

# SLAX HEAVY CRUISER

## SQUADRON SCALE

COUNTER CA  
POINT VALUE: 150  
DAMAGE CONTROL: 4



**POWER TRACK** +40  
Power when undamaged: +30  
37 + 5.

SS \_\_\_\_\_  
Name

PROBES  

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MARINES  

20					
15					
10					
5					

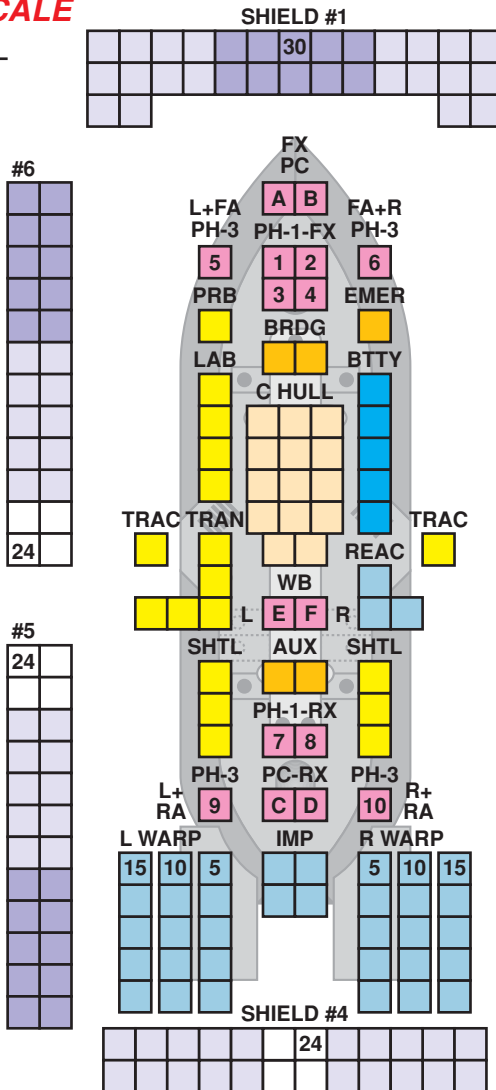
FRAME DAMAGE  

5					
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WEAPONS USED  

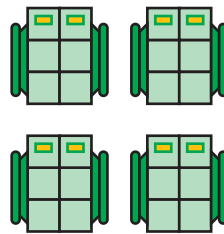
A	B	C	D	E	F
1	2	3	4	5	
6	7	8	9	10	

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



PARTICLE CANNON IMP USED

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



**FRACTIONAL POWER**

0      1/4      1/2      3/4

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

# SLAX HEAVY CRUISER FLEET SCALE

SS \_\_\_\_\_  
Name

PROBES

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MARINES

10				
5				

FRAME DAMAGE

3		
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WEAPONS USED

A	B	C
1	2	3
4	5	

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

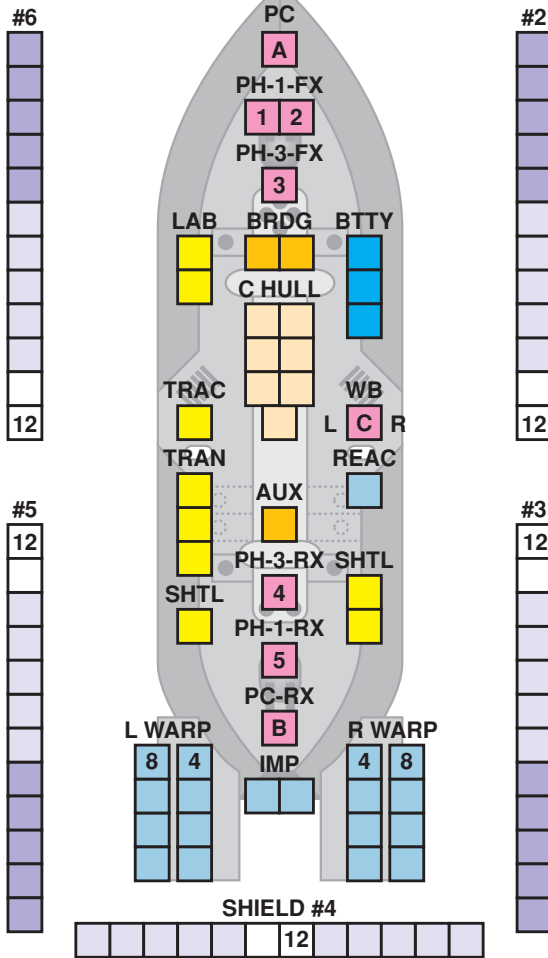
**H198**

COUNTER CA  
POINT VALUE: 77  
DAMAGE CONTROL: 2

**POWER TRACK**

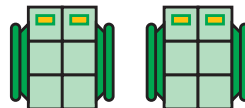
SHIELD #1

				15					
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PARTICLE CANNON IMP USED

A	1	2	3	4	5	6	7	8
B	1	2	3	4	5	6	7	8



FEDERATION COMMANDER: HAILING FREQUENCIES #198  
FLEET SCALE SHIP CARD #H198  
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**FRACTIONAL POWER**  
0    1/4    1/2    3/4

22  
21  
20  
19  
18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0