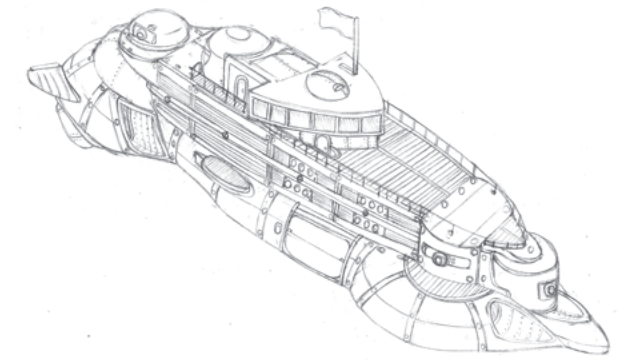
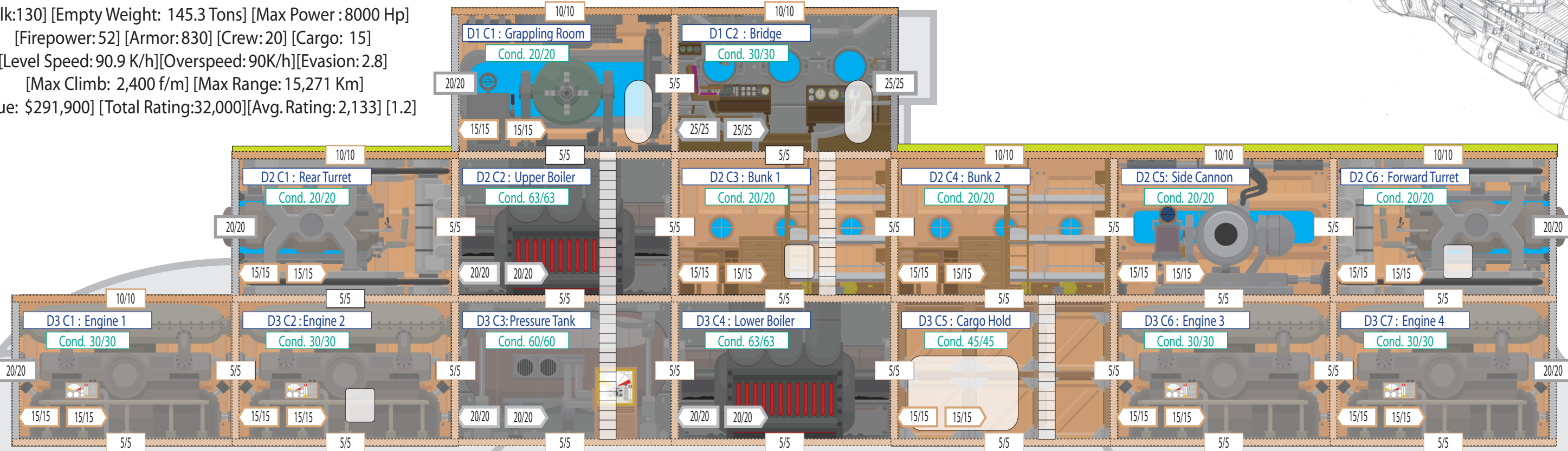


Raven



[Bulk:130] [Empty Weight: 145.3 Tons] [Max Power : 8000 Hp]
 [Firepower: 52] [Armor: 830] [Crew: 20] [Cargo: 15]
 [Level Speed: 90.9 K/h][Overspeed: 90K/h][Evasion: 2.8]
 [Max Climb: 2,400 f/m] [Max Range: 15,271 Km]
 [Value: \$291,900] [Total Rating:32,000][Avg. Rating: 2,133] [1.2]



ENGINE				PRESSURE TANK (D3 C3)	GRAPPLE	CARGO		HIT TABLE				PILOTING																																																																																																																																																																																																													
ENGINE 1 (D3 C1) Rating 2000, Cost 18,000 Maximum lift: 2000 Control Panel (No bonus) Overcharge: [1-29:Malfunction][30-49:Nothing] [50-59: +100 Power][60-69: +200 Power] [70-79: +300 Power][80-89: +400 Power] [90-100: +500 Power] Malfunctions: [10-39: Nothing][40-59: Steamline Rupture] [60-69: FIRE!][70-79: Explosion!] [80-89: FIRE!][90-100: Disabled] Destroyed: [1-39: Nothing][40-59: Fire!] [60-79: Explosion!][FIRE! 80-100]		ENGINE 2 (D3 C2) Rating 2000, Cost 18,000 Maximum lift: 2000 Control Panel (No bonus) Overcharge: [1-29:Malfunction][30-49:Nothing] [50-59: +100 Power][60-69: +200 Power] [70-79: +300 Power][80-89: +400 Power] [90-100: +500 Power] Malfunctions: [10-39: Nothing][40-59: Steamline Rupture] [60-69: FIRE!][70-79: Explosion!] [80-89: FIRE!][90-100: Disabled] Destroyed: [1-39: Nothing][40-59: Fire!] [60-79: Explosion!][FIRE! 80-100]		ENGINE 3 (D3 C6) Rating 2000, Cost 18,000 Maximum lift: 2000 Control Panel (No bonus) Overcharge: [1-29:Malfunction][30-49:Nothing] [50-59: +100 Power][60-69: +200 Power] [70-79: +300 Power][80-89: +400 Power] [90-100: +500 Power] Malfunctions: [10-39: Nothing][40-59: Steamline Rupture] [60-69: FIRE!][70-79: Explosion!] [80-89: FIRE!][90-100: Disabled] Destroyed: [1-39: Nothing][40-59: Fire!] [60-79: Explosion!][FIRE! 80-100]		ENGINE 4 (D3 C6) Rating 2000, Cost 18,000 Maximum lift: 2000 Control Panel (No bonus) Overcharge: [1-29:Malfunction][30-49:Nothing] [50-59: +100 Power][60-69: +200 Power] [70-79: +300 Power][80-89: +400 Power] [90-100: +500 Power] Malfunctions: [10-39: Nothing][40-59: Steamline Rupture] [60-69: FIRE!][70-79: Explosion!] [80-89: FIRE!][90-100: Disabled] Destroyed: [1-39: Nothing][40-59: Fire!] [60-79: Explosion!][FIRE! 80-100]	Rating 2000, Cost \$16,000 Maximum pressure: 20,000 Boiler Controls (No bonus) Overcharge: [1-49: Malfunction][50-59: No Effect] [60-69: +1000 Steam][70-79: +2000 Steam] [80-89: +3000 Steam][90-100: +4000 Steam] Malfunctions: [1-39:Nothing][40-69: Steam Leak] [70-100: STEAM LEAK!!!] Destroyed: [1-70:Nothing][71-100: Boiler Rupture]	Rating 2000, Cost: 8,000 Power: 200 Steam Charge: 1600 Control Chair (+10 Mechanical, +2 Cannoneering) Overcharge: [1-29:Malfunction][30-49:Nothing-] [50-59:+10 Power][60-69:+20 Power] [70-79:+30 Power][80-89:+40 Power] [90-100:+50 Power] Malfunctions: [1-39:Nothing][40-49:Vacuum Leak] [50-59:Fire][60-69:Explosion][70-79:FIRE!] [80-89:EXPLOSION!!!][90-100:Disabled] Destroyed: [1-19:Nothing][20-49:Fire][50-69: Explosion] [70-89:FIRE!][90-100:EXPLOSION!!!]		Cargo Hold (D3 C5) Rating ###, Cost ### <table border="1"> <thead> <tr> <th>Item.</th> <th>Size</th> <th>Amt.</th> <th>Wgt.</th> </tr> </thead> <tbody> <tr><td>01.</td><td></td><td>/100</td><td></td></tr> <tr><td>02.</td><td></td><td>/100</td><td></td></tr> <tr><td>03.</td><td></td><td>/100</td><td></td></tr> <tr><td>04.</td><td></td><td>/100</td><td></td></tr> <tr><td>05.