CRUISER
Leverage Class

<table>
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<th>CRUISER</th>
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<tbody>
<tr>
<td>Name</td>
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<tr>
<td>Squadron size</td>
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<tr>
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<th>Mv</th>
<th>HP</th>
<th>CP</th>
<th>AP</th>
<th>PD</th>
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<th>Shield Rating</th>
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- **Beam Weapons**
  - 10"
  - 20"
  - 30"
  - 40"

- **Port/Starboard**
  - 5
  - 6
  - 4
  - 2

- **Cyberwarfare Weapons**
  - 10"
  - 20"
  - 30"
  - 40"

- **Torpedo Weapons**
  - 12"
  - 24"
  - 36"
  - 48"

<table>
<thead>
<tr>
<th>MARs</th>
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**Hardpoints**

Select up to ONE from the following:

- 0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR +10
- 0-1: Include the Torpedo Weapons, which have Biohazard Ammo MAR +10

**Upgrades**

<table>
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<th>Points</th>
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<td>+5</td>
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**Marauder Patrol Fleet**
Tier 2 - Up to 2 Light Cruiser Squadrons
  - Up to 1 Escort Cruiser Squadron

**Marauder Battle Fleet**
Tier 2 - Up to 2 Escort Cruiser Squadrons
Tier 3 - Up to 2 Light Cruiser Squadrons

**Marauder Grand Fleet**
Tier 2 - Up to 3 Escort Cruiser Squadrons
Tier 3 - Up to 3 Light Cruiser Squadrons
**ESCORT CARRIER**
Paradigm Class

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**Beam Weapons**

- Fore: 10" 20" 30" 40"

**Torpedo Weapons**

- Fore: 12" 24" 36" 48"

**MARs**

**Deck Crews**

**Hardpoints**

- Select up to ONE from the following:
  - 0-1: +1 PD +5
  - 0-1: +1 Shied Rating +10

**Upgrades**

- Give all Torpedo Weapons the Biohazard Ammo MAR +5

**NOTE:** If fielded in a fleet containing only OSO or OSO & Directorate models, Squadron size is 2-4 models.
# Light Cruiser

## Representative Class

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<th>LIGHT CRUISER</th>
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**Beam Weapons**

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### MARs

- **Difficult Target**

#### Hardpoints

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#### Upgrades

- **Give the Beam Weapons the Biohazard Ammo MAR** +5