



MARAUDER

Cost: 50 Defence: 12/14
Thrust: 8 Offense: +3
Armour: 3 Initiative: +9
Two Charged Plasma Guns:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d3+4-1/2 hexes

Firing Arcs: #1  #2 

Special: Has rating 8 sensors
for the purposes of ID-ing
and locating ships only.