</td><td></td><td>/100</td><td></td></tr> <tr><td>06.</td><td></td><td>/100</td><td></td></tr> <tr><td>07.</td><td></td><td>/100</td><td></td></tr> <tr><td>08.</td><td></td><td>/100</td><td></td></tr> <tr><td>09.</td><td></td><td>/100</td><td></td></tr> <tr><td>10.</td><td></td><td>/100</td><td></td></tr> <tr><td>11.</td><td></td><td>/100</td><td></td></tr> <tr><td>12.</td><td></td><td>/100</td><td></td></tr> <tr><td>13.</td><td></td><td>/100</td><td></td></tr> <tr><td>14.</td><td></td><td>/100</td><td></td></tr> <tr><td>15.</td><td></td><td>/100</td><td></td></tr> </tbody> </table> Malfunction: [1-19: Nothing][20-39: 1 Slot destroyed][40-59: 2 Slots destroyed]		Item.	Size	Amt.	Wgt.	01.		/100		02.		/100		03.		/100		04.		/100		05.		/100		06.		/100		07.		/100		08.		/100		09.		/100		10.		/100		11.		/100		12.		/100		13.		/100		14.		/100		15.		/100		<table border="1"> <thead> <tr> <th>Side</th> <th>D2</th> <th>D3</th> <th>Front/Rear</th> <th>Top/Bottom</th> </tr> </thead> <tbody> <tr> <td>START</td> <td>1-16: C1</td> <td>1-14: C1</td> <td>1-25: D1</td> <td>1-14: C1</td> </tr> <tr> <td>1-13: D1</td> <td>17-33: C2</td> <td>15-29: C2</td> <td>26-50: D2</td> <td>15-29: C2</td> </tr> <tr> <td>14-54: D2</td> <td>34-50: C3</td> <td>30-43: C3</td> <td>51-75: D3</td> <td>30-43: C3</td> </tr> <tr> <td>55-100: D3</td> <td>51-66: C4</td> <td>44-57: C4</td> <td></td> <td>44-57: C4</td> </tr> <tr> <td></td> <td>67-83: C5</td> <td>58-71: C5</td> <td></td> <td>58-71: C5</td> </tr> <tr> <td></td> <td>84-100: C6</td> <td>72-86: C6</td> <td></td> <td>72-86: C6</td> </tr> <tr> <td></td> <td></td> <td>87-100: C7</td> <td></td> <td>87-100: C7</td> </tr> </tbody> </table>		Side	D2	D3	Front/Rear	Top/Bottom	START	1-16: C1	1-14: C1	1-25: D1	1-14: C1	1-13: D1	17-33: C2	15-29: C2	26-50: D2	15-29: C2	14-54: D2	34-50: C3	30-43: C3	51-75: D3	30-43: C3	55-100: D3	51-66: C4	44-57: C4		44-57: C4		67-83: C5	58-71: C5		58-71: C5		84-100: C6	72-86: C6		72-86: C6			87-100: C7		87-100: C7	<table border="1"> <thead> <tr> <th colspan="2">BUNK</th> </tr> </thead> <tbody> <tr> <td>Bunk 1 (D2 C3)</td> <td>Bunk 2 (D2 C4)</td> </tr> <tr> <td>Rating 2000, Cost #1,600</td> <td>Rating 2000, Cost #1,600</td> </tr> <tr> <td>(Comfort 10)</td> <td>(Comfort 10)</td> </tr> <tr><td>01.</td><td>01.</td></tr> <tr><td>02.</td><td>02.</td></tr> <tr><td>03.</td><td>03.</td></tr> <tr><td>04.</td><td>04.</td></tr> <tr><td>05.</td><td>05.</td></tr> <tr><td>06.</td><td>06.</td></tr> <tr><td>07.</td><td>07.</td></tr> <tr><td>08.</td><td>08.</td></tr> <tr><td>09.</td><td>09.</td></tr> <tr><td>10.</td><td>10.</td></tr> <tr> <td>Malfunction: [1-19: 1 Bunk destroyed] [20-39: 2 Bunks destroyed] [40-59: 3 Bunks destroyed] [60-79: 4 Bunks destroyed] [80-100: 5 Bunks destroyed] </td> <td>Malfunction: [1-19: 1 Bunk destroyed] [20-39: 2 Bunks destroyed] [40-59: 3 Bunks destroyed] [60-79: 4 Bunks destroyed] [80-100: 5 Bunks destroyed] </td> </tr> <tr> <td>Destroyed: [The entire bunk room is unusable until repaired.] </td> <td>Destroyed: [The entire bunk room is unusable until repaired.] </td> </tr> </tbody> </table>	BUNK		Bunk 1 (D2 C3)	Bunk 2 (D2 C4)	Rating 2000, Cost #1,600	Rating 2000, Cost #1,600	(Comfort 10)	(Comfort 10)	01.	01.	02.	02.	03.	03.	04.	04.	05.	05.	06.	06.	07.	07.	08.	08.	09.	09.	10.	10.	