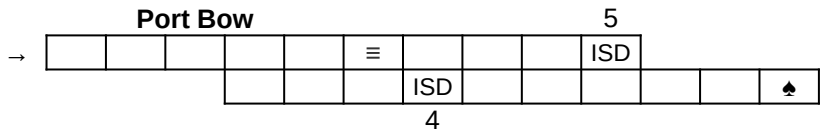
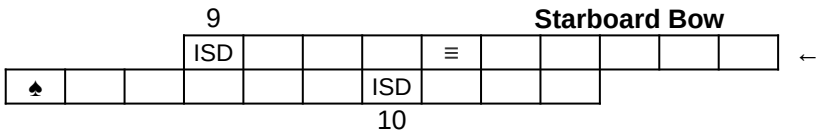
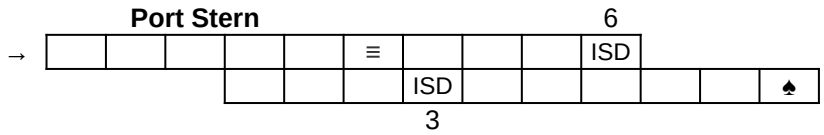
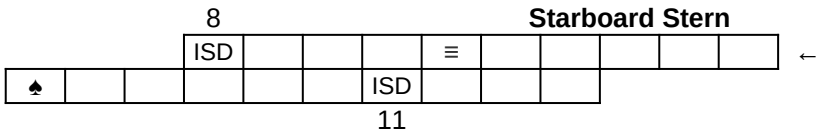
Star Navy - Detroit Class Cruiser

Order of Operations Power Move Command: [Board Δ Velocity Turn Fire Impact ISD]









	Turn – Stopped	Turn – Moving
Normal	Cost: 0	Cost: 1
Reserve	Cost: 1	Cost: 2

Schrödinger's Cannons (SC)
Range: 1-12
Cost vs. Target within 60° Side Arc: 7
Cost vs. Target within 180° Side Arc: 9
‼ Impact: 3

Available Power ←

Expended Power →

Change Velocity (ΔV)
Cost: 1

Ineligible Card Penalty
Cost: 2

Heisenberg Torpedoes (HT)
Range: 1-7
Cost vs. Stopped Target: 3
Cost vs. Moving Target: 5
‼ Impact: 3

Impact - Straddling Two Sections

	2	3	4	5	6	7	8	9	10	11	12	
Normal	Counter Clockwise					7-10: Clockwise				Counter		Normal
Reserve	○	○	4-6: Counter			○	8-10: Clock			○	○	Reserve

Impact - Facing One Section

	2	3	4	5	6	7	8	9	10	11	12	
	Counter			5-9: Facing					Clockwise			Normal
	○	○	○	CC	6-8: Facing			CL	○	○	○	Reserve

Inter Stellar Drive (ISD)
Cost: 5

Success: roll	2	3	4	5	6	7	8	9	10	11	12

Board
Range: 0-2
Cost: 5
Defense: marines card, cost 3
‼ Success vs. Cruiser: roll ×3
‼ Success vs. Frigate: roll 6-8