

Mars Intimidator Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2268	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 22 Turns	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
Combat Particle Cannon Class: Particle Modes: Raking Damage: 4d10+30 Range Penalty: -1 per 2 hexes Fire Control: +5/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
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 Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +2/+2/-3 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: +4/+4/+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: Dual Unipulse
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-7: Combat Part Cannon
8-10: Dual Particle Beam
11-12: Dual Unipulse
13-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-10: Railgun
11-13: Dual Unipulse
14-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11-12: Sensors
13-14: Engine
15-16: Jump Engine
17-18: Hangar
19: Reactor
20: C & C

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

HANGAR
6 Fighters
(Prosecutor capable)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

