

# Markab Shadrak Shrine

## SPECS

Class: Capital Base  
In Service: 2202  
Point Value: 600  
Ramming Factor: 300  
Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Decel Cost: N/A  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## 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

## 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

## SECTION HITS

1-4: Hvy Plasma Cannon  
5-8: Scattergun  
9-10: Stun Beam  
11-18: Section Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-11: Primary Struct  
12-13: Cargo  
14-15: Sensors  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

ELINT Unit

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

