









# Markab Shofab Command Cruiser

SPECS		MANEUVERING					COMBAT STATS					
Class: Capital Ship		Turn Cost: 2/3 Speed					Fwd/Aft Defense: 15					
In Service: 2231		Turn Delay: 2/3 Speed					Stb/Port Defense: 15					
Point Value: 700		Accel/Decel Cost: 3 Thrust					Engine Efficiency: 2/1					
Ramming Factor: 190		Pivot Cost: 4+4 Thrust					Extra Power: 0					
Jump Delay: 24 Turns		Roll Cost: 3+3 Thrust					Initiative Bonus: +1					
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA	
Heavy Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 4D10+8 (-1 per 2 hexes)	
Range Penalty: -2 per 3 hexes	
Fire Control: +3/+1/-5	
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	
Plasma Wave	
Class: Ballistic (Plasma)	
Modes: Flash	
Damage: 3D10	
Range Penalty: n/a (max 30)	
Fire Control: +2/+0/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Scattergun	
Class: Particle	
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept Rating: -2	
Rate of Fire: 1d6 per turn	

## FORWARD HITS

1-3: Retro Thrust  
4-5: Plasma Wave  
6-8: Particle Cannon  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Hvy Plasma Cannon  
7-10: Scattergun  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Scattergun  
10-11: Jump Drive  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-12: Sensors  
13-14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

## Defensive EW

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

## HANGAR

12 Fighters  
4 Shuttles: Thrust: 4  
Armor: 0 Defense: 9/10

[illegible]

## ICON RECOGNITION



Thruster



C &amp; C



## Sensors



Engine



## Jump Engine



camp. En



Reaction  
Temperature



Plasma Wave



Heavy D



Cannon



## Scattergun



## Particle Cannon

