



Tamarian Marpir Gun Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2320	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 600	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 140	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 7 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 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Medium Flux Phaser
Class: Molecular
Mode: Raking
Damage: 2d10+2 1d3 times
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Flux Phaser
Class: Molecular
Mode: Standard
Damage: 1d10+1 1d3 times
Range Penalty: -1 per hex
Fire Control: +1/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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.

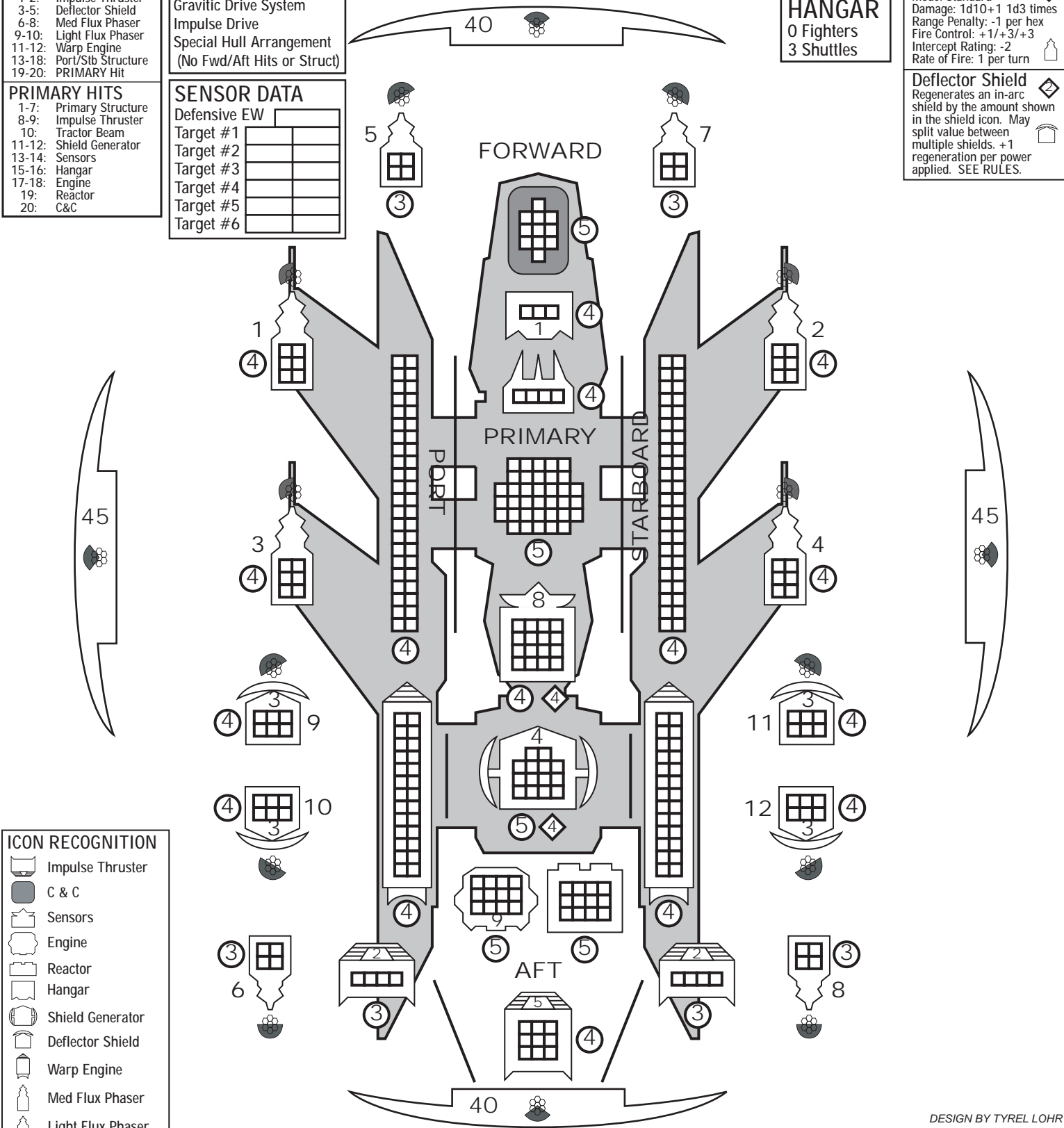
SIDE HITS
1-2: Impulse Thruster
3-5: Deflector Shield
6-8: Med Flux Phaser
9-10: Light Flux Phaser
11-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive
Special Hull Arrangement (No Fwd/Aft Hits or Struct)

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

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

HANGAR
0 Fighters
3 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Med Flux Phaser
Light Flux Phaser