



# Ship Datacard

## Marathon Advanced Cruiser

SHIP NAME: \_\_\_\_\_

ID: \_\_\_\_\_

SQUADRON: \_\_\_\_\_

Med. Neutron Cannon

Class: Laser  
Range: 6/12/18/24  
Fire Control: d12/d10/d8  
Damage: 4d10  
Max Shots/Turn: 1

Medium Pulse

Class: Particle  
Range: 2/4/6/8  
Fire Control: d10/d10/d8  
Damage: d8 per 1 above  
Max Shots/Turn: 2

Laser/Pulse Array

This weapon system may fire once in laser mode or may fire twice in pulse mode. See rules.

Std. Particle Beam

Class: Particle  
Range: 2/4/6/8  
Fire Control: d10/d10/d10  
Damage: d8  
Max Shots/Turn: 3

CMD RATING: 6  
CMD COST: 3  
DEF RATING: 14  
ARMOR: 5/5/5  
SENSOR: 10  
AVAIL: Uncommon

RACE: Earth Alliance  
CLASS: Marathon Cruiser  
CATEGORY: Capital  
YEAR IN SERVICE: 2266  
Jump Drive: Yes  
POINT VALUE: 600

### NOTES:

Interceptors - Level 2

Fighter Loadout (2266+):  
2 Flights Thunderbolt  
(740 Points)

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Med. Neutron Cannon																														
Laser/Pulse Array																														
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MANEUVERING DATA

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COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
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Version 1.0



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