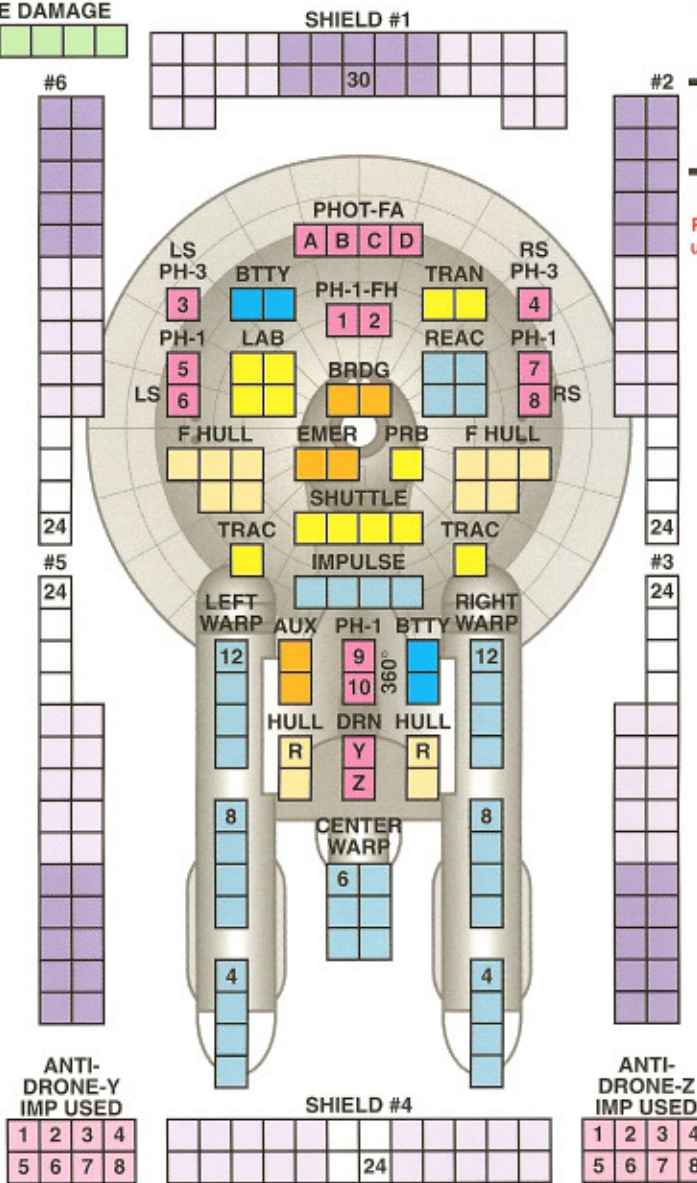
BASE SPEED 24  
TURN MODE 5  
SPEED COST 24

ACCELERATION  
COST 1

DECELERATION  
COST 1

HIGH ENERGY  
TURN COST 5

EVASIVE  
MANEUVER  
COST 6



ANTI-DRONE-Y  
IMP USED

1 2 3 4

5 6 7 8

ANTI-DRONE-Z  
IMP USED

1 2 3 4

5 6 7 8

WEAPONS USED

1 2 3 4 5 Y

6 7 8 9 10 Z

SHUTTLECRAFT

FRACTIONAL POWER

0 1/2



## 35

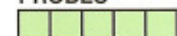
# FEDERATION BATTLECRUISER

USS BISMARCK SUB-TYPE

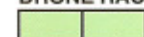
## SQUADRON SCALE

USS  
Name \_\_\_\_\_

PROBES



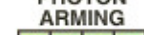
DRONE RACK W



DRONE RACK X



PHOTON ARMING



A B C D

P P P P

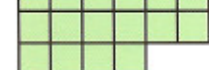
L L L L

+4 +4 +4 +4

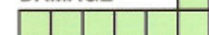
+8 +8 +8 +8

F F F F

MARINES



FRAME  
DAMAGE



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  
COST 6

COUNTER

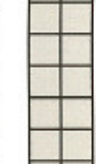
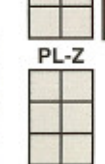
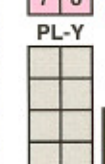
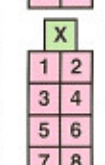
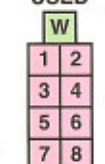
POINT VALUE: 185

DAMAGE CONTROL: 6



POWER  
TRACK

ANTI-  
DRONES  
USED



+40

+30

+20

+10

Power when  
undamaged:  
41 + 7.

