

Version 1: 2E/RLB

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Mars Frontier Replenishment Ship

## SPECS

Class: Capital Ship  
In Service: 2263  
Point Value:  
Ramming Value: 320  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
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

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

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

1-5: Retro Thrust  
6-7: Dual Particle Beam  
8: Dual Unipulse  
9-12: Cargo A or B  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Dual Particle Beam  
7-8: Cargo A or B  
9-10: Cargo C or D  
11: Cargo E or F  
12-13: Dry Dock Module  
14-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Dual Unipulse  
8-9: Jump Engine  
10-12: Cargo E or F  
13-18: Aft Structure  
19-20: PRIMARY Hit

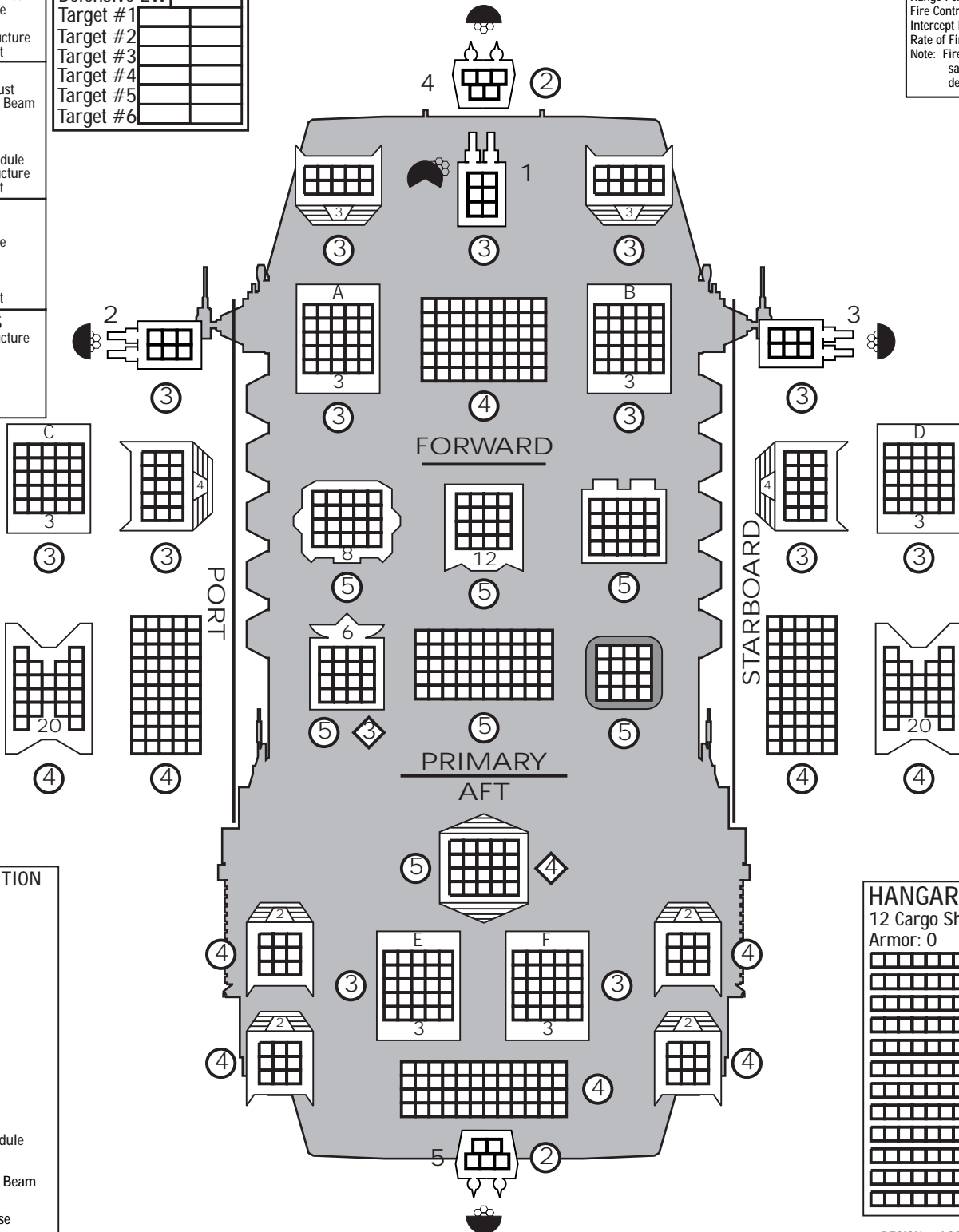
## PRIMARY HITS

1-11: Primary Structure  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: 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
- Jump Engine
- Engine
- Reactor
- Hangar
- Cargo
- Dry Dock Module
- Dual Particle Beam
- Dual Uni-pulse Cannon

## HANGAR

12 Cargo Shuttles Thrust: 3  
Armor: 0 Defense: 12/12

