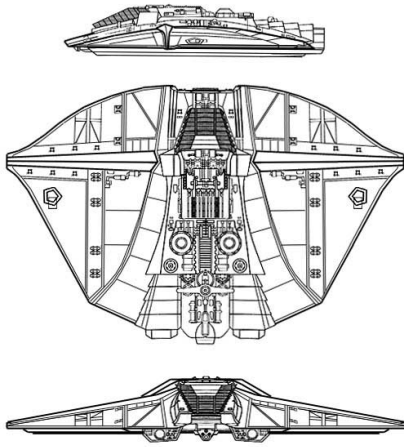


Name:

Counter:



CYLON MARAUDER

SPECS
 Class: Super-Heavy Ftr
 In Service: Unknown
 Point Value: 125 each
 Ramming Factor: 42
 Jinking Limit: 3 Levels

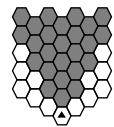
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: n/a
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 9
 Stb/Port Defense: 9
 Free Thrust: 12
 Offensive Bonus: +7
 Initiative Bonus: +12

Special Notes:
 All fighters have a Navigator
 Initiative Bonus: +1
 Missile Guidance Ability

 Can carry 12 missiles
 Launch rate: 2 per turn

 Atmospheric



ARMOR

4
4 4
3

Flight Level Combat
 Do not use Flight level combat for this unit

Basic Fighter Missile
 Cost: 8 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 6 Hexes
 Fire Control: n/a
 Intercept Rating: n/a

WEAPON DATA	
Turbolaser	Number of Guns: 2 (Linked) Class: Laser Damage: 1d6+5 Range Penalty: -2 per hex Fire Control: n/a Rate of Fire: Once per turn
Ranged Turboblast	Number of Guns: 2 (Linked) Class: Laser Damage: 1d6+3 Range Penalty: -1 per hex Fire Control: n/a Rate of Fire: Once per turn
Turbolaser Battery	Class: Laser Mode: Standard Number of Guns: 2 (Linked) Damage: 1d10+2 Range Penalty: -2 per hex Fire Control: +0/+0/-4 Intercept Rating: n/a Rate of Fire: Once per turn

target	Fighter #1		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #2		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #3		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #4		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #5		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #6		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #7		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #8		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	

target	Fighter #9		
To-Hit	Dropped Out <input type="checkbox"/>	Ftr Destroyed <input type="checkbox"/>	
	Initiative	Thrust Used	
Notes	Speed	Jinking	