

Nashani Shokkani Heavy Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2236	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 450	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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

Attack Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Ballistic Laser
 Class: Ballistic + Laser
 Modes: Raking (8)
 Damage: 2d10+8
 Range Penalty: None
 Max Range: 40 hexes
 Fire Control: +4/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Gauss Sniper
 Class: Matter
 Modes: Standard
 Damage: 2d10
 Range Penalty: -1 per 3 hexes
 Fire Control: +1/+0/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Defense Laser
 Class: Laser
 Modes: Raking
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +0/+2/+3
 Intercept Rating: -1 (vs ballistic and matter weapons)
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Ballistic Laser
- 6-7: Attack Laser
- 8-9: Gauss Sniper
- 10-12: Defense Laser
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-8: Main Thrust
- 9-10: Defense Laser
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Port/Stb Thrust
- 11-12: 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

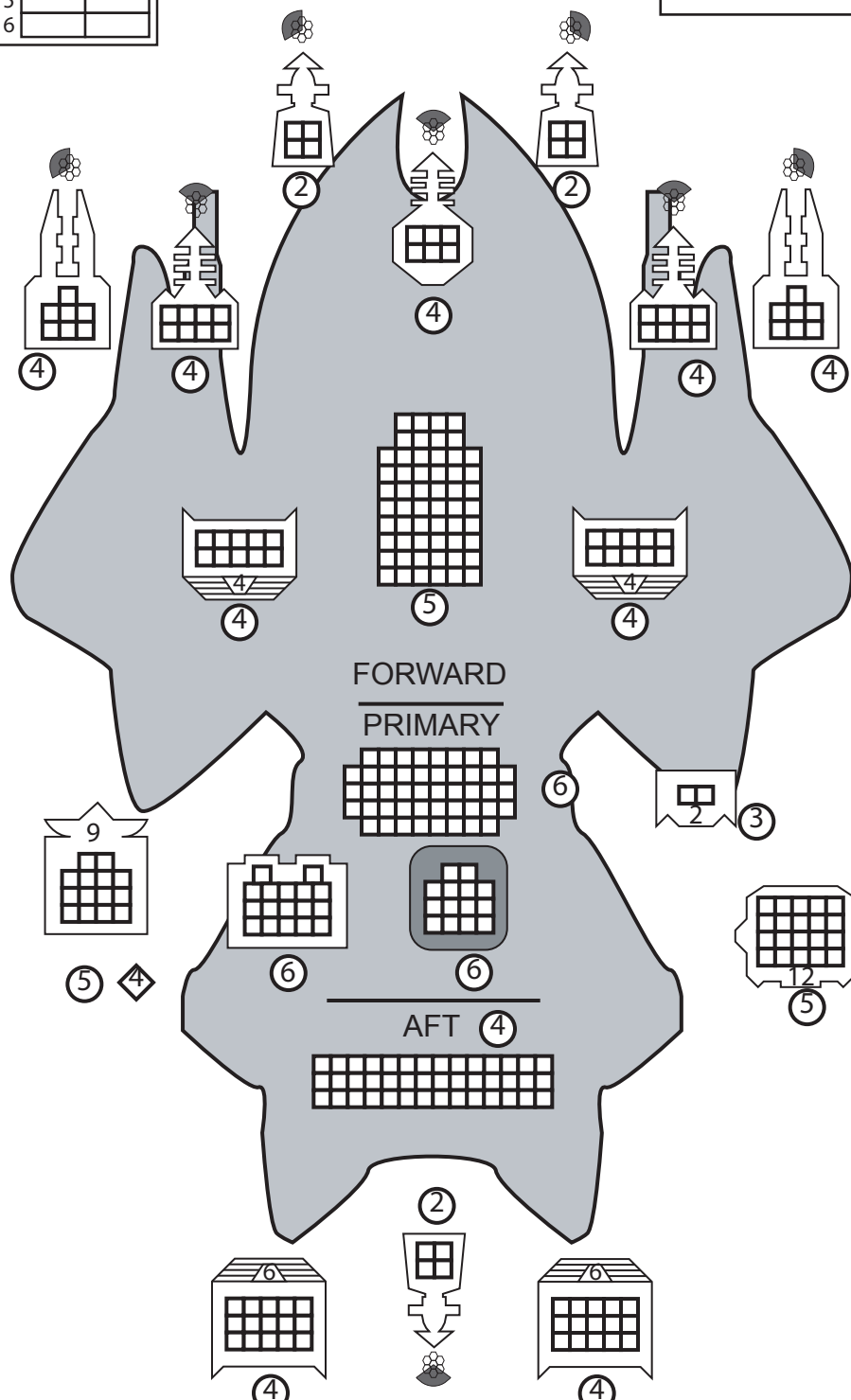
Target # 6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 8/10



PORT

STARBOARD

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ballistic Laser
- Attack Laser
- Gauss Sniper
- Defense Laser