

# Markab Roshab Heavy Frigate

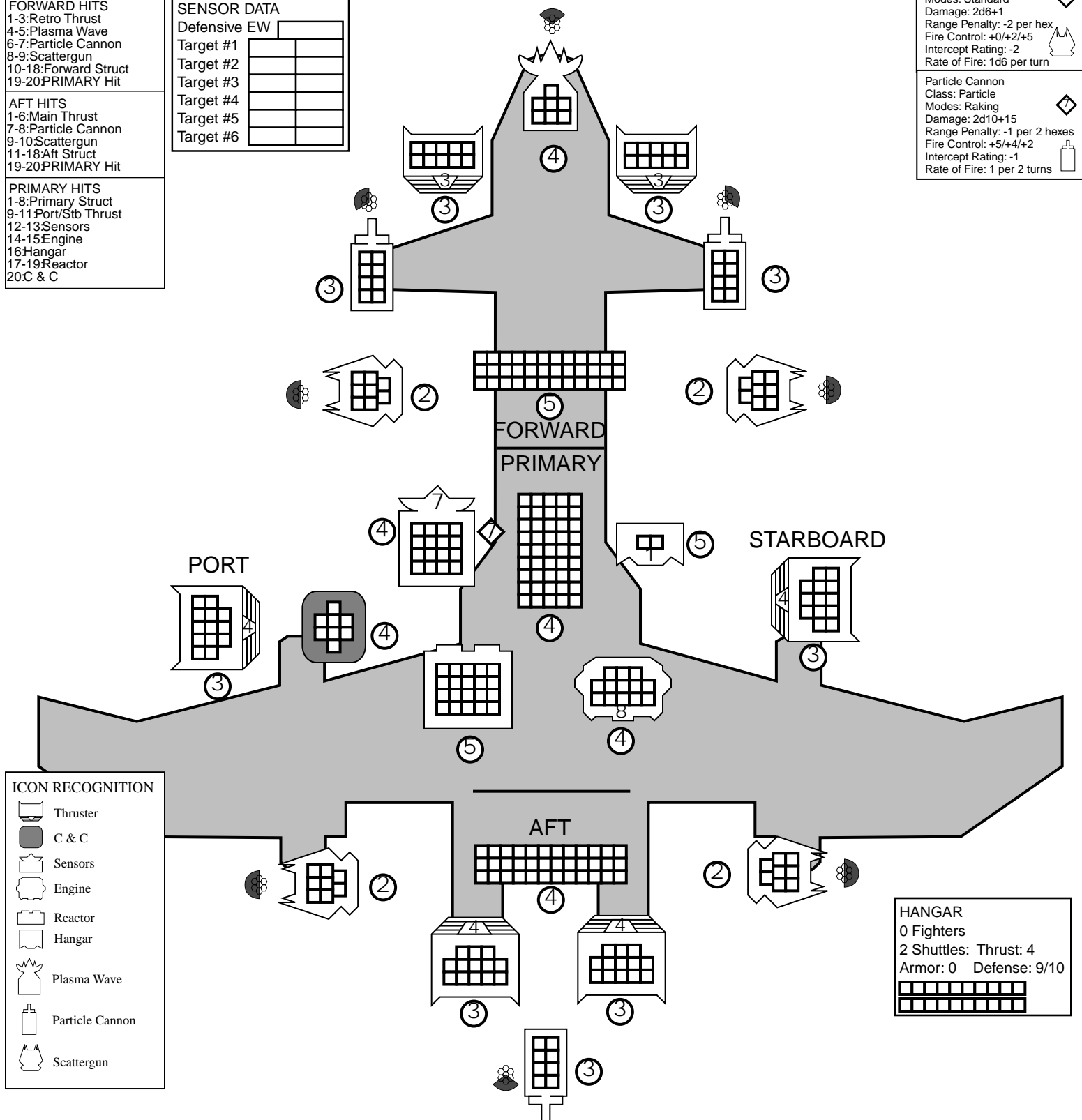


SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2005	Turn Delay: 2/3 x Speed	Stb/Port Defense: 15 (12)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
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	
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	

FORWARD HITS
1-3: Retro Thrust
4-5: Plasma Wave
6-7: Particle Cannon
8-9: Scattergun
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Particle Cannon
9-10: Scattergun
11-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Plasma Wave
	Particle Cannon
	Scattergun

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0 Defense: 9/10	