

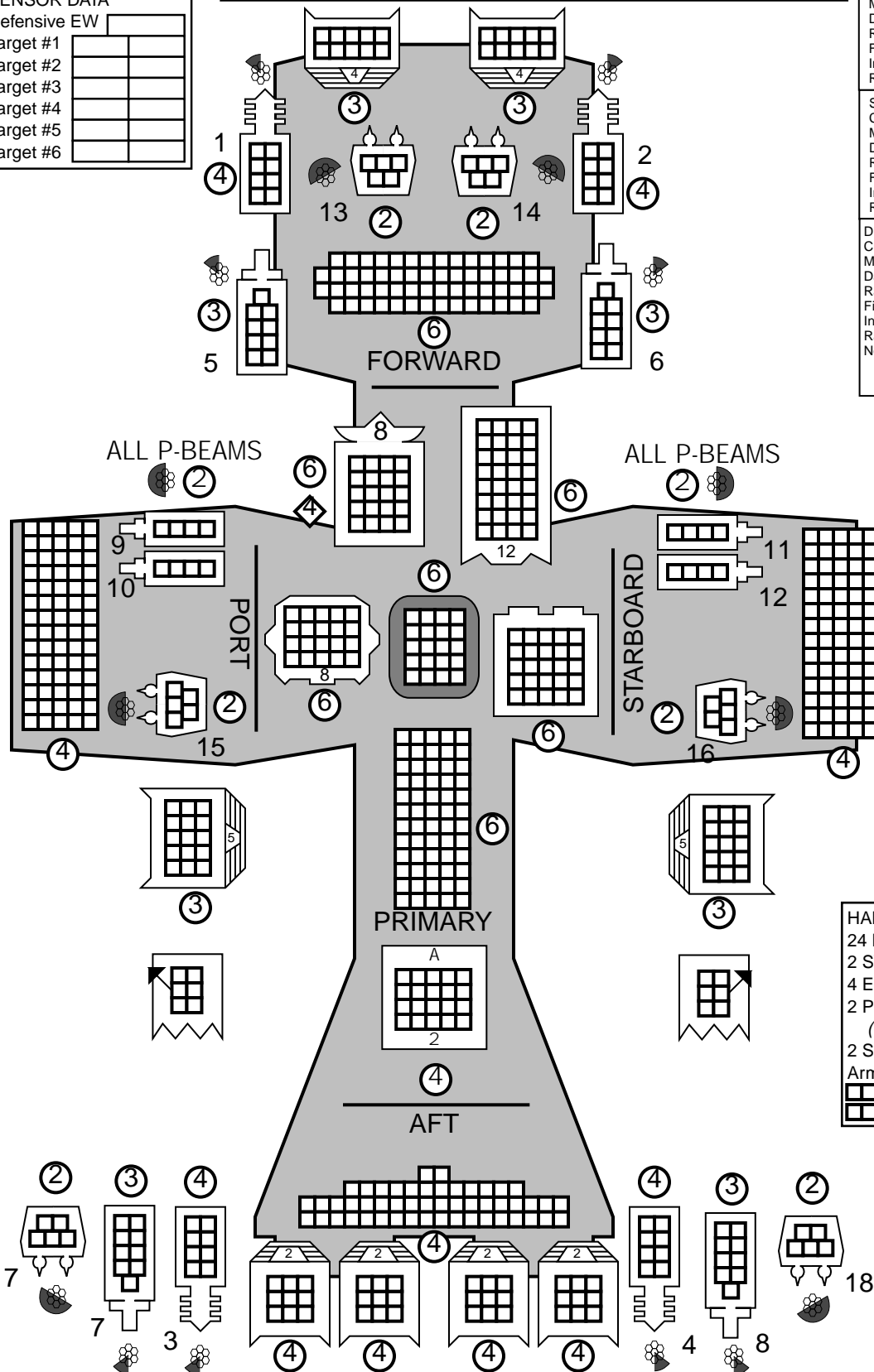
Mars Sitting Bull Flagship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2266	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Heavy Laser Cannon Class: Laser Modes: R, S Damage: 4d10+20 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Combat Particle Cannon Class: Particle Modes: Raking Damage: 4d10+30 Range Penalty: -1 per 2 hexes Fire Control: +5/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Dual Uni-pulse Cannon Class: Particle Modes: Standard Damage: 1d6+4 Range Penalty: -2 per hex Fire Control: +6/+5/+4 Intercept Rating: -2 Rate of Fire: 2 per turn Note: Fires twice per turn at same target either defensively or offensively

FORWARD HITS
1-3: Retro Thrust
4-6: Heavy Laser
7-8: Combat Particle
9-11: Dual Unipulse
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Particle Beam
7-8: Catapult
9-11: Dual Unipulse
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Heavy Laser
9-10: Combat Particle
11-12: Dual Unipulse
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-10: Cargo
11-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Catapult
Cargo
Std Particle Beam
Heavy Laser Cannon
Combat Particle Cannon
Dual Uni-pulse Cannon

HANGAR
24 Fighters
2 SWACS
4 Enforcers
2 Prosecutors
(On catapults)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10