



2ND EDITION

# Markab Mortoba Patrol Cutter (Upgraded)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 14
In Service: 2241	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 500	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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	
<b>Plasma Wave</b>	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	
<b>Particle Cannon</b>	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	
<b>Medium Pulse Cannon</b>	Class: Particle
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
<b>Scattergun</b>	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
5-6: Plasma Wave
7: Particle Cannon
8-9: Med Pulse Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

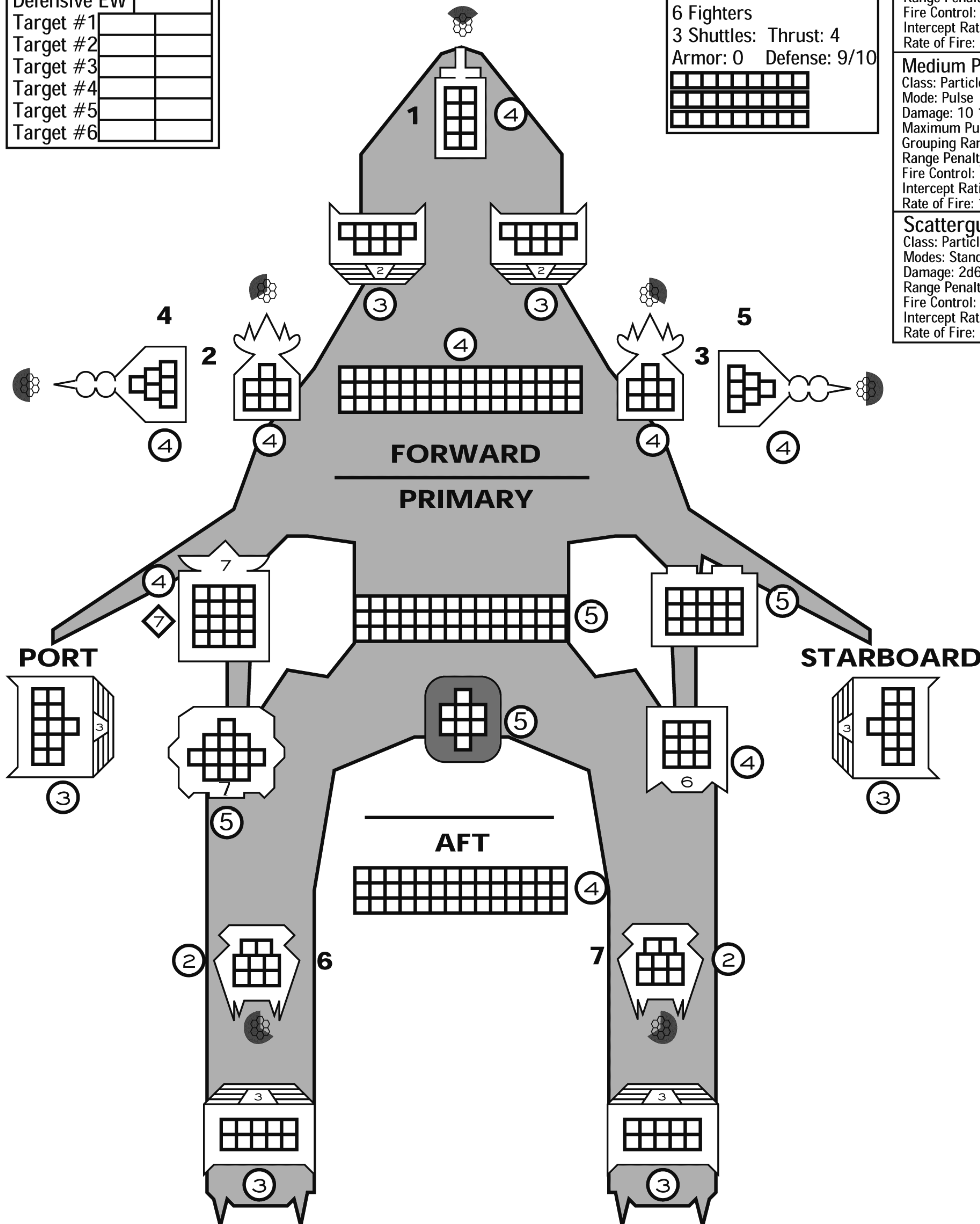
AFT HITS
1-6: Main Thrust
7-9: Scattergun
10-18: Aft Struct
19-20: PRIMARY Hit

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	
3 Shuttles: Thrust: 4	
Armor: 0 Defense: 9/10	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Plasma Wave
	Med Pulse Cannon
	Scattergun
	Particle Cannon