



# Alliance Marauder Corvette

## SPECS

Class: Medium Ship  
In Service: Empire  
Point Value: 400  
Ramming Factor: 60  
Hyper Delay: 12 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

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

## WEAPON DATA

### Double Heavy Turbo-laser Cannon

Class: Ion+Laser  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/+0  
Intercept Rating: n/a  
Rate of Fire: 2 per 2 turns

### Ballistic-PD-System

Class: Electromagnetic  
Intercept Rating: -6 (Ballistic only)  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Not Available

*Special: Can be divided between into multiple intercepts on different ballistics in same arc.*

### Tractor Beam

Class: Gravitic  
Effect: Moves target 1d3 hexes  
Range Penalty: -1 per hex  
Fire Control: +2/+1/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## HANGAR

6 Med Fighters  
1 Shuttle

## FORWARD HITS

1-2: Shield Generator  
3-7: Heavy Double TLC  
8-9: Tractor Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SPECIAL NOTES

Restricted Availability (10%)  
Ion Drive System  
Atmospheric Capable

## AFT HITS

1-4: Ion Thruster  
4-5: Deflector Shield  
7-9: Heavy Double TLC  
10-11: Tractor Beam  
12-18: Aft Structure  
19-20: PRIMARY Hit

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## PRIMARY HITS

1-7: Hyper Drive  
8-10: PD-System  
11-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## ICON RECOGNITION

- Ion Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tractor Beam
- Shield Generator
- Hyperdrive
- Double Heavy Turbolaser Cannon
- PD-System

