



Mars Crockett Monitor

SPECS

Class: Capital Ship
In Service: 2268
Point Value:
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: -7
Initiative Penalty: -2

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: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+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

Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 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

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

HANGAR

12 Fighters
1 Enforcer
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

FORWARD HITS
1-4:Retro Thrust
5-6:Combat Part Cannon
7-9:Railgun
10-11:Dual Unipulse
12-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-9:Dual Part Beam
10-18:Port/Stb Struct
19-20:PRIMARY Hit

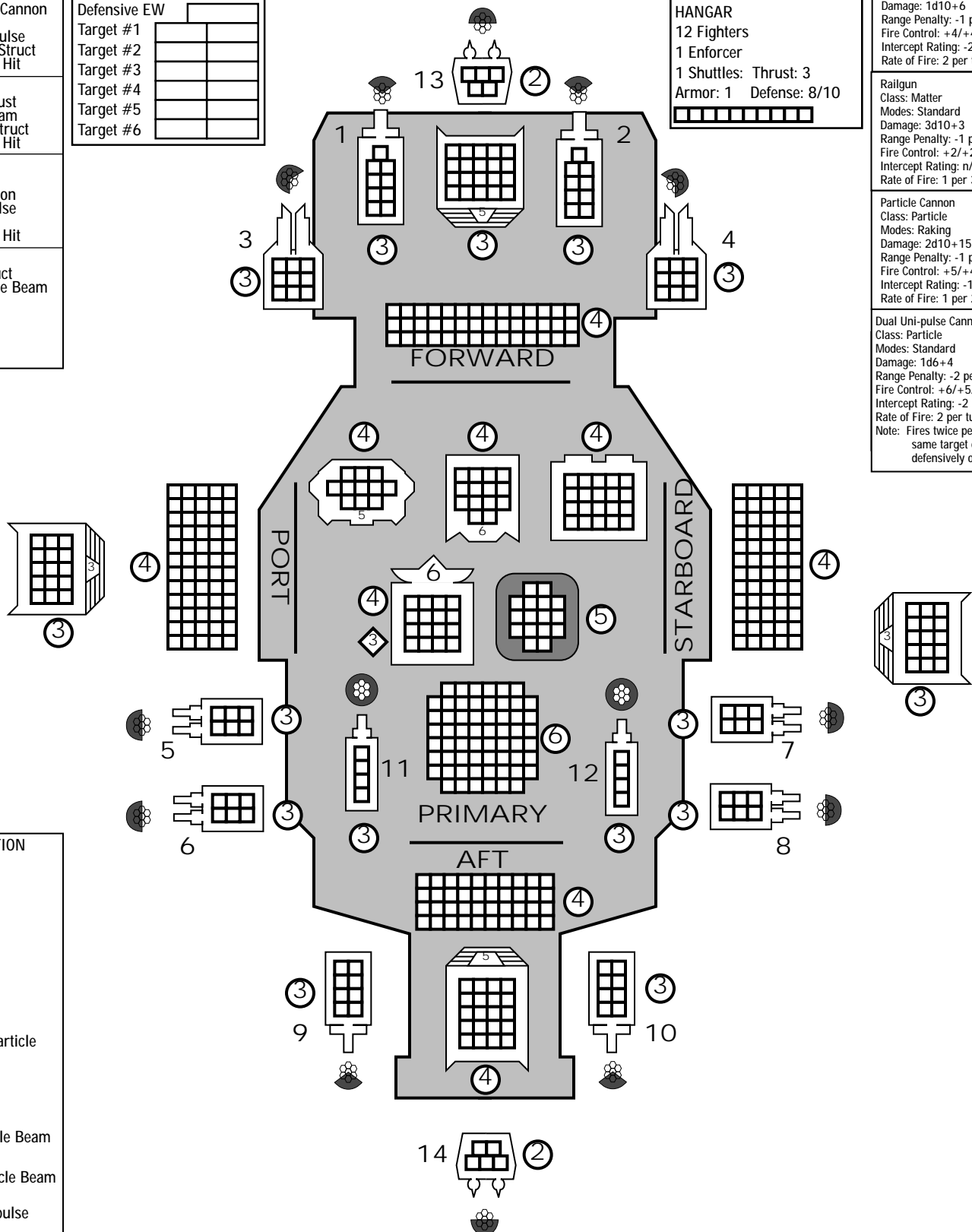
AFT HITS
1-6:Main Thrust
7-8:Particle Cannon
9-10:Dual Unipulse
11-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-9:Primary Struct
10-11:Std Particle Beam
12-13: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

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Combat Particle Cannon
- Railgun
- Std Particle Beam
- Dual Particle Beam
- Dual Uni-pulse Cannon