CRUISER
Leverage Class

Designation	CRUISER
Name	Leverage
Size class	Medium Capital
Squadron size	2-4

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	8"	4	4	2	3	0

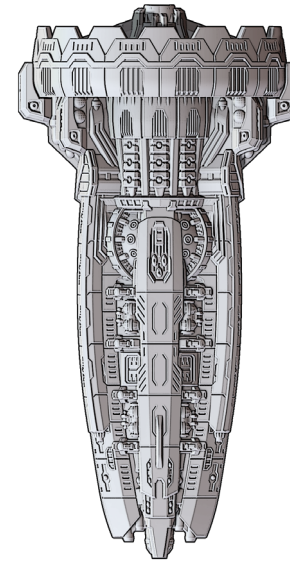
Points Cost	Shield Rating	Wings	Turn Limit
40 (50)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Port/Starboard	5	6	4	2
Cyberwarfare Weapons	10"	20"	30"	40"
Fore	6	6	5	-
Torpedo Weapons	12"	24"	36"	48"
Fore	6	6	5	-

MARs
-

Hardpoints	Points
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	Points
+1 Shield Rating	+5



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

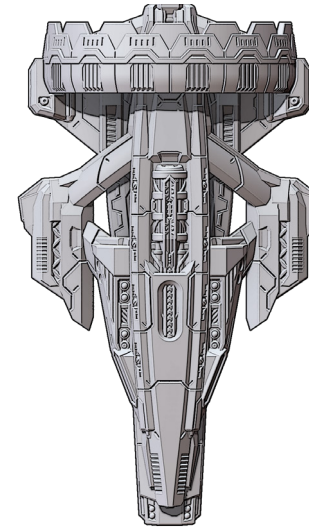
Designation	**ESCORT CARRIER**
Name	**Paradigm Class**
Size class	**Medium Capital**
Squadron size	**2-3**

DR	CR	Mv	HP	CP	AP	PD	MN
4	7	7"	5	5	1	3	0

Points Cost	Shield Rating	Wings	Turn Limit
40 (45)	1	2	1"

Beam Weapons	10"	20"	30"	40"
Fore	5	5	3	-
Torpedo Weapons	12"	24"	36"	48"
Fore	5	5	4	4

MARs	
Deck Crews	
Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	+5
0-1: +1 Shied Rating	+10
Upgrades	Points
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

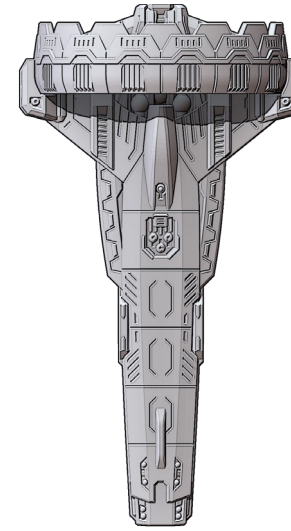
Designation	**LIGHT CRUISER**
Name	**Representative Class**
Size class	**Medium Capital**
Squadron size	**2-4**

DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	3	3	1	2	0

Points Cost	Shield Rating	Wings	Turn Limit
30 (35)	1	0	1"

Beam Weapons	10"	20"	30"	40"
Port/Starboard	5	5	3	-

MARs
Difficult Target

Hardpoints	Points
Select up to ONE from the following:	
0-1: +1 PD	Free
0-1: Gain the Pack Hunters MAR	+5

Upgrades	Points
Give the Beam Weapons the Biohazard Ammo MAR	+5