



Mars Hamilton Light Cruiser



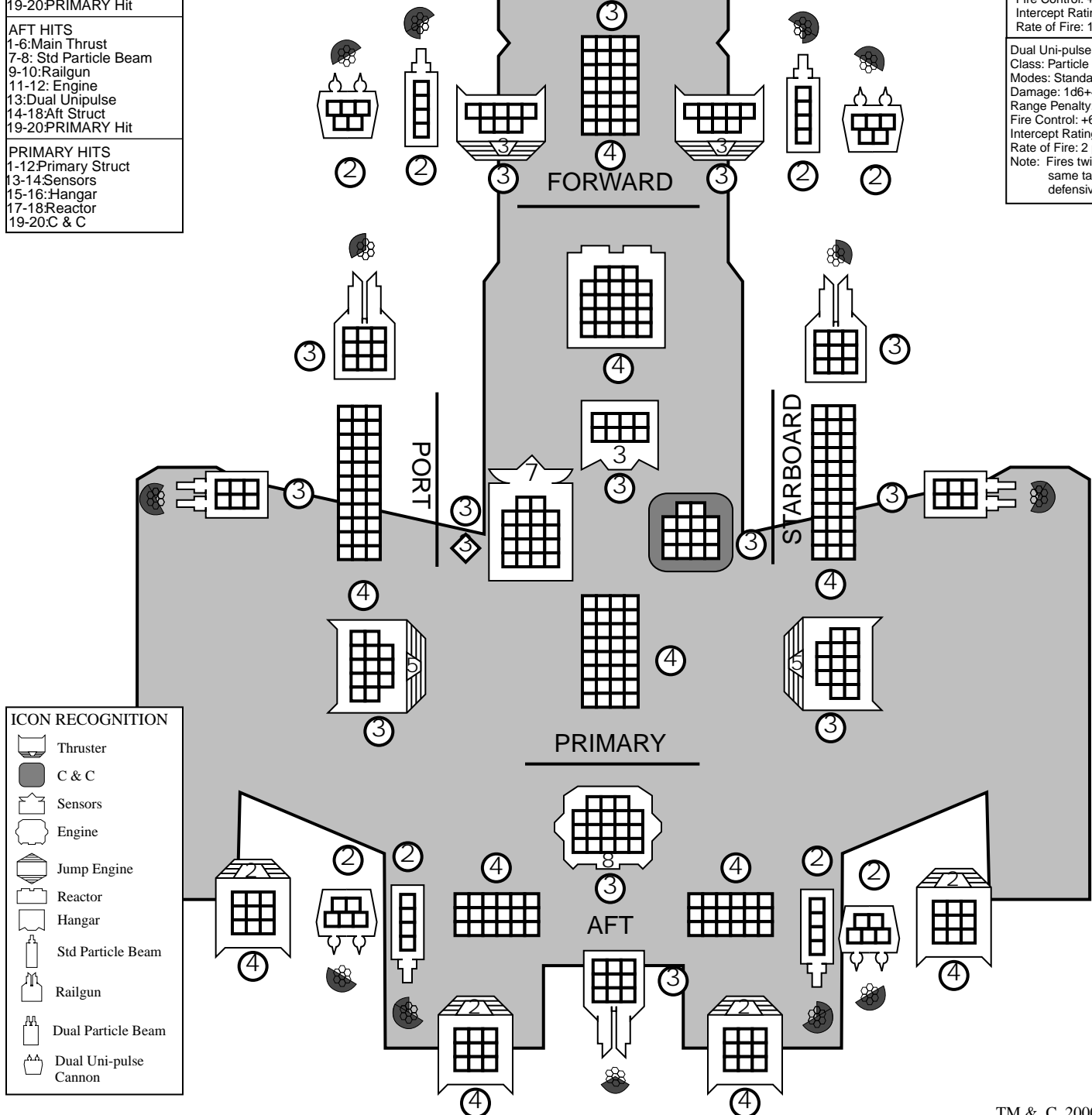
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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	
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	
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
1-4: Retro Thrust
5-7: Railgun
8-10: Std Particle Beam
11-12: Dual Unipulse
13-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-7: Railgun
8-10: Dual Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-10: Railgun
11-12: Engine
13: Dual Unipulse
14-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-12: Primary Struct
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
6 Medium Fighters	
1 Enforcer	
1 Shuttle: Thrust: 3	
Armor: 1 Defense: 8/10	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Railgun
	Dual Particle Beam
	Dual Uni-pulse Cannon