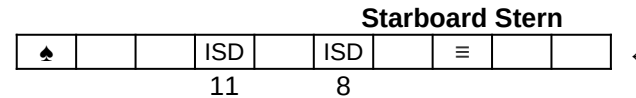
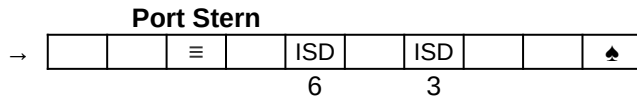
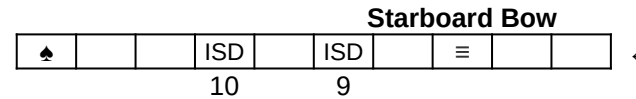
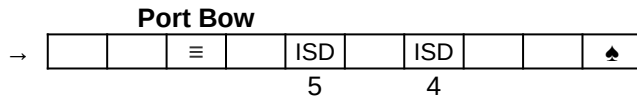


Star Navy - Pittsburgh Class Frigate

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: 2

Available Power ←

Expended Power →

Change Velocity (ΔV)
 Cost: 1

Heisenberg Torpedoes (HT)
 Range: 1-7
 Cost vs. Stopped Target: 3
 Cost vs. Moving Target: 5
 ! Impact: 2

Ineligible Card Penalty
 Cost: 2

Impact - Straddling Two Sections

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

Impact - Facing One Section

	2	3	4	5	6	7	8	9	10	11	12
Normal	Counter			5-9: Facing			Clockwise			Normal	
Reserve	○	○	○	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 ×4
 ! Success vs. Frigate: roll ×3