



Kohr-Ah Marauder

SPECS

Class: Capital Ship
In Service: SC2/3
Point Value: 1600
Ramming Factor: 350
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Spinning Disc

Class: Proximity + Matter
Modes: Standard
Damage: 3d10+10
Range Penalty: Special
Max Range: 75 hexes
Fire Control: +3/+3/+1
Intercept Rating: -2 (Special)
Rate of Fire: 1 per turn
Special: Targets both a unit and a hex. Can hit units between the firing ship and the target. Continues to attempt to attack nearby units if it doesn't hit. Only eight discs may be operated at any given time. See Rules.

FRIED Launcher

Class: Plasma
Modes: Flash (Special)
Dmg: 5d10+25 (-12 per hex)
Range Penalty: None
Max Range: 3 hexes
Fire Control: +3/+3/+3
Intercept Rating: -4 (Special)
Rate of Fire: 1 per 2 turns
Special: All FRIED Launchers must fire on the same turn. Causes no collateral flash damage. -2 intercept vs. laser, -6 vs. ballistic, and -4 against all other fire on the turn that FRIED Launchers fire. See Rules.

FORWARD HITS

1-4: Retro Thrust
5-7: FRIED Launcher
8-10: Spinning Disc
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: FRIED Launcher
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: FRIED Launcher
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

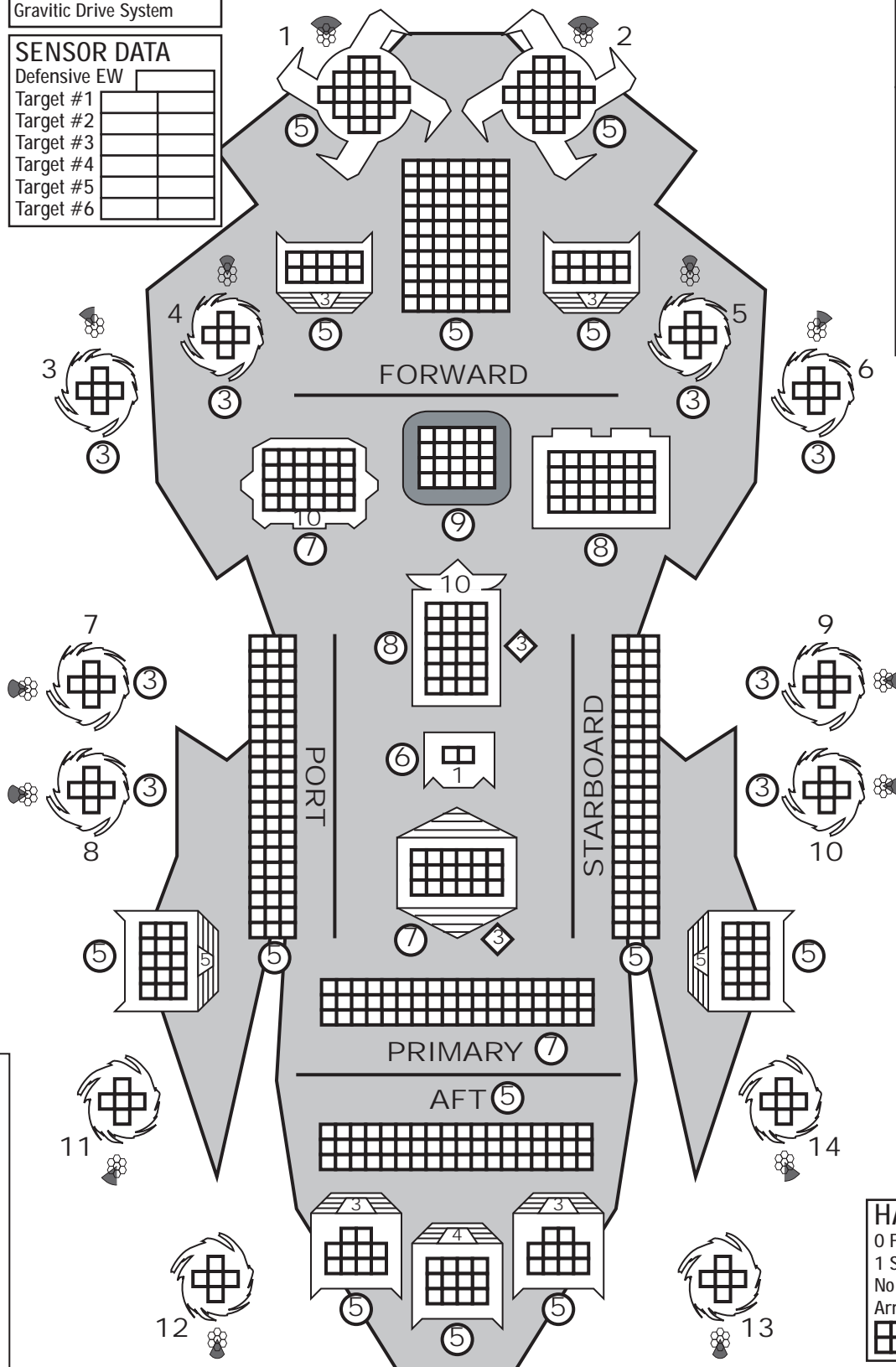
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Spinning Disc
- FRIED Launcher

HANGAR

0 Fighters
1 Shuttle (occupies 2 boxes)
No Weapons Thrust: 4
Armor: 3 Defense: 10/10

