



Mars Jackson Medium Patrolboat

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2262	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	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 1 2 2 2 3 3 3 4 4 4	

HANGAR

0 Fighters

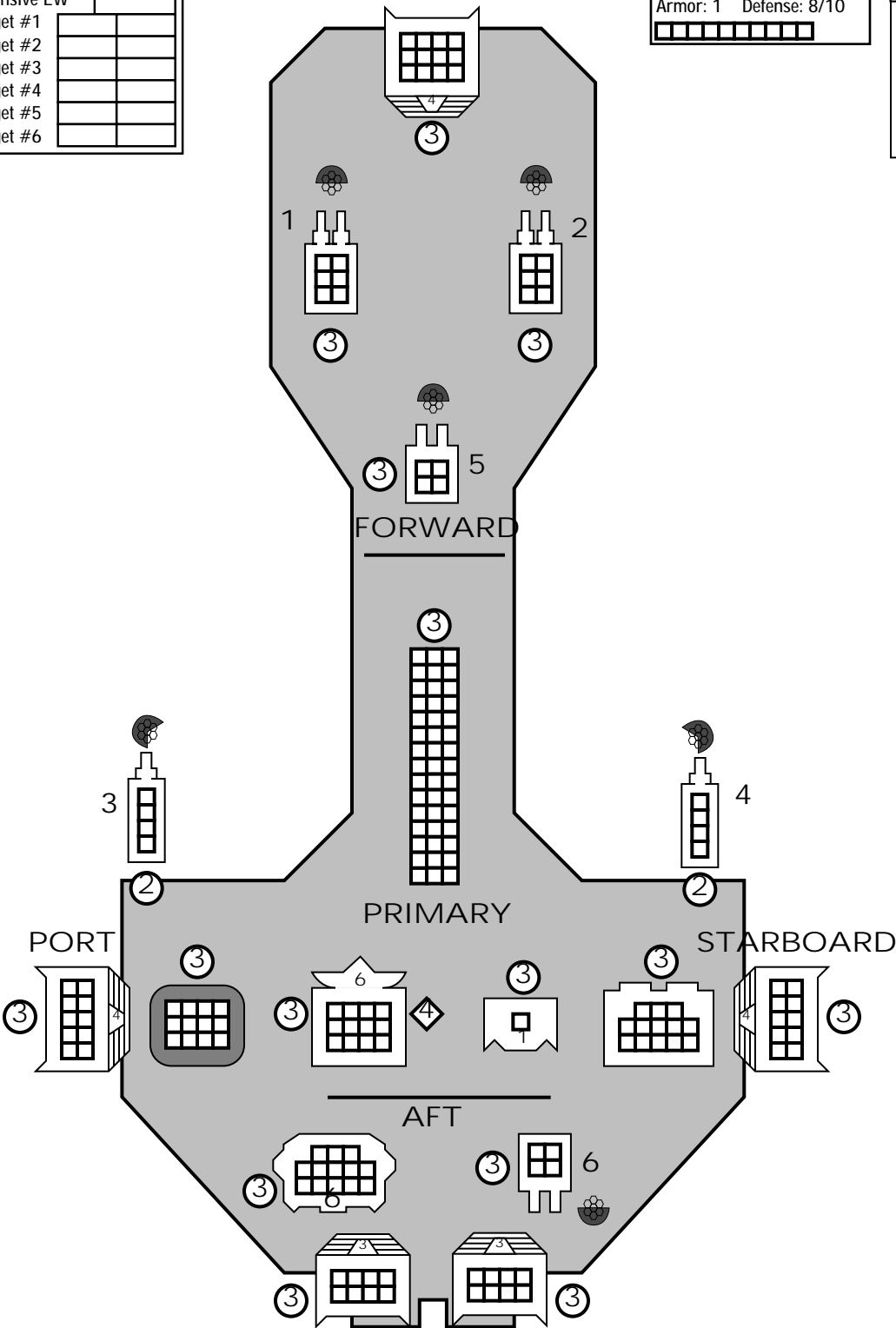
1 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

WEAPON DATA	
Standard Particle Beam	
Class: Particle	4
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 Particle Beam	
Class: Particle	2
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Interceptor Mk-I	
Intercept Rating: -3	1
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+5	
Fire Control: -/-/+6	
Range Penalty: -2 per hex	

FORWARD HITS
1-6:Retro Thrust
7-10: Dual Particle Beam
11:Interceptor
12-17: Structure
18-20:PRIMARY Hit
AFT HITS
1-8:Main Thrust
9-10:Engine
11:Interceptor
12-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8:Port/Stb Thrust
9-12:Std Particle Beam
13-15:Sensors
16:Hangar
17-19:Reactor
20:C & C

SPECIAL NOTES	
No Energy Web	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Dual Particle Beam
	Interceptor