

Markab Talafat Scout

SPECS

Class: Capital Ship
In Service: 2015
Point Value: 650
Ramming Factor: 270
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Stun Beam

Class: Electromagnetic
Modes: Standard
Damage: Special (see rules)
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 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

1-4: Retro Thrust
5-6: Stun Beam
7-10: Scattergun
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Stun Beam
8-9: Scattergun
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

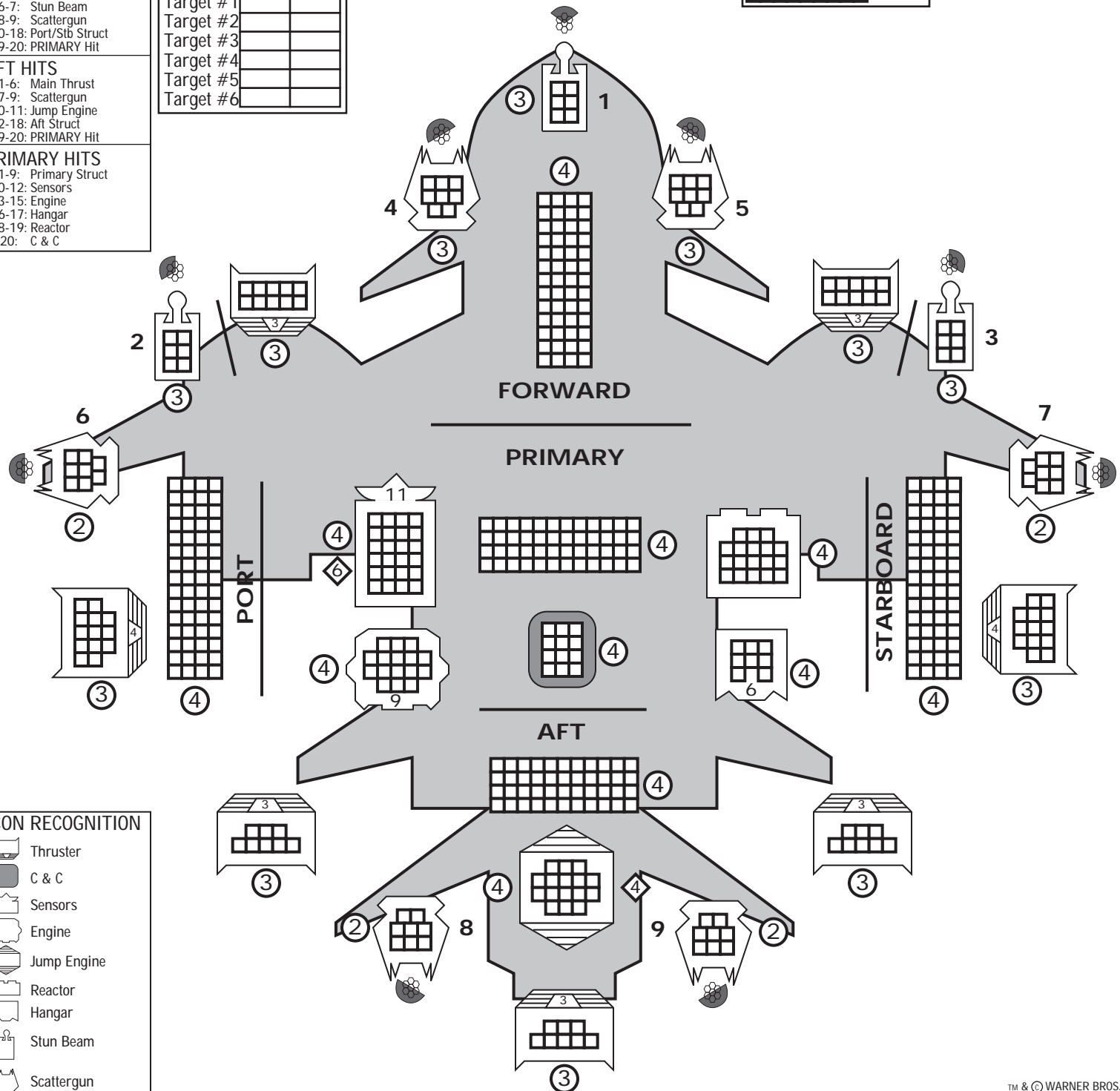
Target #6

HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Stun Beam
- Scattergun