

# 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

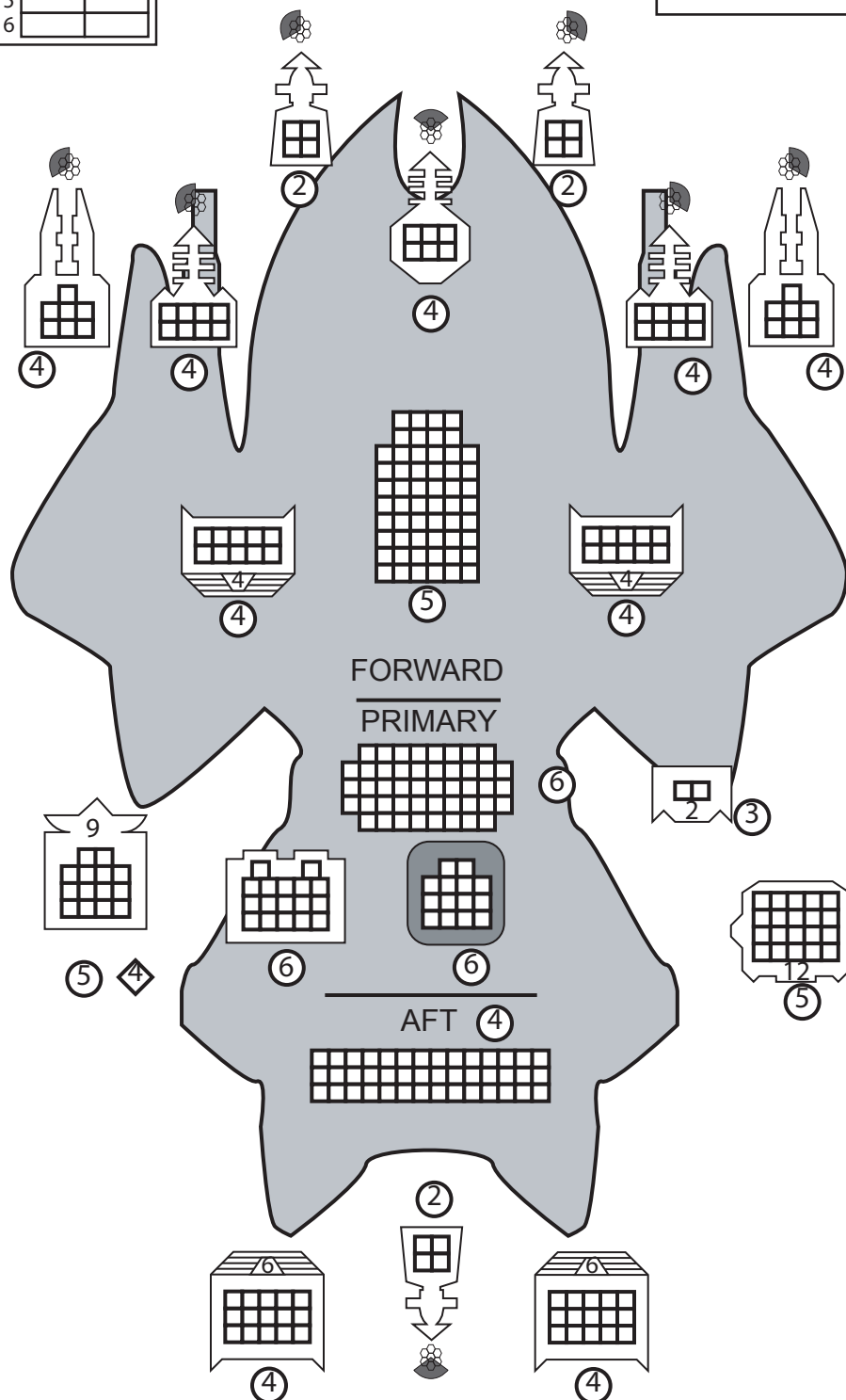
Target # 6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 8/10



PORT

FORWARD  
PRIMARY

STARBOARD

AFT

## ICON RECOGNITION

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