

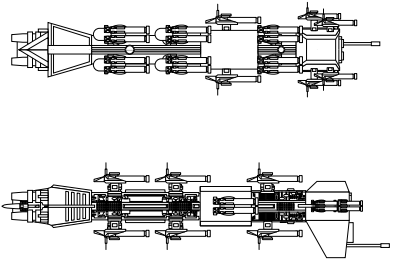


# Mars Sioux Monitor

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2266	Turn Delay: 4/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	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	2 3 4 6 7 8 10 11 12 14 15 16	

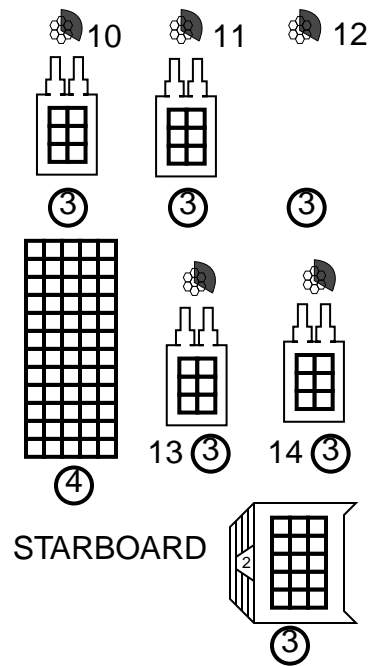
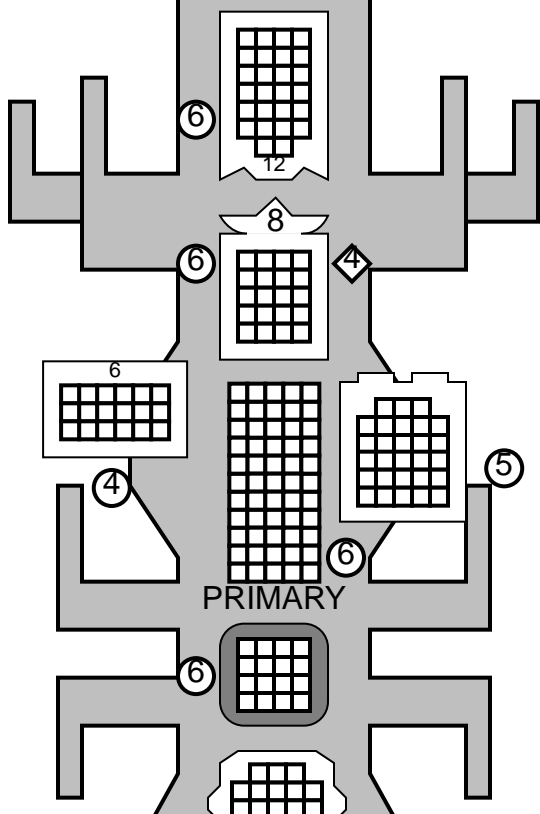
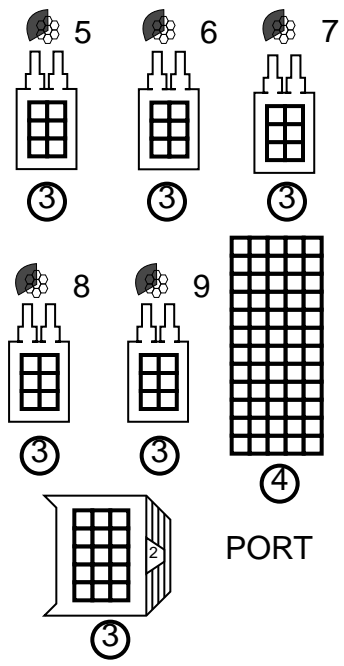
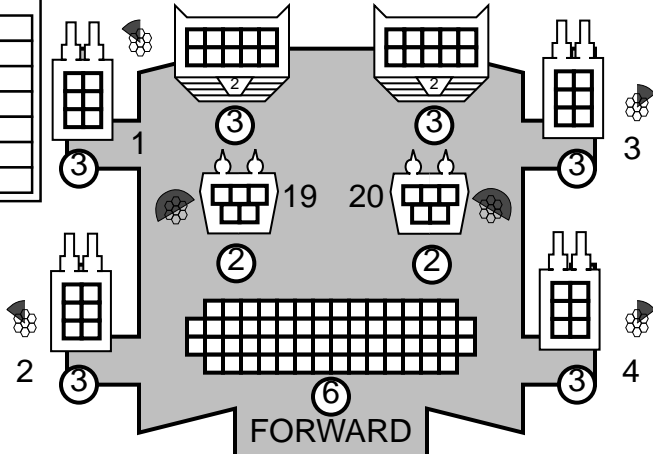
WEAPON DATA
Dual Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Dual Uni-pulse Cannon
Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +6/+5/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Note: Fires twice per turn at same target either defensively or offensively










HANGAR
18 Fighters
2 Enforcers
2 SWACS
2 Prosecutors
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



FORWARD HITS
1-3:Retro Thrust
4-7: Dual Part Beam
8-10: Dual Unipulse
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-11: Dual Part Beam
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Dual Part Beam
10-12: Dual Unipulse
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-10: Cargo
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: 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
	Cargo
	Reactor
	Hangar
	Dual Uni-pulse Cannon
	Dual Particle Beam

