



Version 1: 2E/ST

Name: _____

Counter: _____



Terran Marshall Destroyer

SPECS

Class: Medium Ship
In Service: 2157
Point Value: 245
Ramming Factor: 30
Warp Delay: 13 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Light Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10
Range Penalty: -1 per hex
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Spatial (Light) Missile
Mode: Standard
Damage: 12
Max Range: 15 hexes
Fire Control: n/a
Interception Rating: n/a

Photonic Missile
Class: Antimatter
Modes: Standard
Damage: X+6
Max X: 10
Max Range: 20 hexes
Fire Control: n/a
Interception Rating: n/a
Cost: 4 combat points each

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

1-4: Light Tactical Laser
5-6: Missile Rack
7-8: Polarized Hull
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Impulse Thruster
4-5: Light Tactical Laser
6: Aft Hangar
7: Polarized Hull
8-11: Warp Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-4: Warp Engine
5-8: Grappling Claw
9-12: Sensors
13-15: Engine
16-18: Reactor
19-20: C&C

Note: Warp engines are part of both aft and primary sections.

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

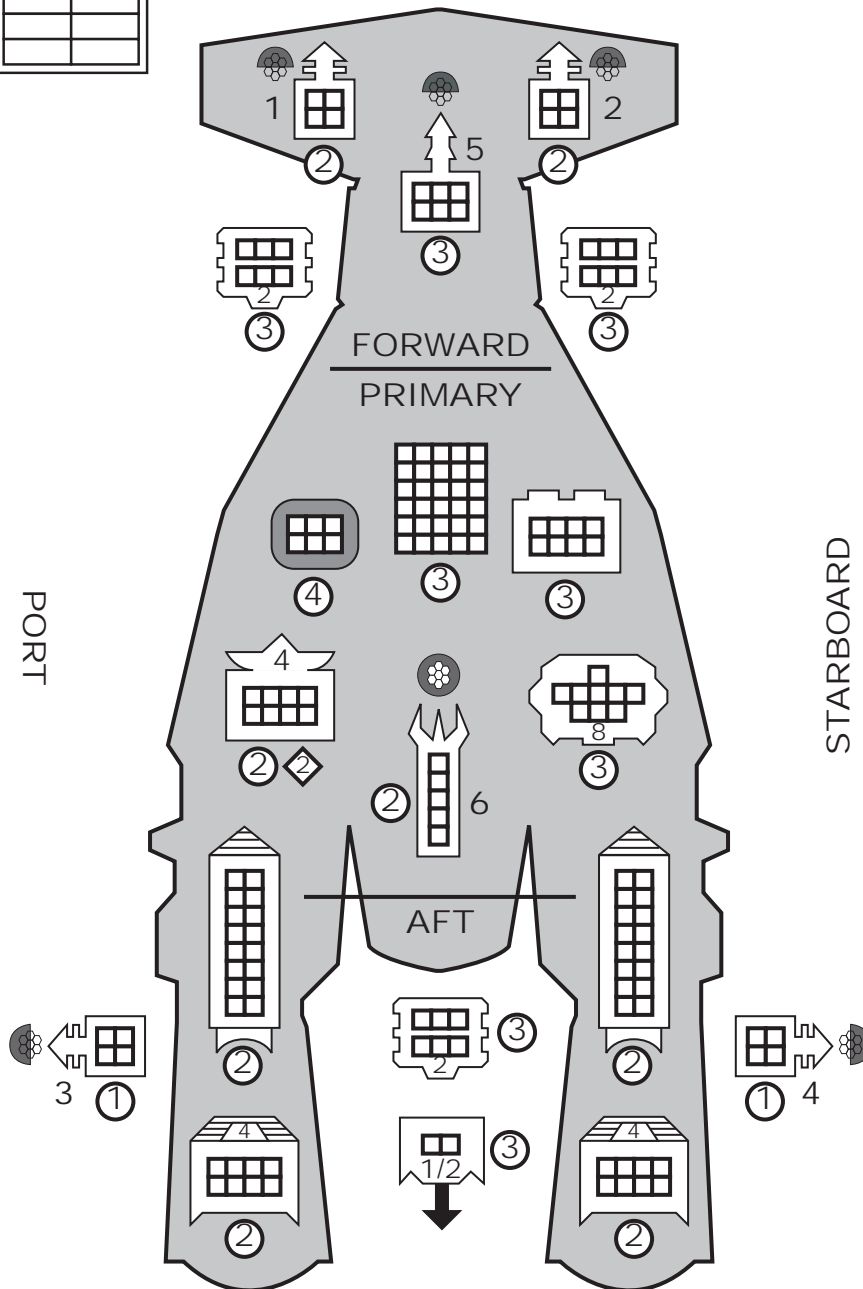
Target #4

Target #5

Target #6

AFT HANGAR

0 Fighters
2 Shuttles



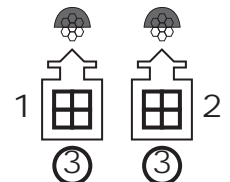
ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Warp Engine
- Light Tactical Laser
- Light Laser
- Class-S0 Missile Rack
- Magnetic Grappler
- Polarized Hull Plating

2162 Refit

Point Value: 260

1. Replace Light Tactical Lasers 1 and 2 with Light Lasers 1 and 2.



MISSILES Rack #5

