



Mars Iroquois Cruiser

SPECS

Class: Capital Ship
In Service: 2268
Point Value:
Ramming Factor: 290
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 16 (13)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

Dual Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +5/+4/+4
Intercept Rating: -2
Rate of Fire: 2 per turn

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
Note: Fires twice per turn at same target either defensively or offensively

FORWARD HITS
1-4: Retro Thrust
5-7: Dual Particle Beam
8: Catapult
9-12: Dual Unipulse
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-9: Combat Part Cannon
10-11: Dual Particle Beam
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Jump Drive
11-13: Dual Unipulse
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-12: Std Particle Beam
13-14: Sensors
15-16: 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

2 Interceptors (see note)

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

SPECIAL NOTES
Second Interceptor can be loaded onto catapult for launch in three turns after first is launched

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Catapult
- Std Particle Beam
- Combat Particle Cannon
- Dual Particle Beam
- Dual Uni-pulse Cannon

