



# Mars Eagle Cutter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2264	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +13
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 Enforcer

**FORWARD HITS**  
1-6:Retro Thrust  
7-10: Dual Particle Beam  
11: Dual Unipulse Cannon  
12-17: Structure  
18-20: PRIMARY Hit

**AFT HITS**  
1-8: Main Thrust  
9-10: Std Particle Beam  
11: Dual Unipulse Cannon  
12-17: Structure  
18-20: PRIMARY Hit

**PRIMARY HITS**  
1-5: Port/Stb Thrust  
6-9: Cargo  
10-12: Engine  
13-15: Sensors  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

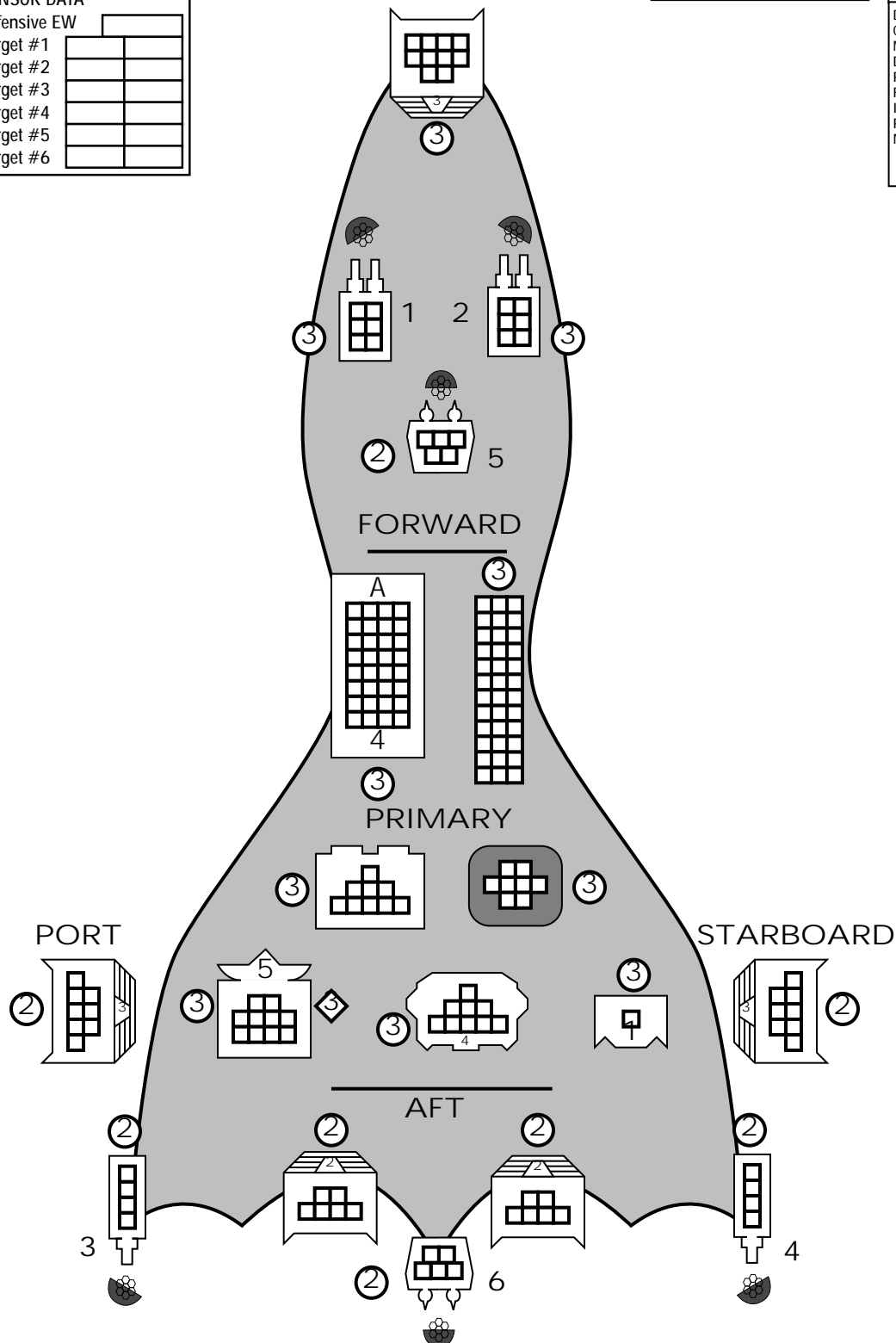
Target #6

## WEAPON DATA

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

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 at same target either defensively or offensively



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Dual Particle Beam
- Dual Uni-pulse Cannon