

# Markab Lamek Attack Boats

SPECS					MANEUVERING								COMBAT STATS			
Class: Lt Combat Vsl					Turn Cost: 1/4 Speed								Fwd/Aft Defense: 11			
In Svc: 1997-2089					Turn Delay: 1/4 Speed								Stb/Port Defense: 11			
Point Value:					Accel/Decel Cost: 1 Thrust								Engine Efficiency: 1/1			
Ramming Factor: 40					Pivot Cost: 1 Thrust								Extra Power: +0			
Jump Delay: N/A					Roll Cost: 1 Thrust								Initiative Bonus: +14			
Speed	1	2	3	4	5	6	7	8	9	10	11	12				
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3				
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3				

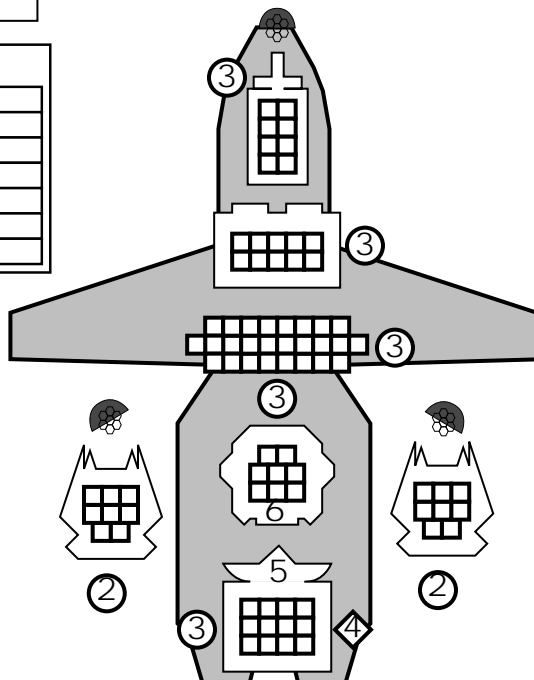
WEAPON DATA	
Plasma Wave	
Class: Ballistic (Plasma)	
Modes: Flash	
Damage: 3d10	
Range Penalty: n/a (max 30)	
Fire Control: +2/+0/+--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Scattergun	
Class: Particle	
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept 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	

HIT LOCATIONS	
1-10:	Structure
11-12:	Forward Weapon
13-15:	Scattergun
16-17:	Drive
18-19:	Reactor
20:	Control

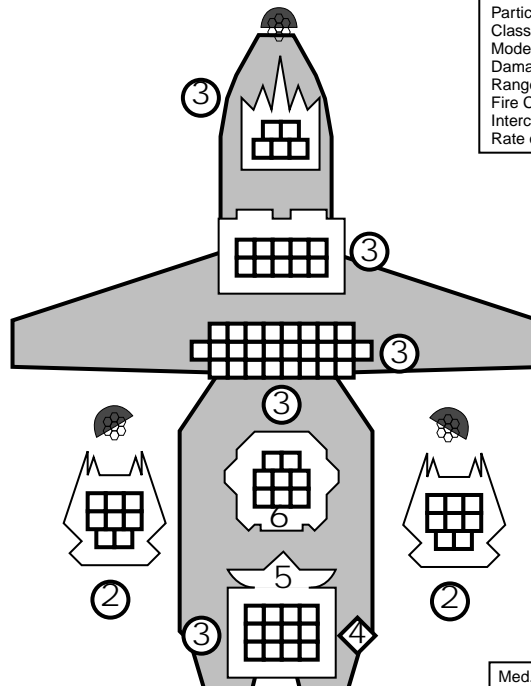
SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	

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

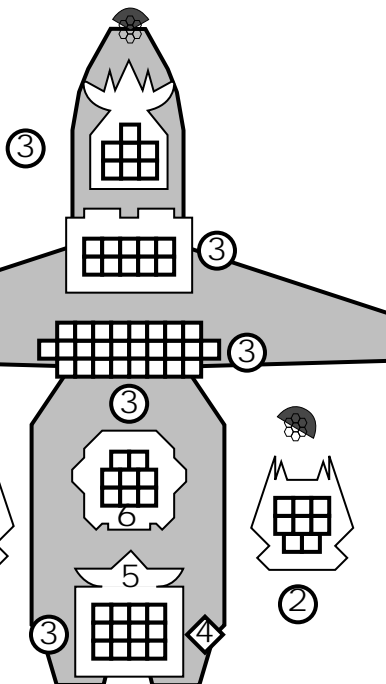
PARTICLE VARIANT



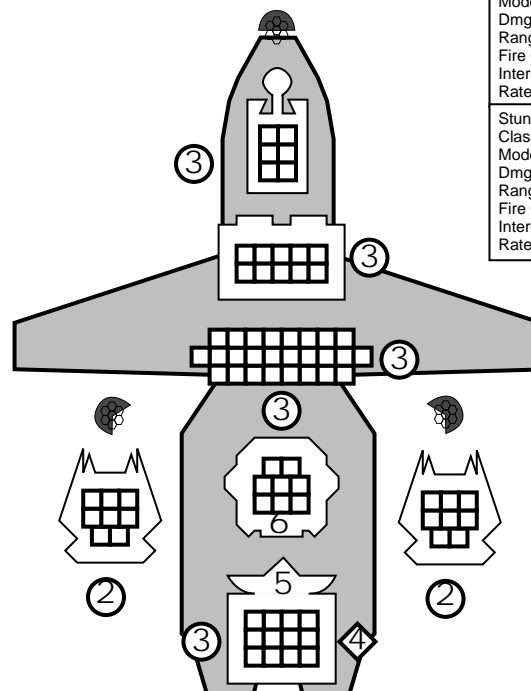
PLASMA VARIANT



Med. Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Stun Beam	
Class: Electromagnetic	
Modes: Standard	
Dmg: Special (see rules)	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	



WAVE VARIANT



ESCORT VARIANT

ICON RECOGNITION	
	Control
	Drive
	Reactor
	Plasma Wave
	Particle Cannon
	Scattergun
	Md. Plasma Cannon
	Stun Beam