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<tr> <td>Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage] </td> <td>Overcharge: [1-29:Malfunction][30-49: Nothing][50-59: +1 Damage][60-69: +2 Damage][70-79: +3 Damage][80-89: +4 Damage][90-100: +5 Damage] </td> <td>Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage] </td> </tr> <tr> <td>Ammo: / 12</td> <td>Ammo: / 10</td> <td>Ammo: / 12</td> </tr> <tr> <td>Malfunctions:</td> <td>Malfunctions:</td> <td>Malfunctions:</td> </tr> <tr> <td>Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed] </td> <td>Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed] </td> <td>Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed] </td> </tr> <tr> <td>Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion] </td> <td>Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion] </td> <td>Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion] </td> </tr> </tbody> </table>	ARMAMENT		REAR TURRET (D2 C1)	SIDE CANNON (D2 C5)	FORWARD TURRET (D2 C1)	Rating 2000, Cost 25,000	Rating 2000, Cost 18,000	Rating 2000, Cost 25,000	Damage: 16	Damage: 20	Damage: 16	Steam Charge: 1800	Steam Charge: 1800	Steam Charge: 1800	Gunner's Seat (No bonus)	Gunner's Seat +8 Mechanical	Gunner's Seat (No bonus)	Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage]	Overcharge: [1-29:Malfunction][30-49: Nothing][50-59: +1 Damage][60-69: +2 Damage][70-79: +3 Damage][80-89: +4 Damage][90-100: +5 Damage]	Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage]	Ammo: / 12	Ammo: / 10	Ammo: / 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Steam Charge: 1800	Steam Charge: 1800	Steam Charge: 1800																																																																																																																																																																																																																							
Gunner's Seat (No bonus)	Gunner's Seat +8 Mechanical	Gunner's Seat (No bonus)																																																																																																																																																																																																																							
Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage]	Overcharge: [1-29:Malfunction][30-49: Nothing][50-59: +1 Damage][60-69: +2 Damage][70-79: +3 Damage][80-89: +4 Damage][90-100: +5 Damage]	Overcharge: [1-29:Malfunction][30-59: Nothing] [60-69: +1 Damage][70-79: +2 Damage] [80-89: +3Damage][90-100: +4 Damage]																																																																																																																																																																																																																							
Ammo: / 12	Ammo: / 10	Ammo: / 12																																																																																																																																																																																																																							
Malfunctions:	Malfunctions:	Malfunctions:																																																																																																																																																																																																																							
Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed]	Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed]	Malfunction: [1-29: Nothing][30-59: Control Damage] [60-69: Jammed][70-79: Fire!] [80-90: FIRE!][90-100: Destroyed]																																																																																																																																																																																																																							
Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion]	Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion]	Destroyed: [1-39:Nothing][40-59:Fire!][60-79: FIRE!] [80-100: Ammo Explosion]																																																																																																																																																																																																																							
UPPER BOILER (D2 C2)		LOWER BOILER (D3 C4)																																																																																																																																																																																																																							
Rating 2500, Cost 20,000		Rating 2500, Cost 20,000																																																																																																																																																																																																																							
Generates: 7,500 Steam		Generates: 7,500 Steam																																																																																																																																																																																																																							
Fuel: / 7	Fuel: / 7	Fuel: / 7	Fuel: / 7																																																																																																																																																																																																																						
Stoker's Controls (No bonus)	Stoker's Controls (No bonus)	Stoker's Controls (No bonus)	Stoker's Controls (No bonus)																																																																																																																																																																																																																						
Malfunctions:	Malfunctions:	Malfunctions:	Malfunctions:																																																																																																																																																																																																																						
Malfunction: [10-39: Nothing][40-59: Fire!][60-69: Explosion] [70-79: FIRE!!!][80-89: EXPLOSION!!!!] [90-100: Fuel Fire]	Malfunction: [10-39: Nothing][40-59: Fire!][60-69: Explosion] [70-79: FIRE!!!][80-89: EXPLOSION!!!!] [90-100: Fuel Fire]	Malfunction: [10-39: Nothing][40-59: Fire!][60-69: Explosion] [70-79: FIRE!!!][80-89: EXPLOSION!!!!] [90-100: Fuel Fire]	Malfunction: [10-39: Nothing][40-59: Fire!][60-69: Explosion] [70-79: FIRE!!!][80-89: EXPLOSION!!!!] [90-100: Fuel Fire]																																																																																																																																																																																																																						
Destroyed: [1-19: Nothing][20-49: Fire][50-69: Explosion][70-89: FIRE!!!][90-100: EXPLOSION!!!!]	Destroyed: [1-19: Nothing][20-49: Fire][50-69: Explosion][70-89: FIRE!!!][90-100: EXPLOSION!!!!]	Destroyed: [1-19: Nothing][20-49: Fire][50-69: Explosion][70-89: FIRE!!!][90-100: EXPLOSION!!!!]	Destroyed: [1-19: Nothing][20-49: Fire][50-69: Explosion][70-89: FIRE!!!][90-100: EXPLOSION!!!!]																																																																																																																																																																																																																						

PILOTING	
Forward	7
Reverse	14
Turn: 45°	9
Turn: 90°	27
Turn: 135°	45
Turn: 180°	108
Lateral:	19
Ascent/Descent	9
Dive	12
EVASION	2.8
OVERSPEED:	9

FLIGHT	
Flight:	1440
Forward	720
Reverse:	1090
Turn: 45°	230
Turn: 90°	460
Turn: 135°	690
Turn: 180°	920
Lateral:	1290
Ascend:	2370
Descend:	420
Dive:	360