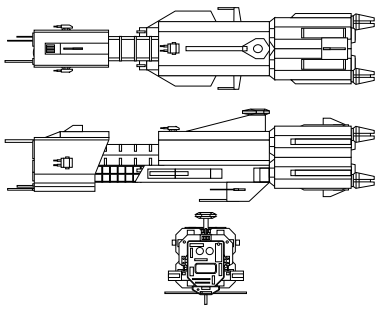


Version 1: 2E/V3 Name: _____ Counter: _____

Mars Powell Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2264	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 260	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 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

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

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
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:Std Particle Beam
8:Railgun
9-11:Dual Unipulse
12-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-6:Railgun
7-8:Std Particle Beam
9-18:Port/Stb Struct
19-20:PRIMARY Hit

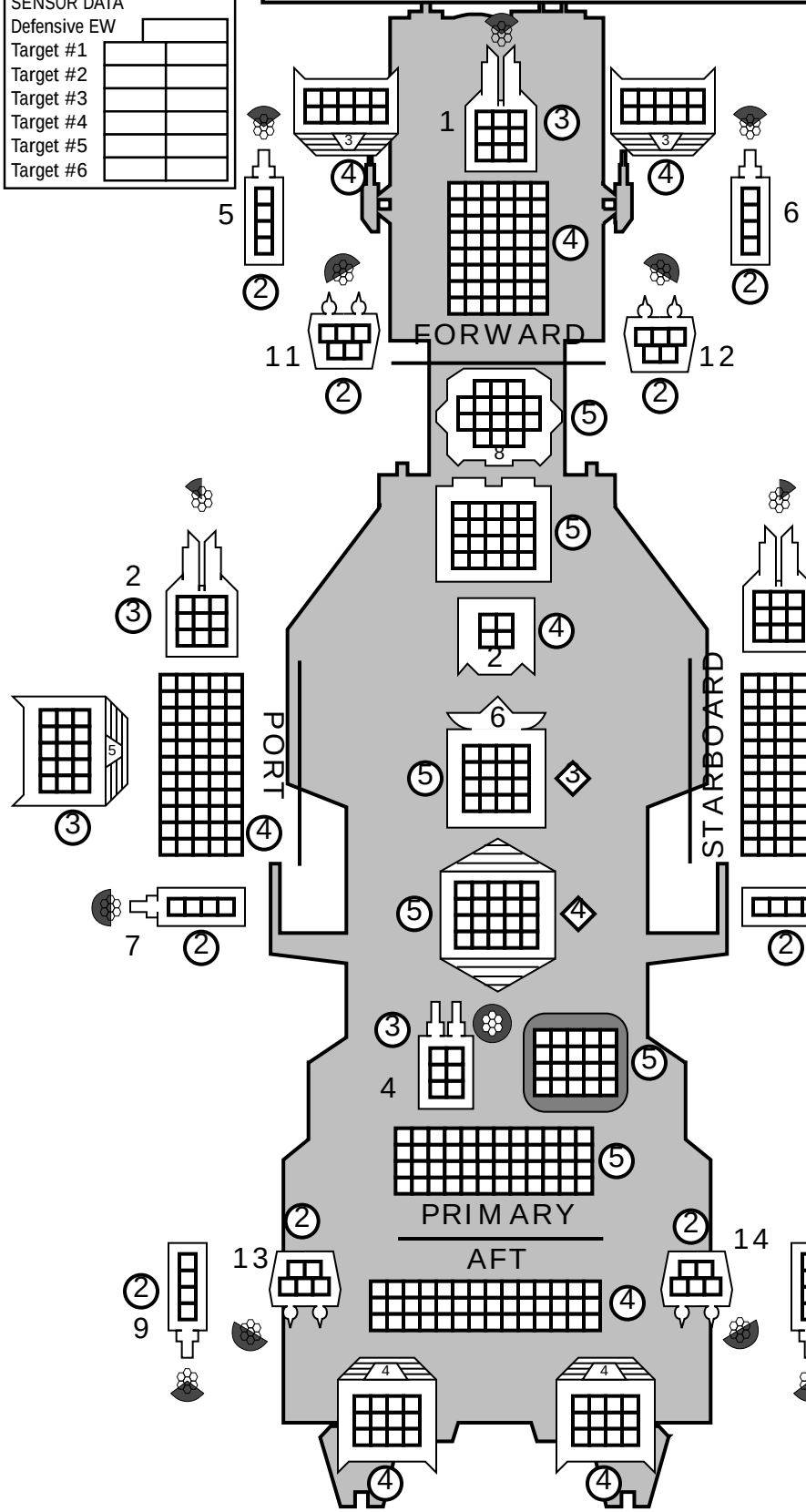
AFT HITS
1-6:Main Thrust
7-8:Std Particle Beam
9-11:Dual Unipulse
12-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-10:Primary Struct
11:Jump Engine
12:Dual Particle Beam
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SENSOR DATA
Defensive EW

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

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



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