

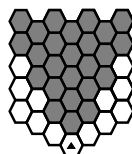
Mars Enforcer Armed Breaching Pod

SPECS
 Class: Breaching Pod
 In Service: 2262
 Point Value:
 Ramming Factor: 18
 Jinking Limit: n/a

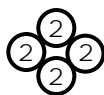
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 9
 Free Thrust: 7
 Offensive Bonus: 0
 Initiative Bonus: +10

WEAPON DATA
 Uni-Pulse Cannon
 Number of Guns: 2
 Class: Particle
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



ARMOR



Mission Modifiers

+1 if Defenders are allowed to Ram
 -1 if Attackers are allowed to Ram
 +1 if Defenders are Narn
 -1 if Attackers are Narn

SPECIAL NOTES
 10 extra points cost if replacing shuttles
 Loses 1 point of thrust for each 6 points of damage sustained.
 Includes 2 contingents of Marines (but only carries one at a time)
 Extra contingents cost 10 points

BPod #1

Initiative

Speed

Mothership

BPod #2

Initiative

Speed

Mothership

BPod #3

Initiative

Speed

Mothership

BPod #4

Initiative

Speed

Mothership

BPod #5

Initiative

Speed

Mothership

BPod #6

Initiative

Speed

Mothership

BPod #7

Initiative

Speed

Mothership

BPod #8

Initiative

Speed

Mothership

BPod #9

Initiative

Speed

Mothership

BPod #10

Initiative

Speed

Mothership

BPod #11

Initiative

Speed

Mothership

BPod #12

Initiative

Speed

Mothership

BPod #13

Initiative

Speed

Mothership

BPod #14

Initiative

Speed

Mothership

BPod #15

Initiative

Speed

Mothership

Boarding Attempt

*(-1 if attached to Destroyed Structure)

0-5: Defenders Defeated
 6-8: Marines Driven Back
 Pod Detaches
 9+: Marines Killed
 Pod Detaches

Sabotage Mission

0-1: 3d6+2 to Targeted System
 2-3: 1d6+2 to Targeted System
 4-5: 1d6+2 to Targeted System
 Marines Killed
 6-8: No Damage
 Further attempts at +1
 9: Marines Killed
 10: Marines Captured

Wrecking Havoc Mission

0-1: 1d6 to Primary System
 2: *Ship Loses 1d6 Init
 3: *Ship Sensors Reduced by d3
 4: *Ship Thrust reduced by d3
 5: Enemies gain +1 to hit
 6-8: No Damage
 Further attempts at +1
 9+: Marines Killed
 *Next Turn Only

Rescue Mission

0-2: Rescue Successful
 3-4: Rescue Successful
 Marines Killed
 5-6: Rescue Failed
 Further attempts at +1
 7+: Marines Killed

Deactivate A Satellite

1-2: Satellite Deactivated
 3-4: Satellite Disabled for 2 turns
 5-6: No Effect
 Further Attempts at +1
 7+: Marines Killed

Capture the Ship

*(-1 if Battle is won by attacker)

Attacker rolls a die for each Marine group
 Defender rolls Ram Factor/20 dice. Add +1 for each extra purchased Marine group

0-5: Enemy Contingent Killed
 6+: No Effect

Carrying Capacity

Medium Ships:1
 Heavy Combat Vsls:1
 Capital Ships:2
 Enormous:4
 Bases:4
 Assault ships:x2