



Marauder Corvette

SPECS

Class: Medium Ship
 In Service: -5 ANH
 Point Value: 500
 Ramming Factor: 50
 Hyper Delay: 5 turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +10

WEAPON DATA

Twin Turbolaser
 Class: TurboLaser
 Mode: Standard
 Damage: 2 x 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+1
 Interception Rating: -2
 Rate of Fire: 1 per 2 turns

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	1	2	2	3	3	4	4	5	5	6	6

FORWARD HITS

1-5: Retro Thrust
 6-7: Cargo
 8: Tractor Beam
 9-11: Twin Turbolaser
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7: Twin Turbolaser
 8-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
 8-10: Sensors
 11-12: Shield Generator
 13-14: Hangar
 15: Hyperdrive
 16-17: Reactor
 18-19: Engine
 20: C-in-C

SENSOR DATA

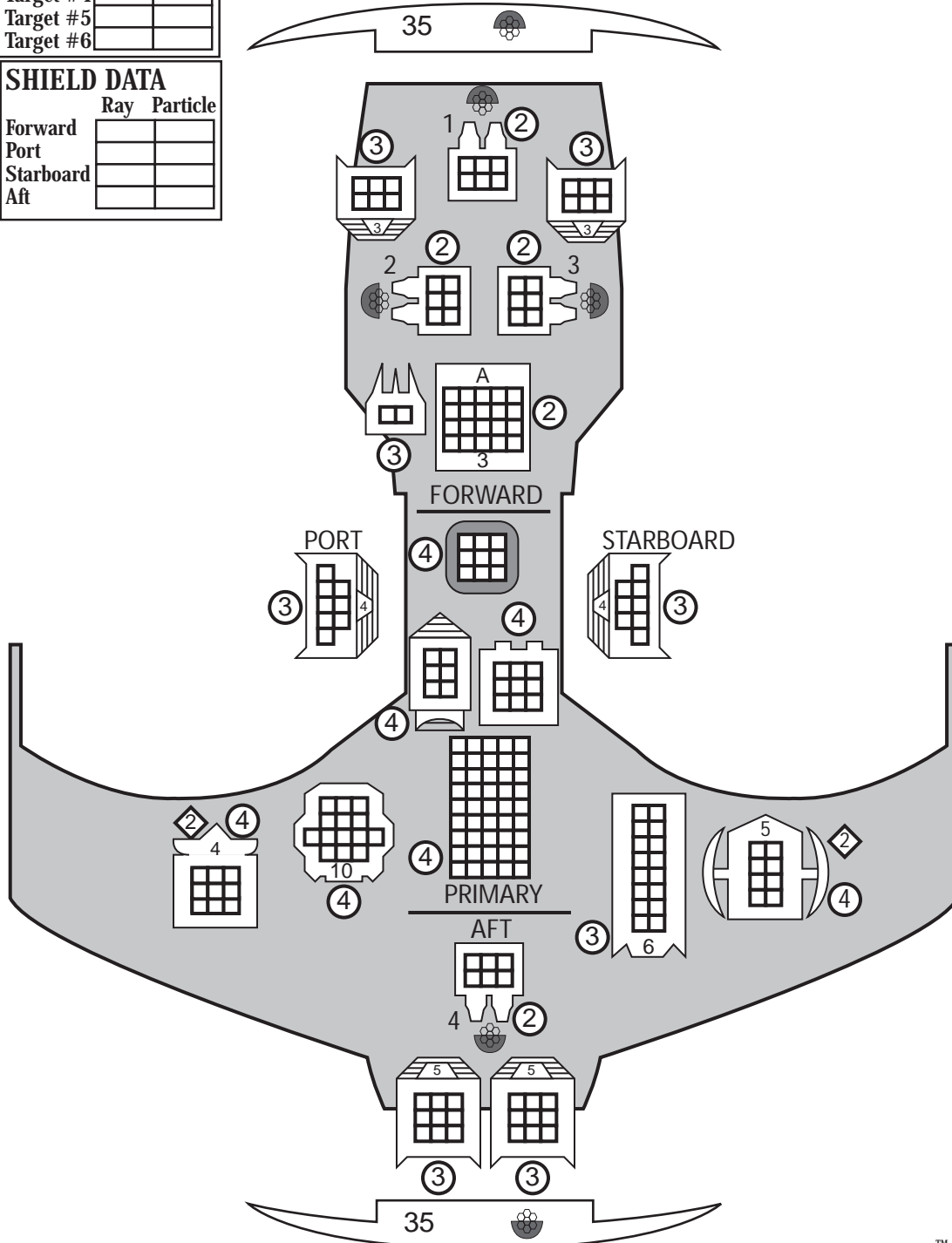
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

HANGAR

12 Fighters
 2 Lamda Class Shuttles
 2 Assault Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Twin Turbolaser