



# Mars Meriwether Lewis Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2268	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 300	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 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	
Dual Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 4d10+6	
Range Penalty: -1 per hex	
Fire Control: +5/+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**  
 1-3:Retro Thrust  
 4-6:Combat Part Cannon  
 7-8:Dual Particle Beam  
 9-11:Railgun  
 12-18: Forward Struct  
 19-20:PRIMARY Hit

**SIDE HITS**  
 1-4:Port/Stb Thrust  
 5-10:Dual Unipulse  
 11-18:Port/Stb Struct  
 19-20:PRIMARY Hit

**AFT HITS**  
 1-6:Main Thrust  
 7-9:Combat Part Cannon  
 10-12:Dual Particle Beam  
 13-18:Aft Struct  
 19-20:PRIMARY Hit

**PRIMARY HITS**  
 1-8:Primary Struct  
 9-10:Jump Engine  
 11-12: Cargo  
 13-14:Sensors  
 15-16:Engine  
 17-18:Hangar  
 19:Reactor  
 20:C & C

## SENSOR DATA

Defensive EW

Target #1

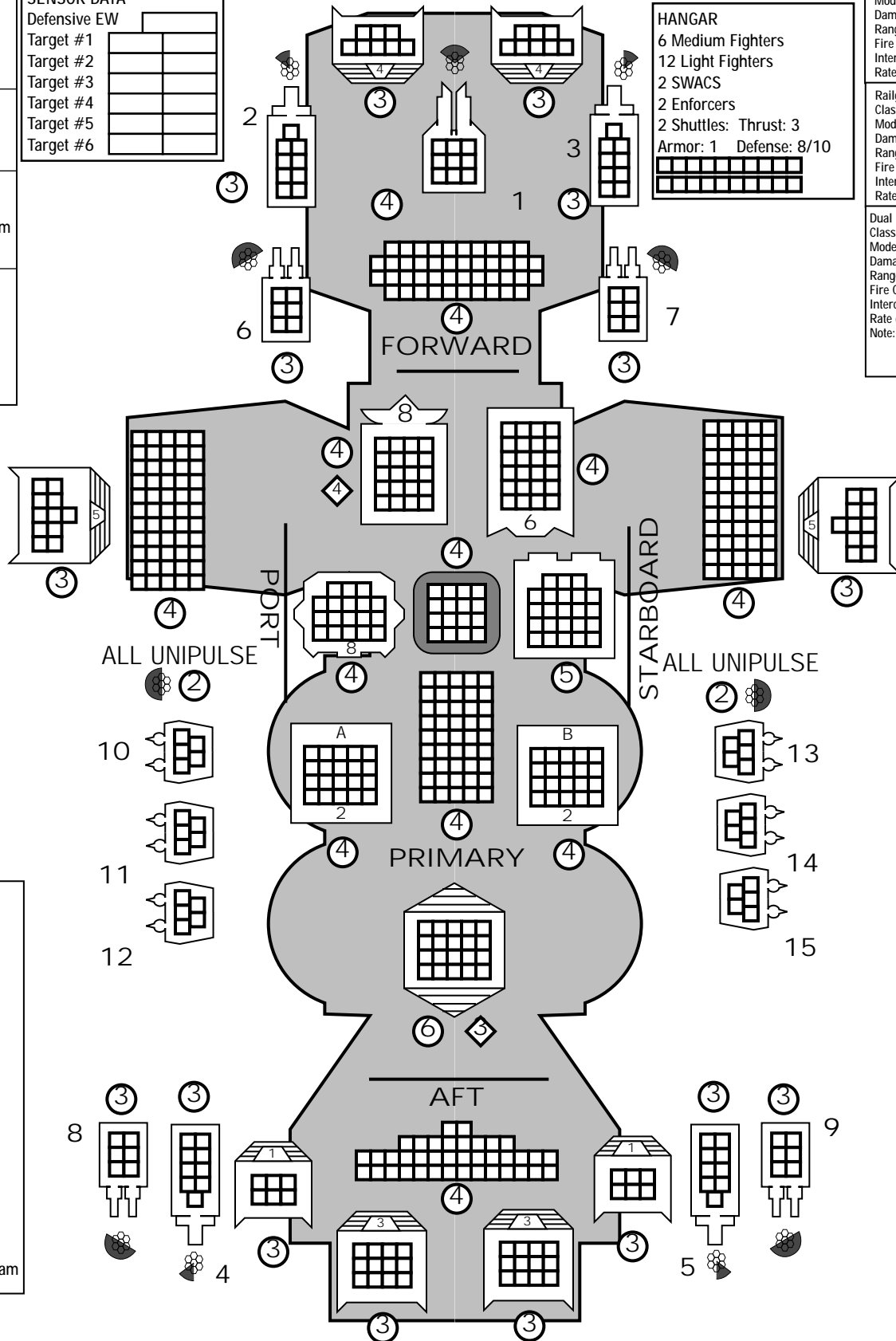
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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