



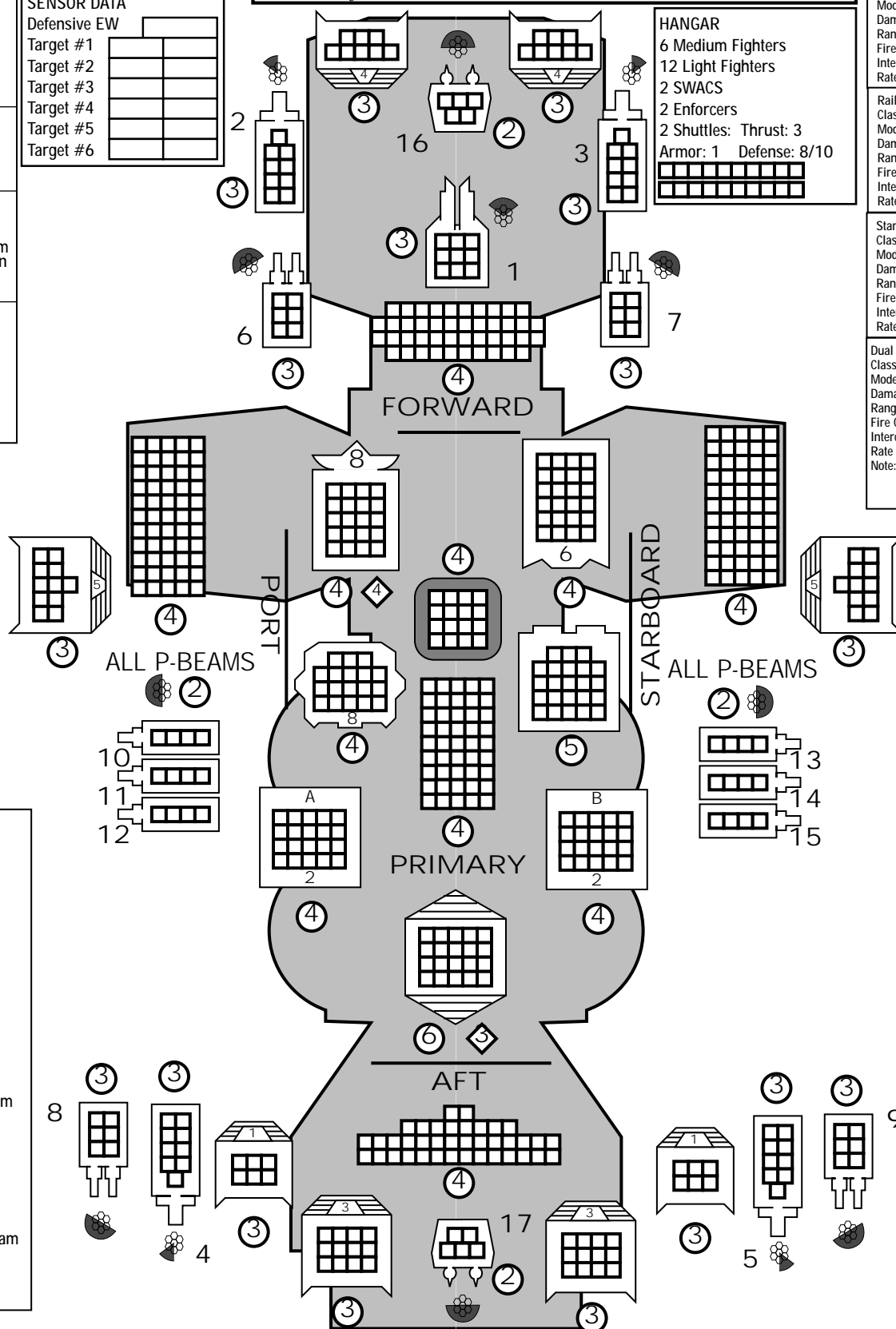
# Mars Blackhawk Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 300	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	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	
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
Dual Particle Beam	Class: Particle
	Modes: Standard
	Damage: 1d10+6
	Range Penalty: -1 per hex
	Fire Control: +5/+3/+0
	Intercept Rating: -2
	Rate of Fire: 2 per turn
Railgun	Class: Matter
	Modes: Standard
	Damage: 3d10+3
	Range Penalty: -1 per 2 hexes
	Fire Control: +2/+2/-3
	Intercept Rating: n/a
	Rate of Fire: 1 per 3 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
4-5: Combat Part Cannon
6-7: Dual Particle Beam
8: Dual Unipulse Cannon
9-11: Railgun
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-10: Std Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Combat Part Cannon
10-11: Dual Particle Beam
12: Dual Unipulse Cannon
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-10: Jump Engine
11-12: Cargo
13-14: 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
	Cargo
	Std Particle Beam
	Combat Particle Cannon
	Railgun
	Dual Particle Beam
	Dual Uni-pulse Cannon