



Version 1: 2E/DW

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

# Markab Shafab Heavy Cruiser



## SPECS

Class: Capital Ship  
In Service: 2012  
Point Value: 625  
Ramming Factor: 190  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +0

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/-2  
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

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

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Stun Beam  
7-8: Hvy Plasma Cannon  
9-10: Scattergun  
11-18: Port/Stb 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  
10-12: 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

FORWARD

PRIMARY

AFT

PORT

STARBOARD

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Wave
- Heavy Plasma Cannon
- Scattergun
- Stun Beam
- Particle Cannon