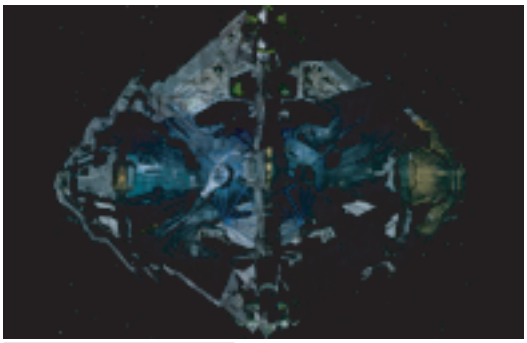


Priority Transport Variant (Rare)
Version 1: 2E/ST

Name: _____ Counter: _____

Borg Queen's Diamond

SPECS
Class: Capital Ship
In Service: Ancient
Point Value: 2800
Ramming Factor: 320
Warp Delay: 2 Turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 15 (11)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

SECTION HITS
1-4: Thruster
5: Molecular Torpedo
6-8: Laser Slicer
9: Tractor Beam
10: EM Shield
11: Self Repair
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Warp Engine
11: Struct Self Repair
12: Self Repair
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

Note: Laser slicers and tractor beams are part of both forward/aft and appropriate side sections.

SPECIAL NOTES
+1 init to all Borg units
Gravitic Drive System

SENSOR DATA
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Energy Draining Tractor Beam
Class: Gravitic
Modes: Special
Damage: -1d6 power
Special: SEE RULES.

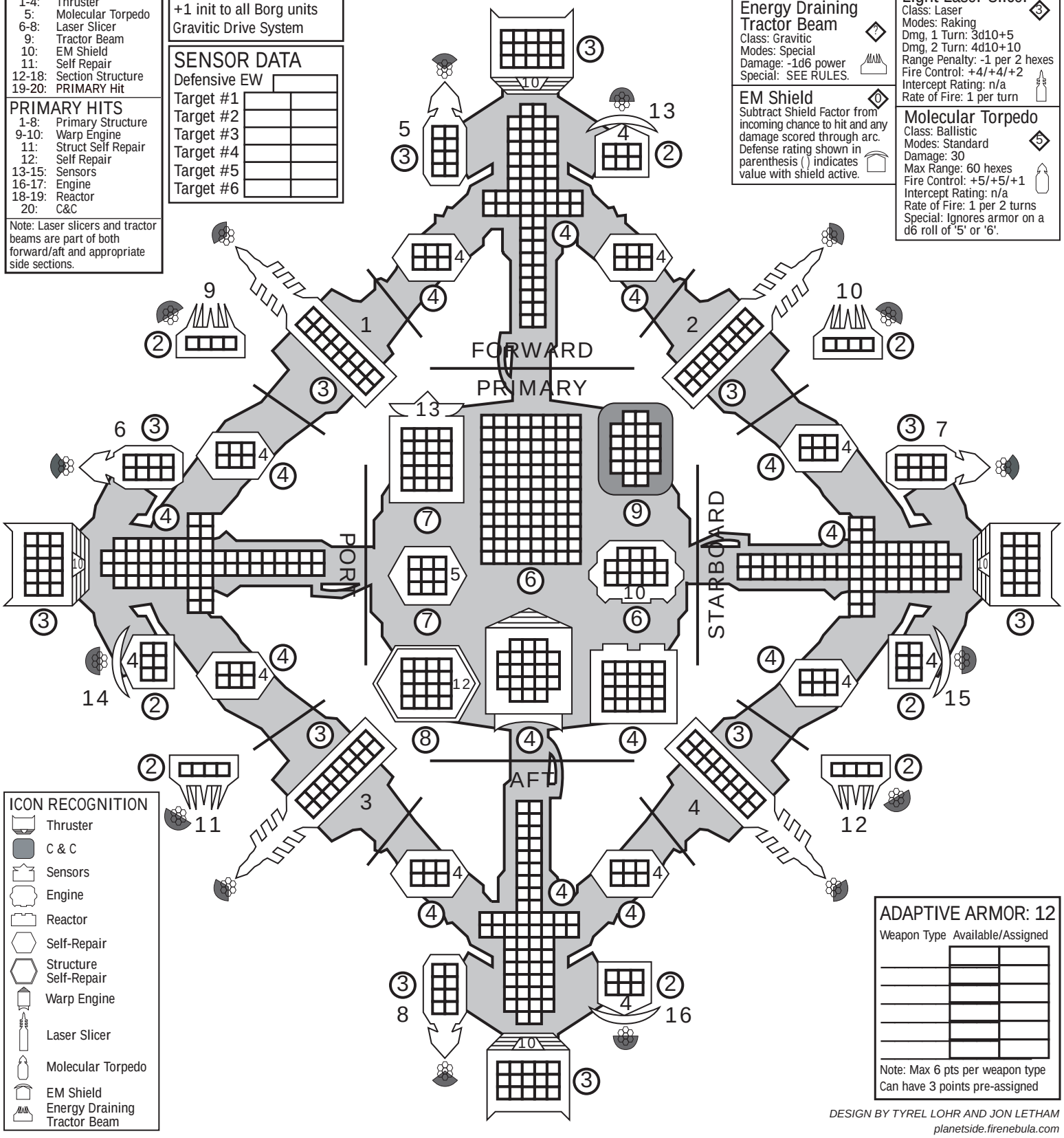
EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

WEAPON DATA

Laser Slicer
Class: Laser
Modes: Raking (15)
Dmg, 1 Turn: 5d10+15
Dmg, 2 Turn: 8d10+30
Dmg, 3 Turn: 10d10+60
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

Light Laser Slicer
Class: Laser
Modes: Raking
Dmg, 1 Turn: 3d10+5
Dmg, 2 Turn: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

Molecular Torpedo
Class: Ballistic
Modes: Standard
Damage: 30
Max Range: 60 hexes
Fire Control: +5/+5/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor on a d6 roll of '5' or '6'.



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Self-Repair
- Structure Self-Repair
- Warp Engine
- Laser Slicer
- Molecular Torpedo
- EM Shield
- Energy Draining Tractor Beam

ADAPTIVE ARMOR: 12

Weapon Type	Available/Assigned	

Note: Max 6 pts per weapon type
Can have 3 points pre-assigned

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