



## Mars Revere Pursuitboats (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Service: 2263	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Standard Particle Beam	
Class: Particle	4
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 Particle Beam	
Class: Particle	2
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	2
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	

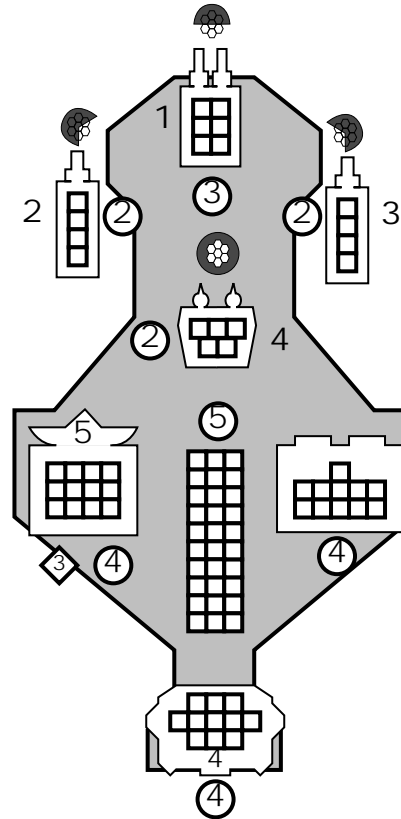
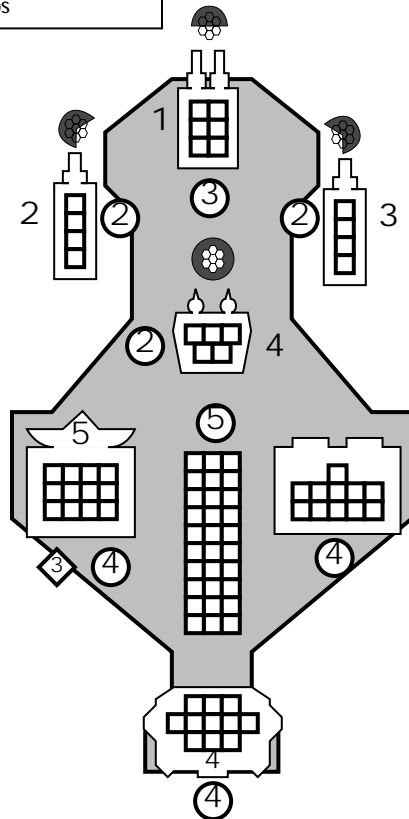
**HIT LOCATION**  
 1-10: Structure  
 11-12: Dual Particle Beam  
 13-15: Std Particle Beam  
 16-17: Dual Unipulse  
 18: Drive  
 19: Reactor  
 20: Control

**SPECIAL NOTES**  
 Agile Ships

### SENSOR DATA

Defensive EW

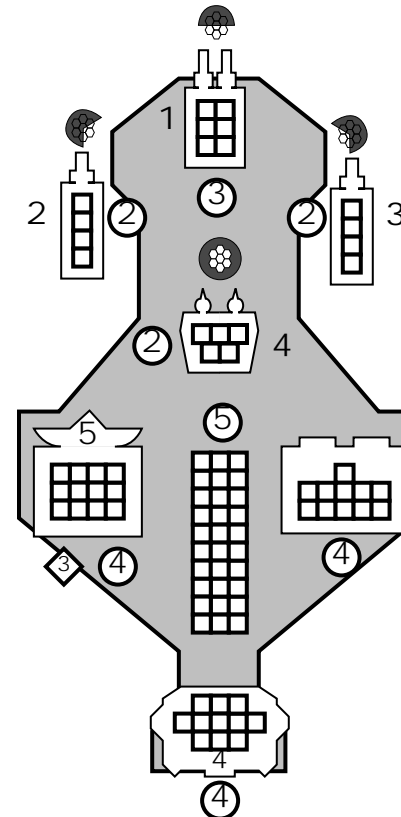
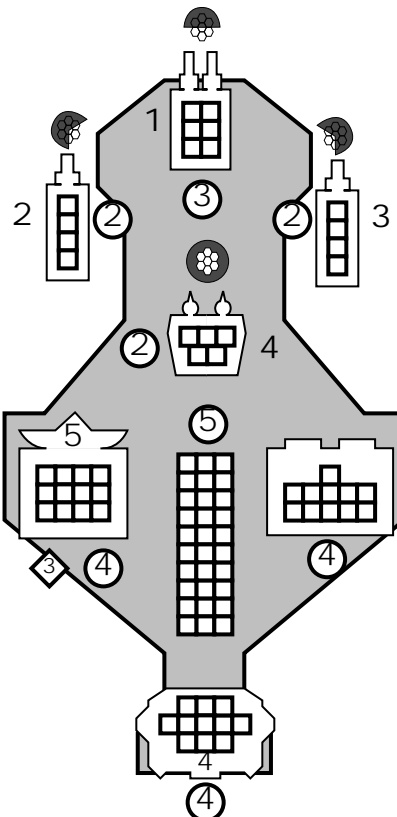
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



### SENSOR DATA

Defensive EW

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



### SENSOR DATA

Defensive EW

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

### SENSOR DATA

Defensive EW

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

### ICON RECOGNITION

- Control
- Drive
- Reactor
- Std Particle Beam
- Dual Particle Beam
- Dual Uni-pulse Cannon