

Shokan Attack Frigate

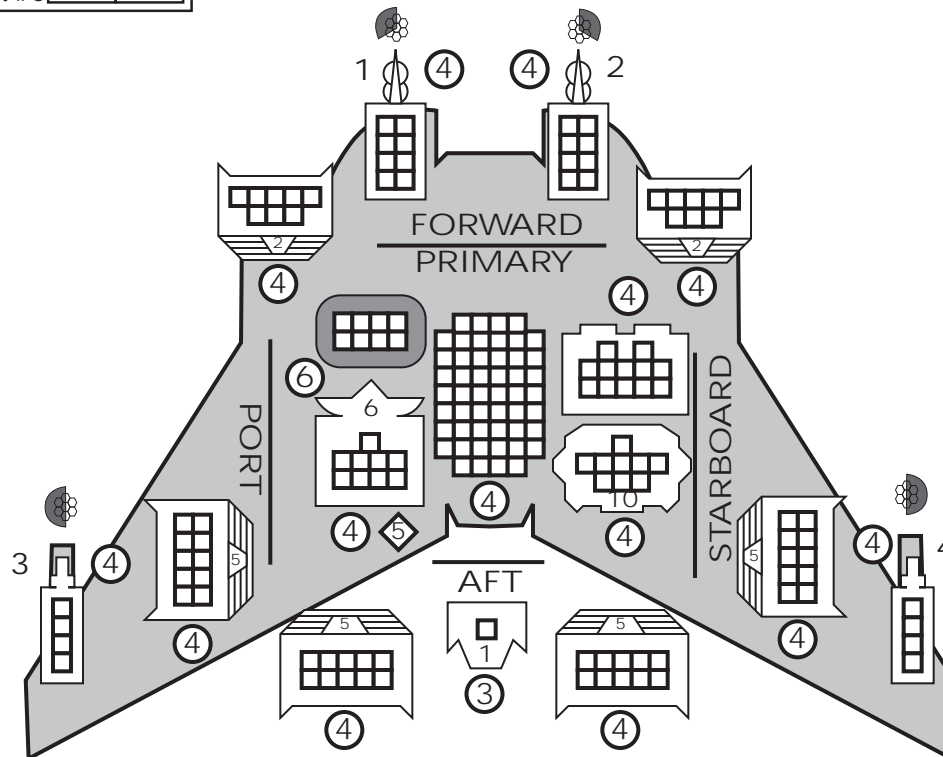
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2233	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 325	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	









WEAPON DATA
Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
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
9-10: Std Particle Beam
11-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-18: Reactor
19-20: C & C

SPECIAL NOTES
Unreliable Ship
Engine Fluctuations
Power Fluctuations
Atmospheric Capable
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
1 Shuttle: Thrust: 3
Armor: 0 Defense: 8/8



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Medium Bolter
	Std Particle Beam