**SPECS**

Class: Capital Ship
In Service: 2005
Point Value: 475
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
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	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

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

FORWARD HITS

1-5: Retro Thrust
6-8: Plasma Wave
9-10: Heavy Plasma Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-8: Scattergun
9-18: 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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

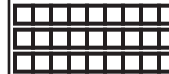
Target #4

Target #5

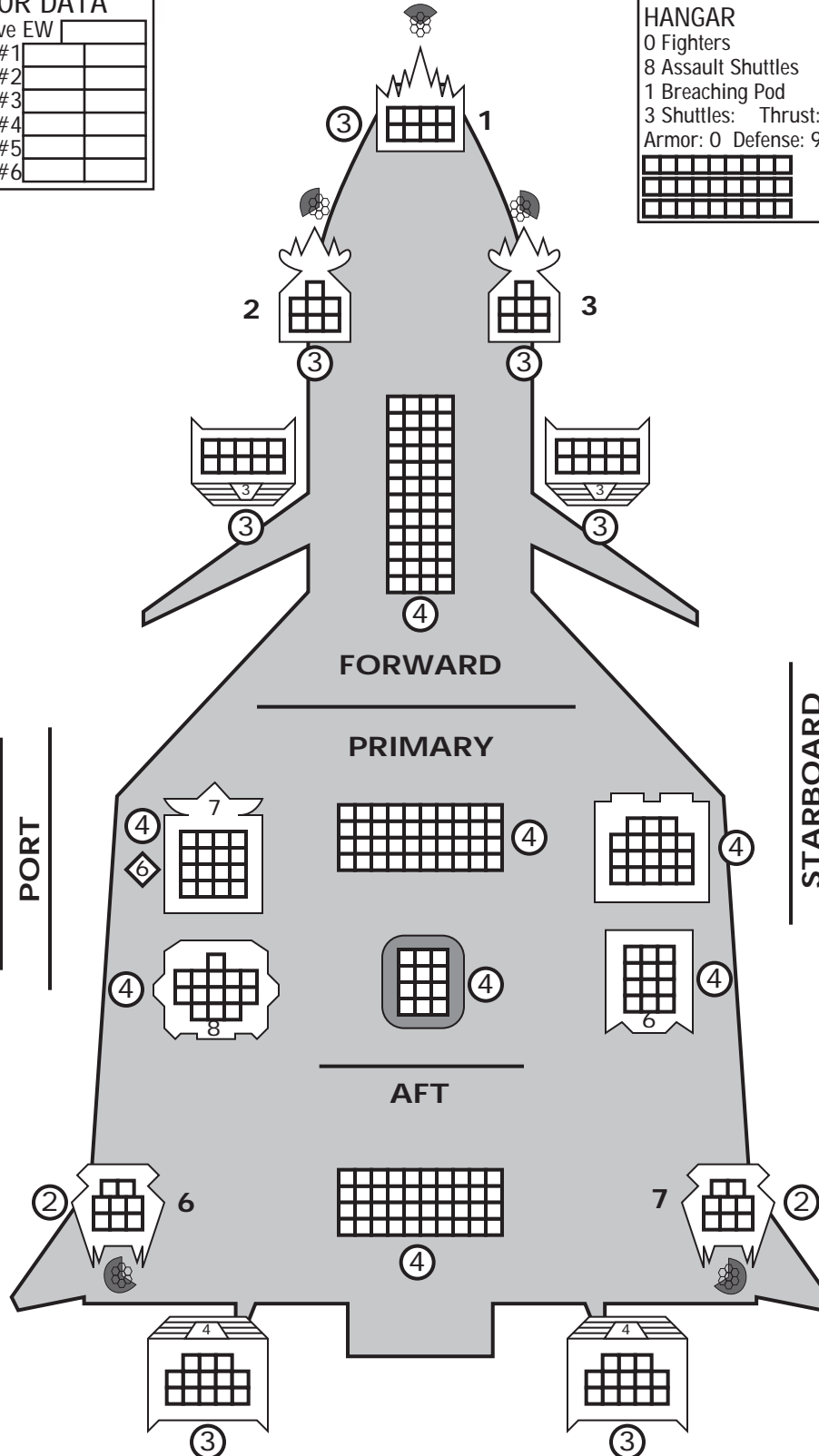
Target #6

HANGAR

0 Fighters
8 Assault Shuttles
1 Breaching Pod
3 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

**MARKAB DOJAF A BREACHING POD**

Cost: 40 Defense: 7/9
Thrust: 6 Offense: 0
Armor: 3 Initiative: +8
No Weapons



STARBOARD

MARKAB TROFA ASSAULT SHUTTLES

Cost: 30 Defense: 10/10
Thrust: 5 Offense: +3
Armor: 3 Initiative: +9
1 Ultralight Particle Beam
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+1
Fighter Firing Arc:

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Wave
- Heavy Plasma Cannon
- Scattergun