



# Mars William Clark Destroyer

## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value:  
Ramming Factor: 300  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +0

## 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

Dual 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: 2 per turn

Rail Cannon  
Class: Matter  
Modes: Piercing  
Damage: 5d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 5 turns

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 Cannon  
7-8:Dual Particle Beam  
9-11:Rail Cannon  
12-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-4:Port/Stb Thrust  
5-10:Dual Unipulse  
11-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-9:Combat Part Cannon  
10-12:Dual Particle Beam  
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

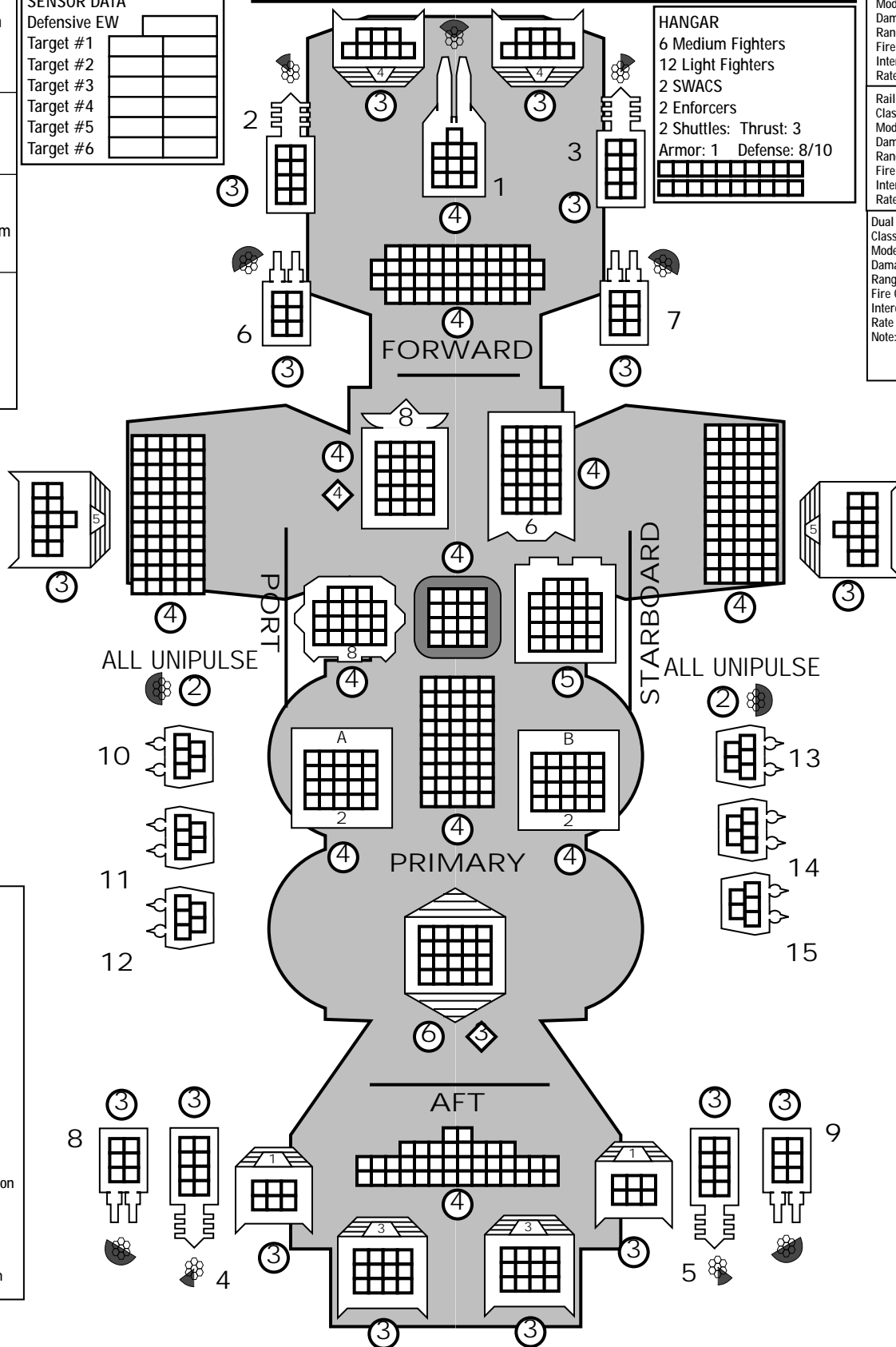
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Dual Uni-pulse Cannon
- Heavy Laser Cannon
- Rail Cannon
- Dual Particle Beam