

Markab Maftora Police Ship

SPECS

Class: Hvy Combat Vsl
In Service: 2003
Point Value: 475
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
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

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: Plasma Wave
6-7: Stun Beam
8-9: Scattergun
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct
10-11: Port/Stb Thrust
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

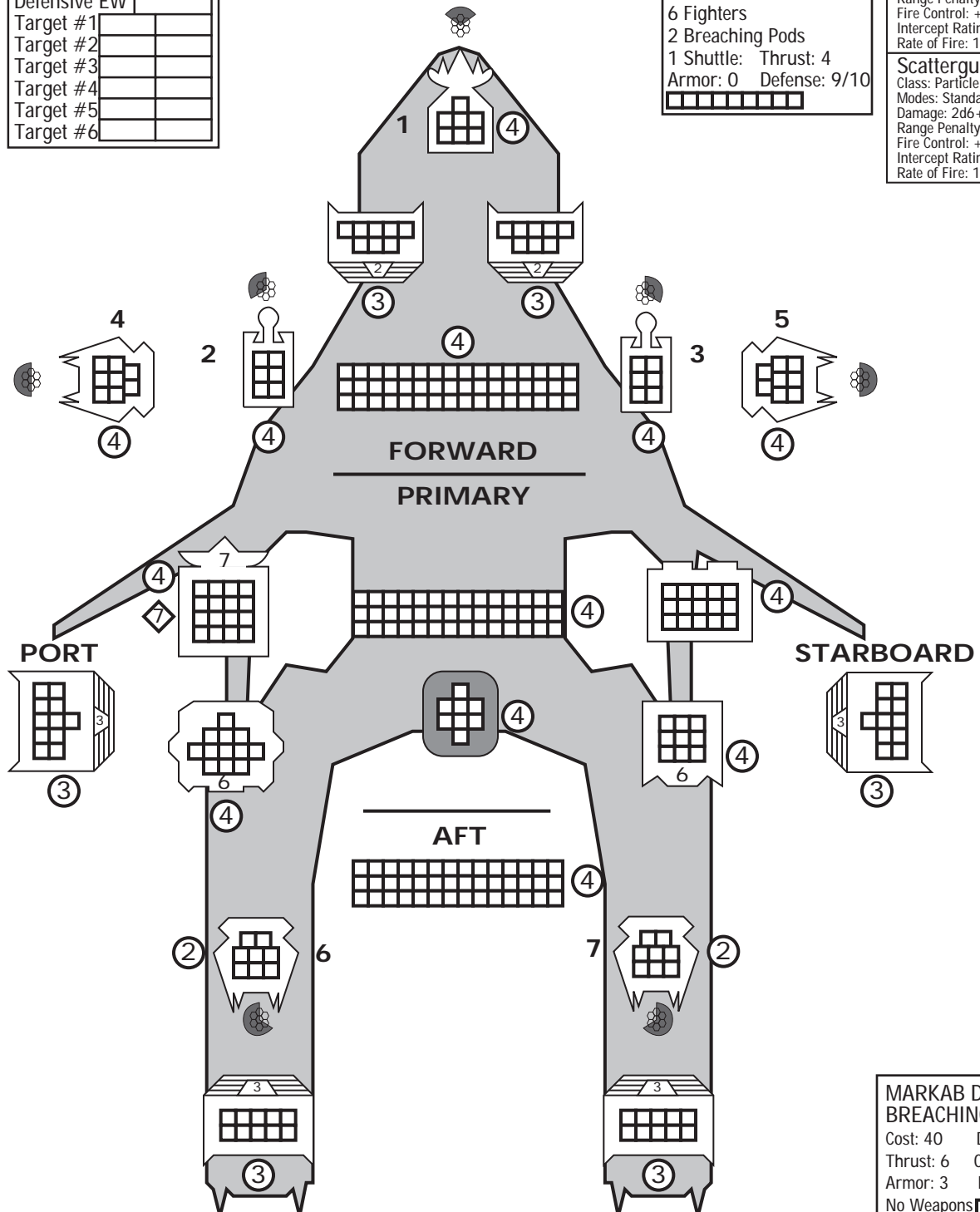
HANGAR

6 Fighters

2 Breaching Pods

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Wave
- Scattergun
- Stun Beam

MARKAB DOJAFI BREACHING PODS

Cost: 40 Defense: 7/9

Thrust: 6 Offense: 0

Armor: 3 Initiative: +8

No Weapons

