



Ferengi S'Kara Marauder

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2263	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 480	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 3+3 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 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Plasma Beam
Class: Plasma
Modes: Raking (8)
Dmg: 4d10+2 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt Plasmic Disruptor
Class: Plasma
Modes: Standard
Damage: 2d10+2 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

SHIELD REFIT			
System	2263	2298	2332
Project Rating	30	35	40

SENSOR REFIT			
Sensor Rating	6	7	7

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.

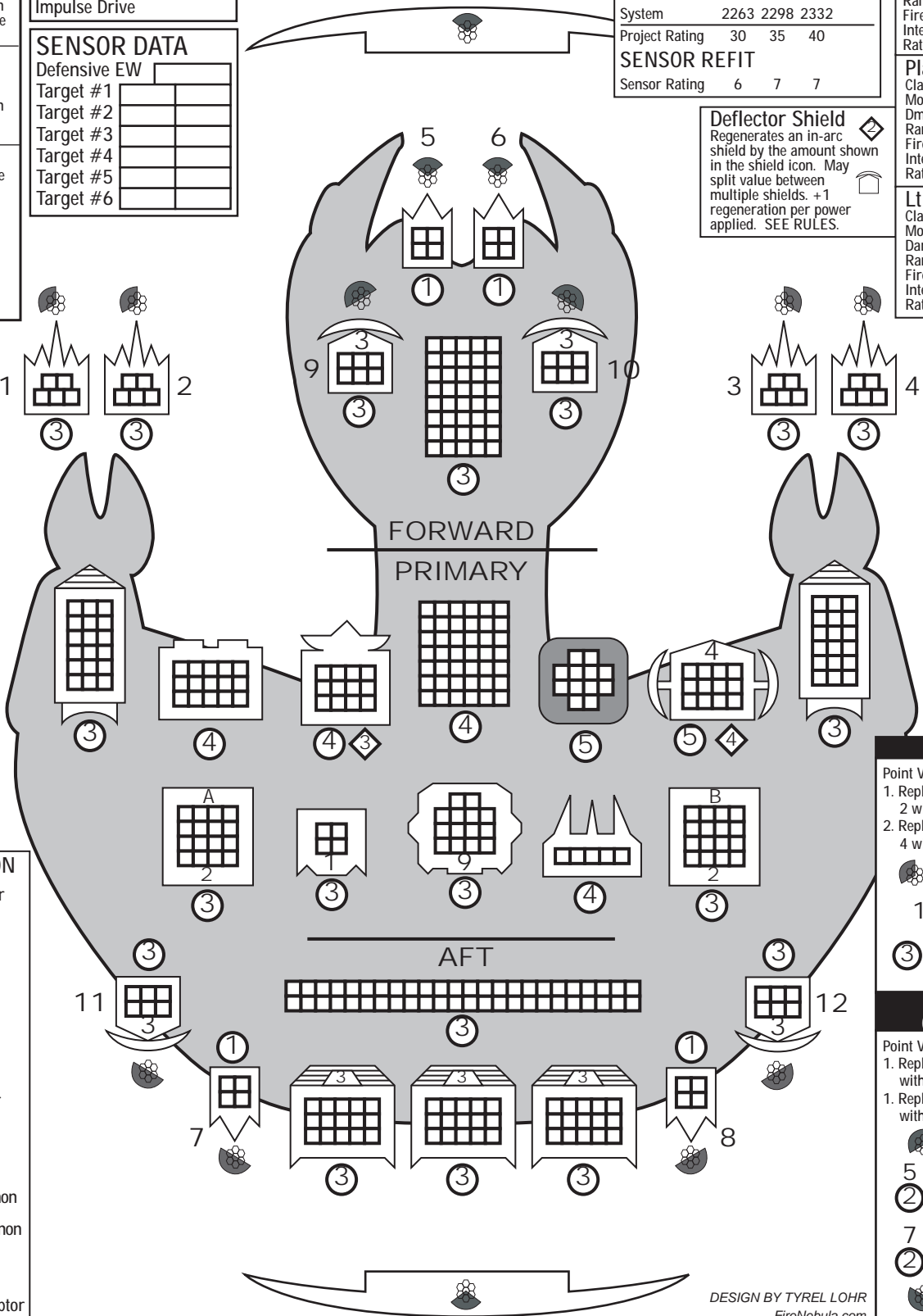
FORWARD HITS
1-3: Deflector Shield
4-7: Med Plasma Cannon
8-10: Lt Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

AFT HITS
1-6: Impulse Thruster
7-8: Deflector Shield
9-10: Lt Plasma Cannon
11-18: Aft Structure
19-20: PRIMARY Hit

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

PRIMARY HITS
1-6: Primary Structure
7-8: Warp Engine
9-10: Cargo
11: Shield Generator
12: Tractor Beam
13-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

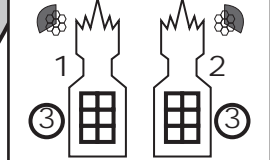


HANGAR
0 Fighters
4 Shuttles

ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Shield Generator
Deflector Shield
Warp Engine
Med Plasma Cannon
Light Plasma Cannon
Plasma Beam
Lt Plasmic Disruptor

2298 Refit

- Point Value: 510
1. Replace Medium Plasma 1 and 2 with Plasma Beam 1.
 2. Replace Medium Plasma 3 and 4 with Plasma Beam 2.



2332 Refit (includes 2298 Refit)

- Point Value: 540
1. Replace Light Plasma 5 and 6 with Lt Plasmic Dis 5 and 6.
 1. Replace Light Plasma 7 and 8 with Lt Plasmic Dis 7 and 8.

