



Mars Cowpens Destroyer Escort

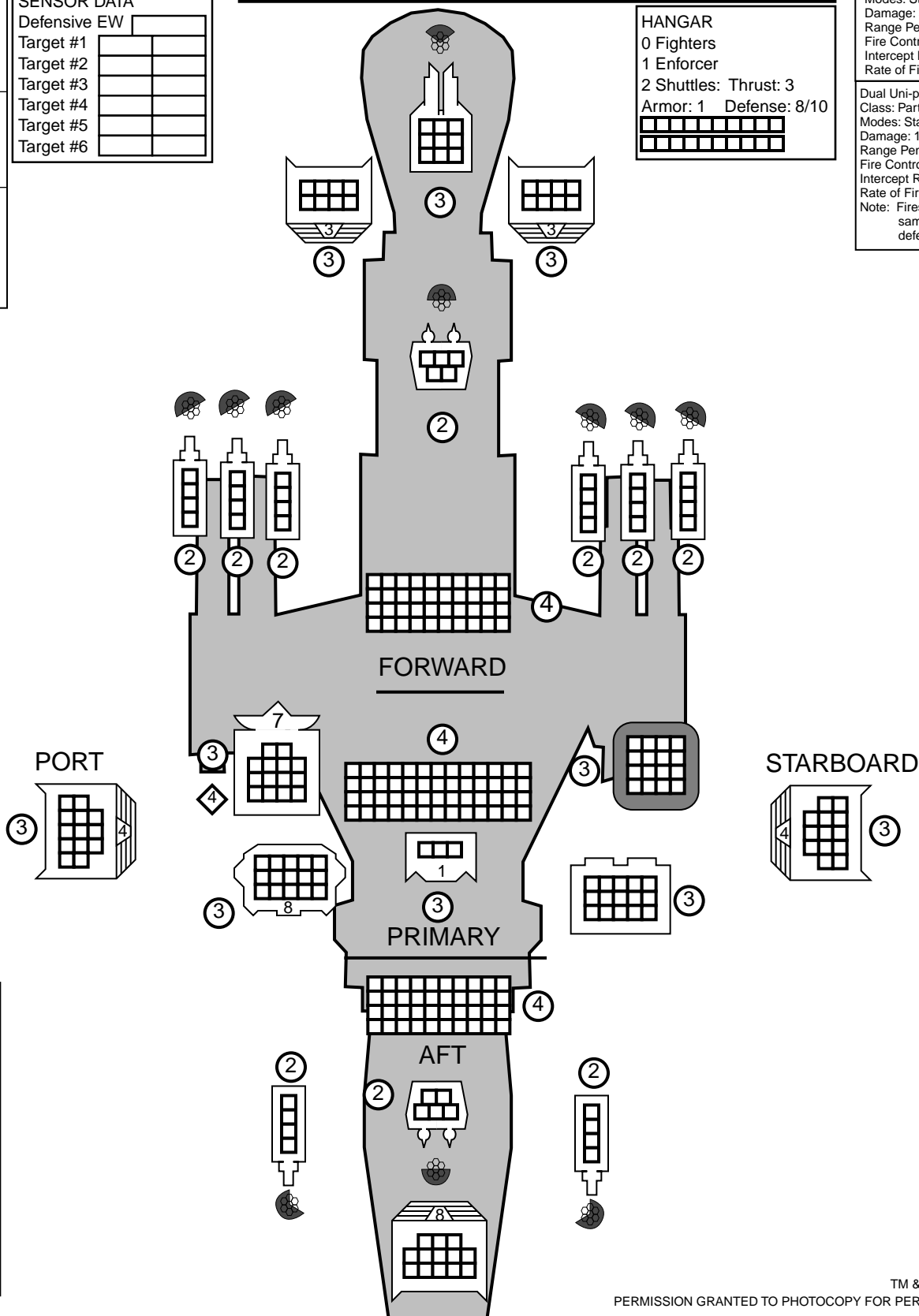
SPECS	MANEUVERING	COMBAT STATS
Class: Hv Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2265	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	










WEAPON DATA	
Standard Particle Beam	
Class: Particle	
Modes: Standard	4
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 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	6
Rate of Fire: 1 per 3 turns	
Dual Uni-pulse Cannon	
Class: Particle	
Modes: Standard	
Damage: 1d6+4	2
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
5-6: Railgun
7-10: Std Particle Beam
11: Dual Unipulse Cannon
12-18: Forward Struct
18-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-10: Std Particle Beam
11: Dual Unipulse Cannon
12-18: Aft Struct
18-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Engine
15-16: Sensors
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
1 Enforcer
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



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