




# Mars Appleseed Police Cutter

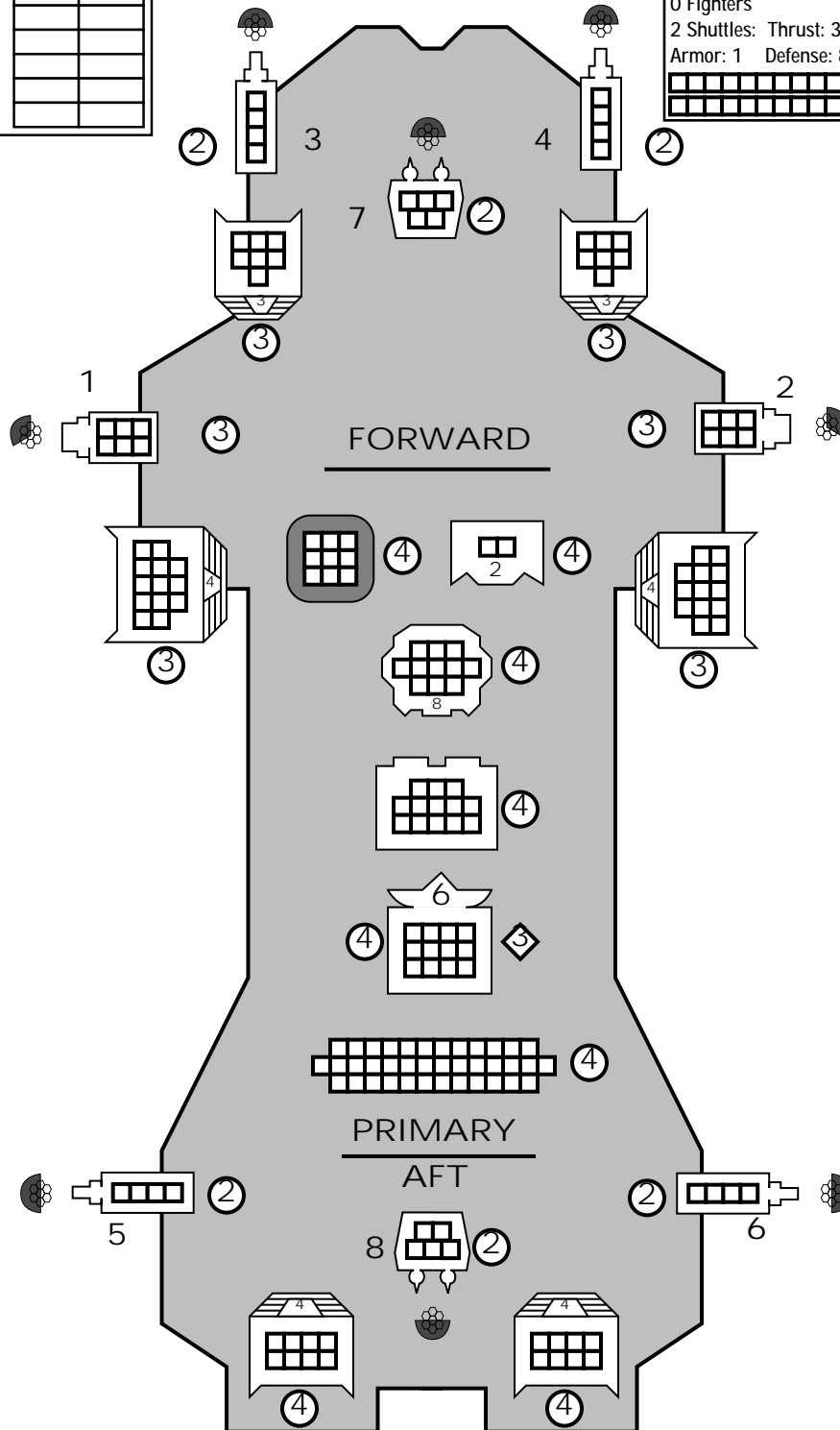
SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/3 Speed						Fwd/Aft Defense: 13					
In Service: 2269		Turn Delay: 1/2 Speed						Stb/Port Defense: 13					
Point Value:		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 40		Pivot Cost: 1+1 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 1+1 Thrust						Initiative Bonus: +12					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4	
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	

WEAPON DATA	
<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>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>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><b>FORWARD HITS</b>  1-6:Retro Thrust  7-8:Hvy Particle Beam  9-10:Std Particle Beam (Front)  11-12:Dual Unipulse Cannon  13-17:Structure  18-20:PRIMARY Hit</p>	<p><b>AFT HITS</b>  1-8&gt;Main Thrust  9-10:Std Particle Beam (Rear)  11-12:Dual Unipulse Cannon  13-17:Structure  18-20:PRIMARY Hit</p>
<p><b>PRIMARY HITS</b>  1-8:Port/Stb Thrust  9-11:Sensors  12-14:Engine  15-16:Hangar  17-19:Reactor  20:C &amp; C</p>	

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

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



## ICON RECOGNITION

