



Shokan Rava Privateer

SPECS

Class: Medium Ship
In Service: 2236
Point Value: 325
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

Medium Bolter

Class: Particle
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turn

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-8: Medium Bolter
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-11: Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Std Particle Beam
10-11: Sensors
12-14: Cargo
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Hybrid Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

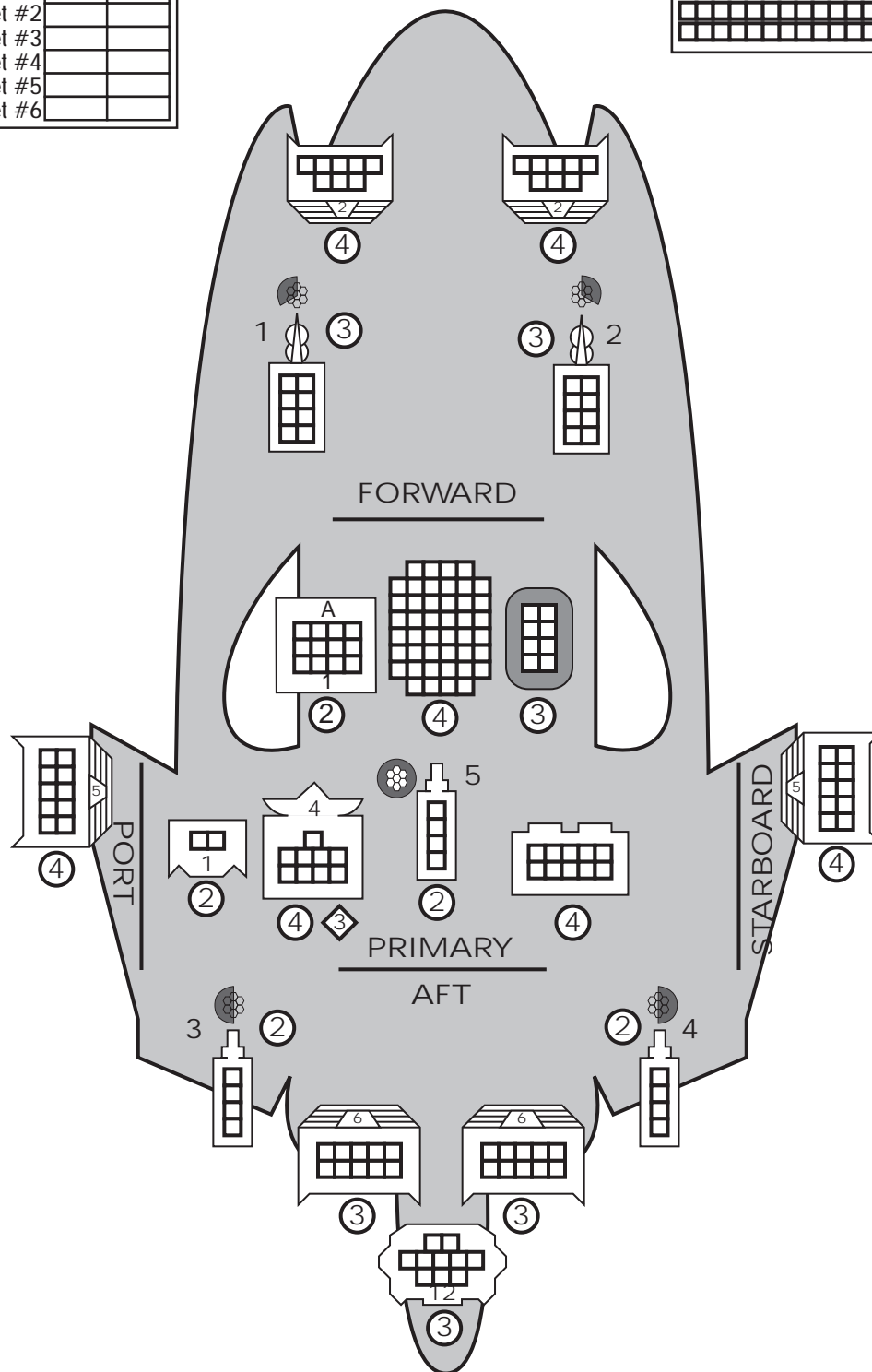
Target #6

HANGAR

0 Fighters

2 Cargo Shuttles: Thr: 2

Armor: 0 Def: 12/12



ICON RECOGNITION

