



Mars Hancock Heavy Patrolboat

SPECS

Class: Hv Combat Vsl
In Service: 2262
Point Value:
Ramming Factor: 110
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
1 Enforcer
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

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 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

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 1-6:Retro Thrust 7-8:Railgun 9-10:Std Particle Beam 11: Dual Unipulse Cannon 12-18: Forward Struct 18-20:PRIMARY Hit
AFT HITS 1-6:Main Thrust 7-8:Std Particle Beam 9-10:Engine 11: Dual Unipulse Cannon 12-18:Aft Struct 18-20:PRIMARY Hit
PRIMARY HITS 1-8:Primary Struct 9-11:Port/Stb Thrust 12-13: Dual Particle Beam 14-15:Sensors 16:Hangar 17-19:Reactor 20:C & C

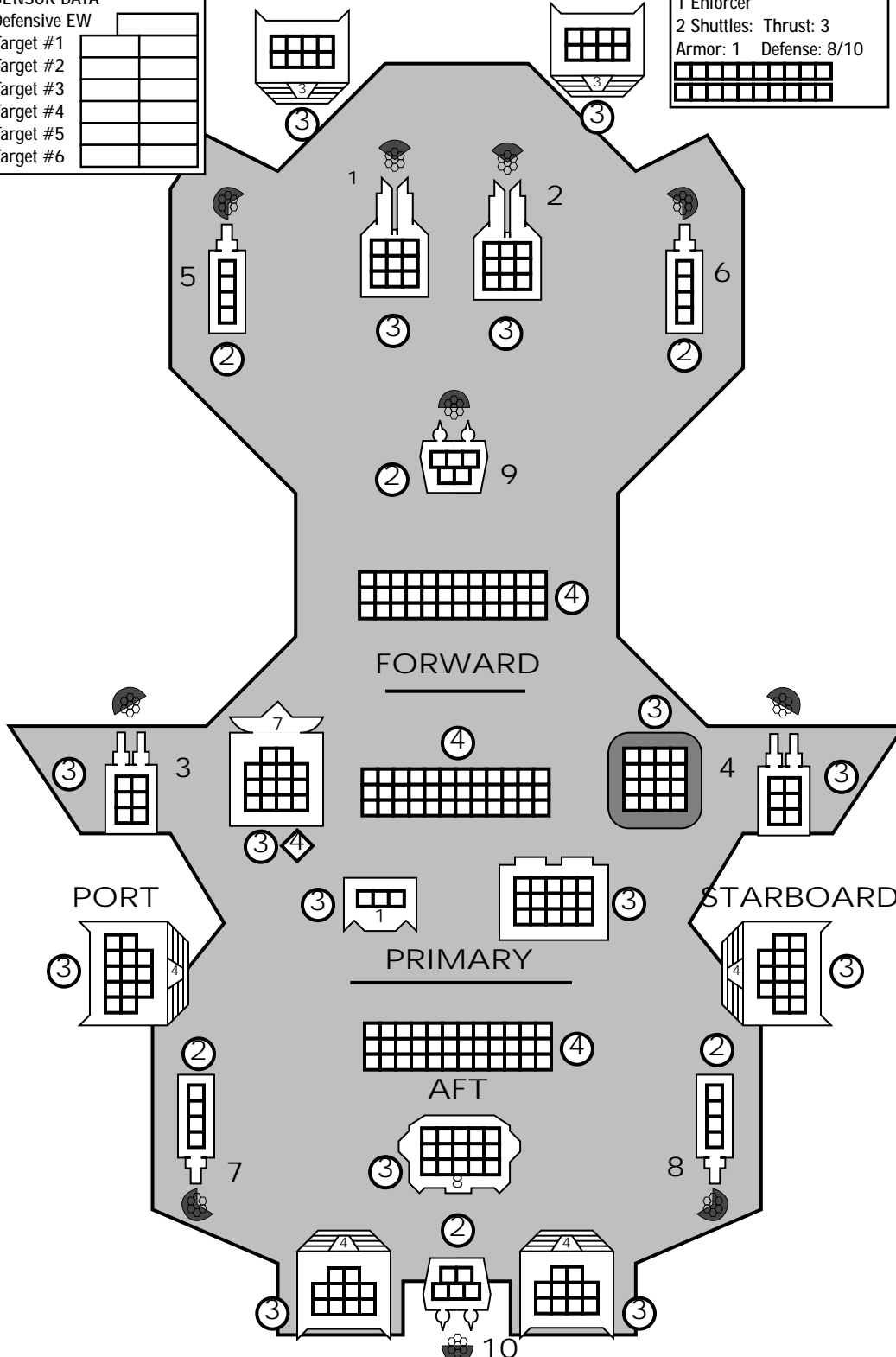
SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

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