

Mars Interceptor Heavy Pursuit Boats (4)

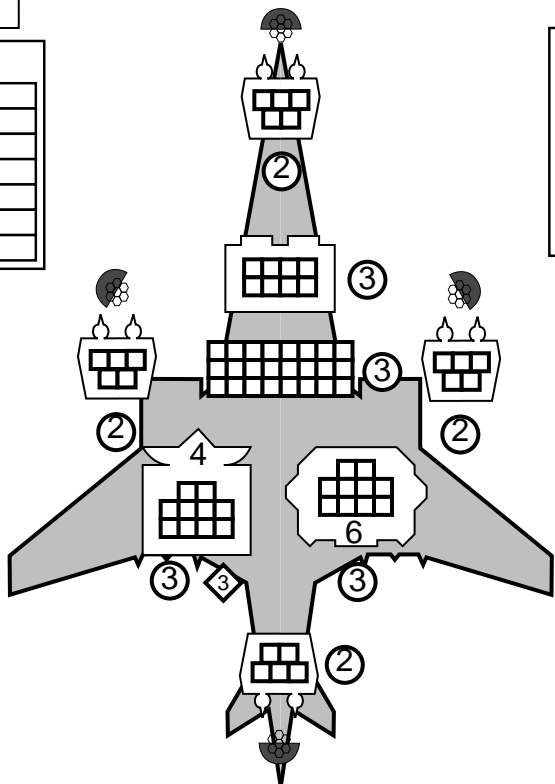
SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 9	Dual Uni-pulse Cannon
In Svc: 2263	Turn Delay: 1/4 Speed	Stb/Port Defense: 10	Class: Particle
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1	Modes: Standard
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0	Damage: 1d6+4
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +13	Range Penalty: -2 per hex
Speed	1 2 3 4 5 6 7 8 9 10 11 12		Fire Control: +6/+5/+4
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3		Intercept Rating: -2
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3		Rate of Fire: 2 per turn
			Note: Fires twice per turn at same target either defensively or offensively

HIT LOCATIONS
 1-10: Structure
 11-15: Uni-Pulse Cannon
 16-17: Drive
 18-19: Reactor
 20: Control

SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

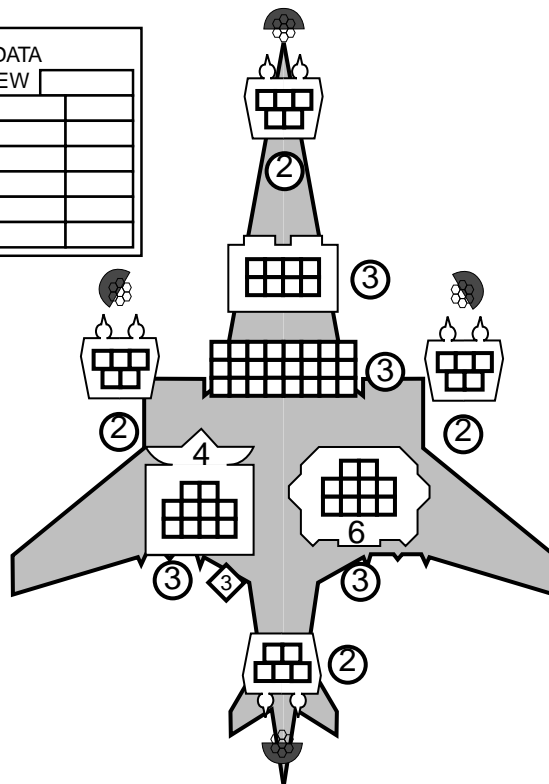
SENSOR DATA

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



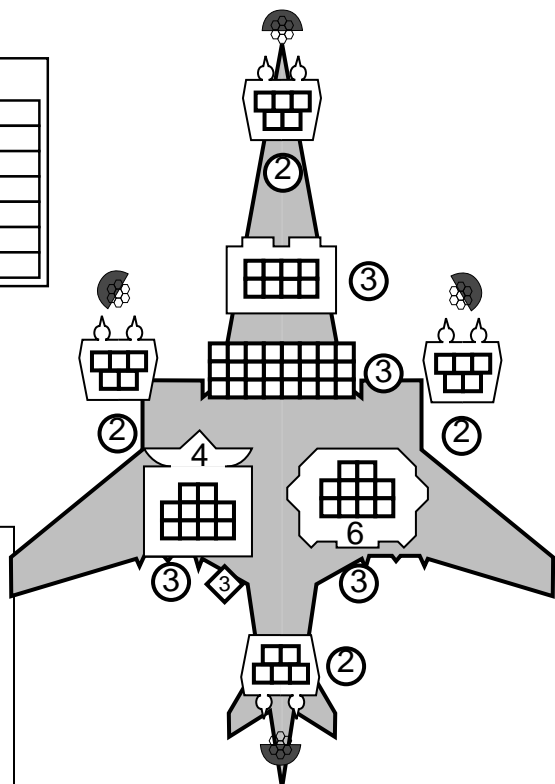
SENSOR DATA

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



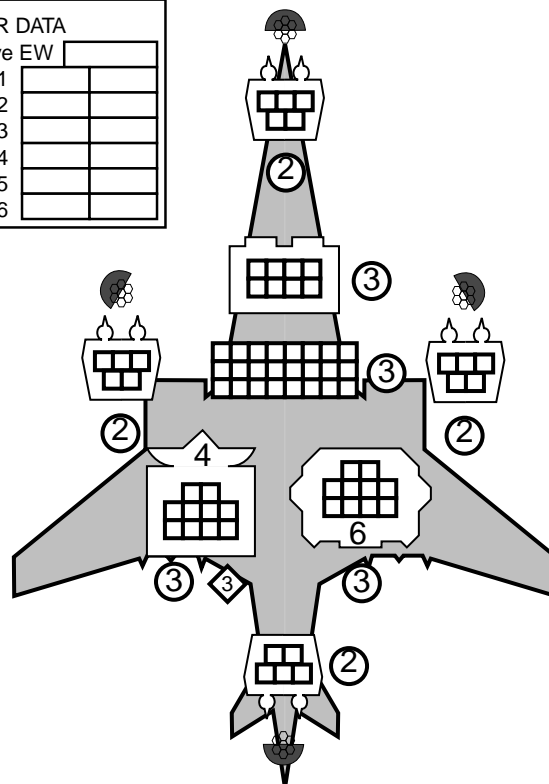
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
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SENSOR DATA

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



ICON RECOGNITION

- Control
- C & C
- Drive
- Reactor
- Dual Uni-pulse Cannon