9

8

7

6

5

4

3

2

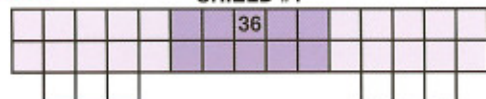
1

0

WEAPONS  
USED

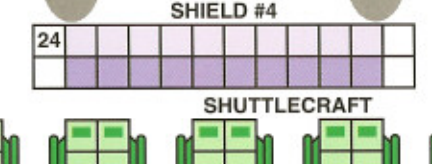
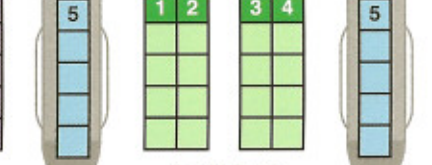
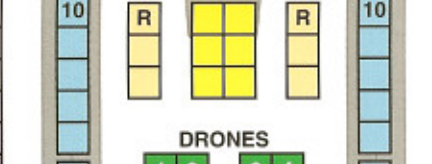
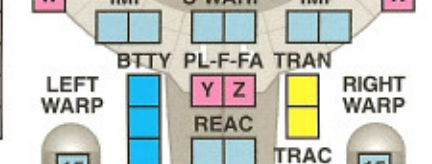
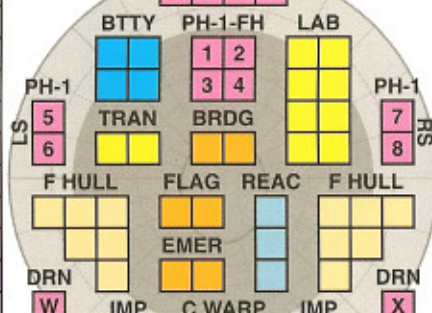


SHIELD #1

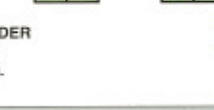
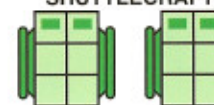


PHOT-FA

A B C D



SHUTTLECRAFT



FRACTIONAL POWER

0 1/2

36

FEDERATION COMMANDER: ROMULAN BORDER  
SQUADRON SCALE SHIP CARD #36 OF 33-48  
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# FEDERATION WAR DESTROYER

**SQUADRON SCALE**

PHOTON  
ARMING

USS  
Name \_\_\_\_\_

|    |    |    |
|----|----|----|
| A  | B  | C  |
| P  | P  | P  |
| L  | L  | L  |
| +4 | +4 | +4 |
| +8 | +8 | +8 |
| F  | F  | F  |

PROBES

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

FRAME DAMAGE

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

DRONE RACK

|  |  |  |  |   |
|--|--|--|--|---|
|  |  |  |  | Z |
|  |  |  |  |   |

DRONES

|   |  |  |  |  |
|---|--|--|--|--|
| 1 |  |  |  |  |
| 2 |  |  |  |  |

MARINES

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |

|                                               |
|-----------------------------------------------|
| TURN MODE C<br>MOVE COST 1/2                  |
| BASE SPEED 8<br>TURN MODE 2<br>SPEED COST 4   |
| BASE SPEED 16<br>TURN MODE 3<br>SPEED COST 8  |
| BASE SPEED 24<br>TURN MODE 5<br>SPEED COST 12 |
| ACCELERATION<br>COST 1/2                      |
| DECELERATION<br>COST 1/2                      |
| HIGH ENERGY<br>TURN COST<br>2+1/2             |
| EVASIVE<br>MANEUVER<br>COST 3                 |

COUNTER

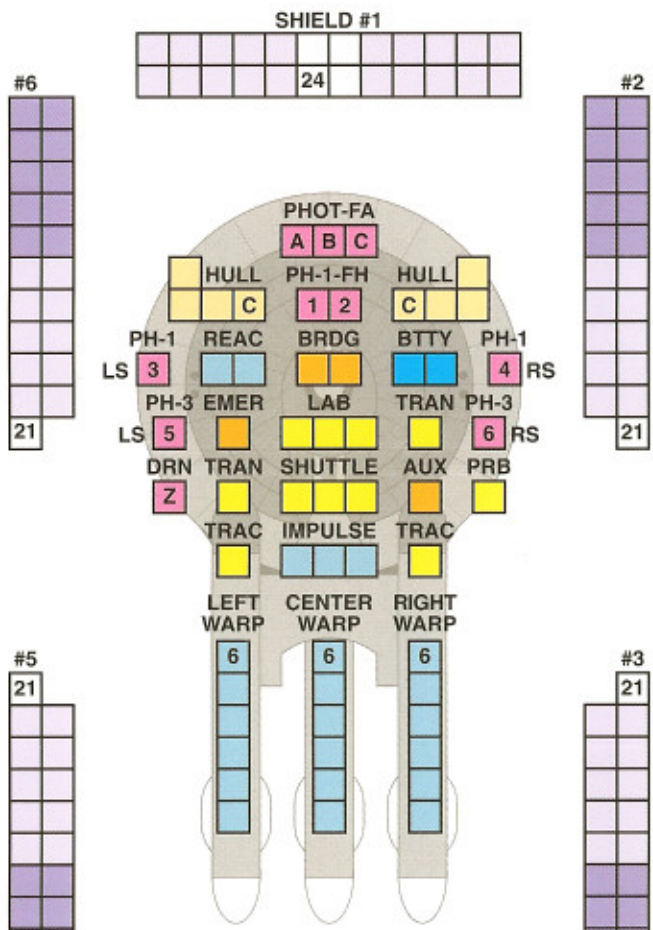
POINT VALUE: 98

DAMAGE CONTROL: 2



POWER  
TRACK

- 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



ANTI-  
DRONE-Z  
IMP USED

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

WEAPONS USED

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | Z |
|---|---|---|---|---|---|---|

SHUTTLECRAFT

|  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

FRACTIONAL POWER

0 1/2