













Mars Boone Fire-support Cruiser

SPECS			MANEUVERING								COMBAT STATS			
Class: Capital Ship			Turn Cost: 4/3 Speed								Fwd/Aft Defense: 14			
In Service: 2263			Turn Delay: 4/3 Speed								Stb/Port Defense: 16			
Point Value:			Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 260			Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 24 Turns			Roll Cost: 1+1 Thrust								Initiative Bonus: 0			
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16		
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16		

WEAPON DATA	
<p>Combat Particle Cannon</p> <p>Class: Particle</p> <p>Modes: Raking</p> <p>Damage: 4d10+30</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +5/+3/+0</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 4 turns</p>	 
<p>Heavy Particle Beam</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 2d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+2</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per turn</p>	 
<p>Standard Particle Beam</p> <p>Class: Particle</p> <p>Modes: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per turn</p>	 
<p>Class-S Missile Rack</p> <p>Class: Ballistic</p> <p>Missiles: 20</p> <p>Range Penalty: None</p> <p>Fire Control: +3/+3/+3</p> <p>Rate of Fire: 1 per 2 turns</p>	 
<p>Dual Uni-pulse Cannon</p> <p>Class: Particle</p> <p>Modes: Standard</p> <p>Damage: 1d6+4</p> <p>Range Penalty: -2 per hex</p> <p>Fire Control: +6/+5/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 2 per turn</p> <p>Note: Fires twice per turn at same target either defensively or offensively</p>	 

<p>FORWARD HITS 1-4:Retro Thrust 5-6:Hvy Particle beam 7:Combat Part Cannon 8-9:Std Particle Beam 10-11:Dual Unipulse 12-18: Forward Struct 19-20PRIMARY Hit</p>
<p>SIDE HITS 1-4:Port/Sib Thrust 5-7:Missile Rack 8-18:Port/Sib Struct 19-20PRIMARY Hit</p>
<p>AFT HITS 1-6:Main Thrust 7-8:Dual Unipulse 9-18:Aft Struct 19-20PRIMARY Hit</p>
<p>PRIMARY HITS 1-7:Primary Struct 8:Reload Rack 9-10:Jump Engine 11-13:Sensors 14-15:Engine 16-17:Hangar 18-19:Reactor 20:C & C</p>

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

HANGAR
6 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

