

Federation Marklin Command Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2222	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 110	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 9 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 7 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 7 8	

WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Modes: Raking	⬠
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	⬠
Rate of Fire: 1 per 3 turns	
Accelerator Cannon	
Class: Matter	
Modes: Standard	⬠
Damage: 2d10+1	
Range Penalty: -1 per 3 hexes	
Fire Control: +2/+1/-3	
Intercept Rating: n/a	⬠
Rate of Fire: 1 per 3 turns	
Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	⬠

FORWARD HITS	
1-4:	Deflector Shield
5-6:	Accelerator Cannon
7-9:	Medium Laser
10-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-3:	Impulse Thruster
4-6:	Deflector Shield
7-8:	Accelerator Cannon
9-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9:	Tractor Beam
10-11:	Shield Generator
12-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

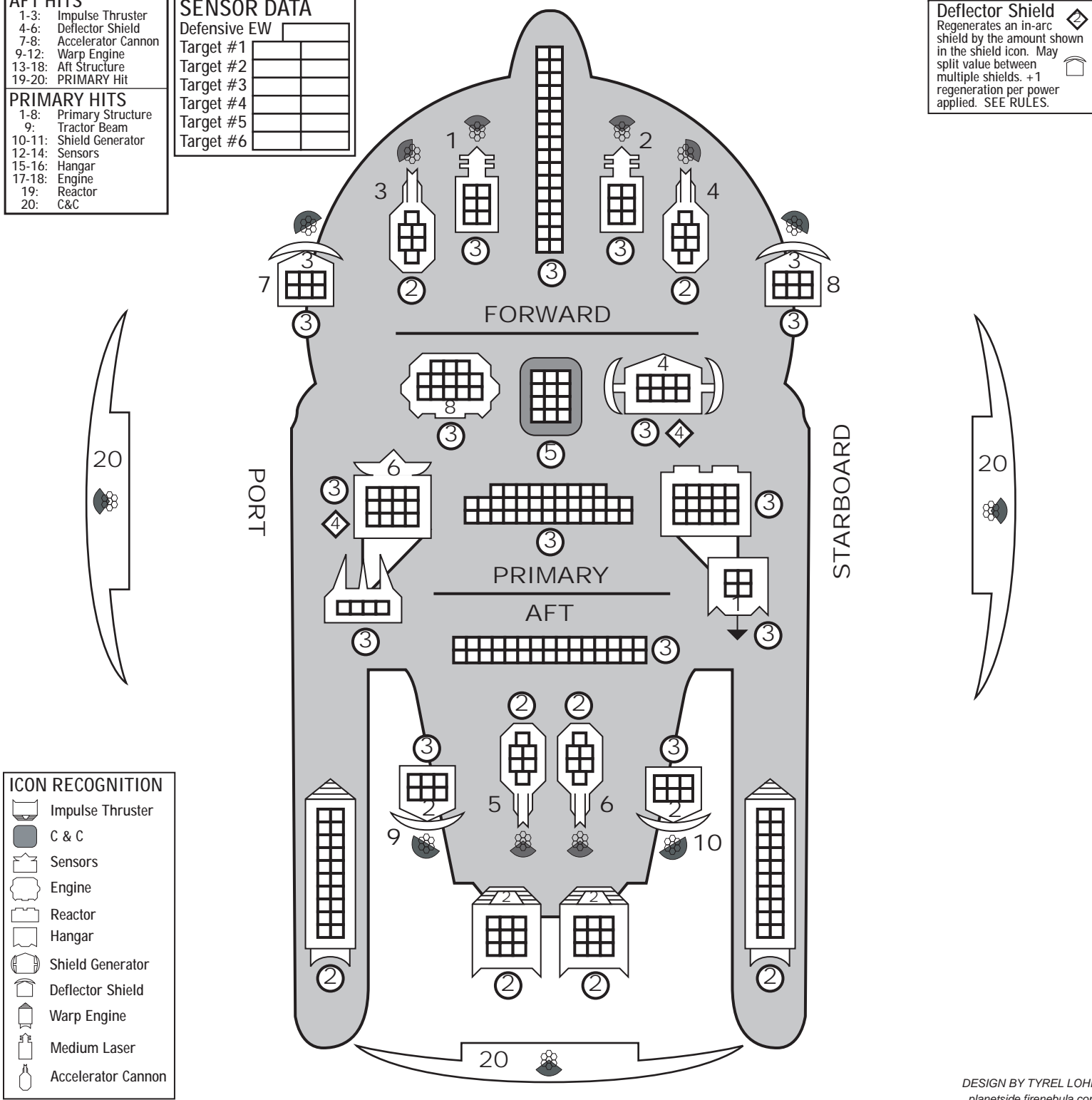
SPECIAL NOTES
 Limited Availability (33%)
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR
 0 Fighters
 4 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Laser
- Accelerator Cannon