



ROTATION DAMAGE MARKER

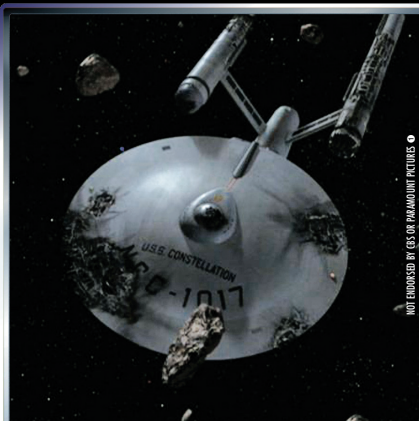
Unprepared and naive of the dangers that they would encounter, the *Enterprise* took its share of damage in those first few years. The ship and crew held up remarkably well under pressure.

10 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

The *U.S.S. Constellation* took heavy damage from the Doomsday Machine as it past through system L-374. The planet killer proved to be quite formidable in battle against two Federation starships.

11 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

The *Future Enterprise* was more advanced after its refit. With more powerful engines and advanced firepower, it was able to dispense two Klingon attack cruisers while only taking minimal damage.

12 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

The damage was heavy on both sides of the war between the Federation and the Dominion. While the Dominion held little regard for their fallen, the Alpha quadrant species did not share that sentiment.

13 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

With some help from the future, the *U.S.S. Voyager* was able to get past a Borg armada. One transphasic torpedo would damage a Borg cube, and two is enough to destroy it.

14 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

When V'Ger came to Earth in search of its creator, it destroyed the Klingon vessels that penetrated the massive energy cloud. It viewed carbon based units aboard as a damaging infestation to be eliminated.

15 VP

Requires two full turns to repair. Cloaking Device is off line.
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RANGE *

HULL -50%



ROTATION DAMAGE MARKER

While in command of the *Reliant*, Khan was able to damage the flagship of the Federation. Only by hiding in the Mutara Nebula was the *Enterprise* able to evade him long enough to destroy the *Reliant*.

16 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

Unfortunately for James T. Kirk, the *U.S.S. Enterprise 1701-B* left spacedock without many of its key components installed. It was thus ill equipped to deal with the effects of the Nexus and was damaged.

17 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%



ROTATION DAMAGE MARKER

Only with the combined efforts of Earth's entire defenses and the return of the *U.S.S. Enterprise-E*, was Starfleet able to destroy the Borg cube that attacked at Sector 001. But by then, the damage was done.

18 VP

Requires two full turns to repair. Cloaking Device is off line.
* If printed RANGE > 5, it is reduced to 5.

RANGE *

HULL -50%