

Chouka Apostle Holy Cruiser

SPECS

Class: Capital Ship
In Service: 1958
Point Value: 600
Ramming Factor: 350
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+5 2 times
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gravitic Tracting Rod
Class: Gravitic
Effect: Moves target 1d3 hexes toward or away from firing unit.
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May also be used as a tractor beam.

FORWARD HITS

1-3: Retro Thrust
4-6: Twin Laser Cannon
7: Gravitic Rod
8-9: Grappling Claw
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Hvy Plasma Cannon
8-11: Cargo
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Hvy Point Plasma
9-11: Cargo
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Cargo
10-11: Quarters
12-13: Sensors
14-15: Engine
16-18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

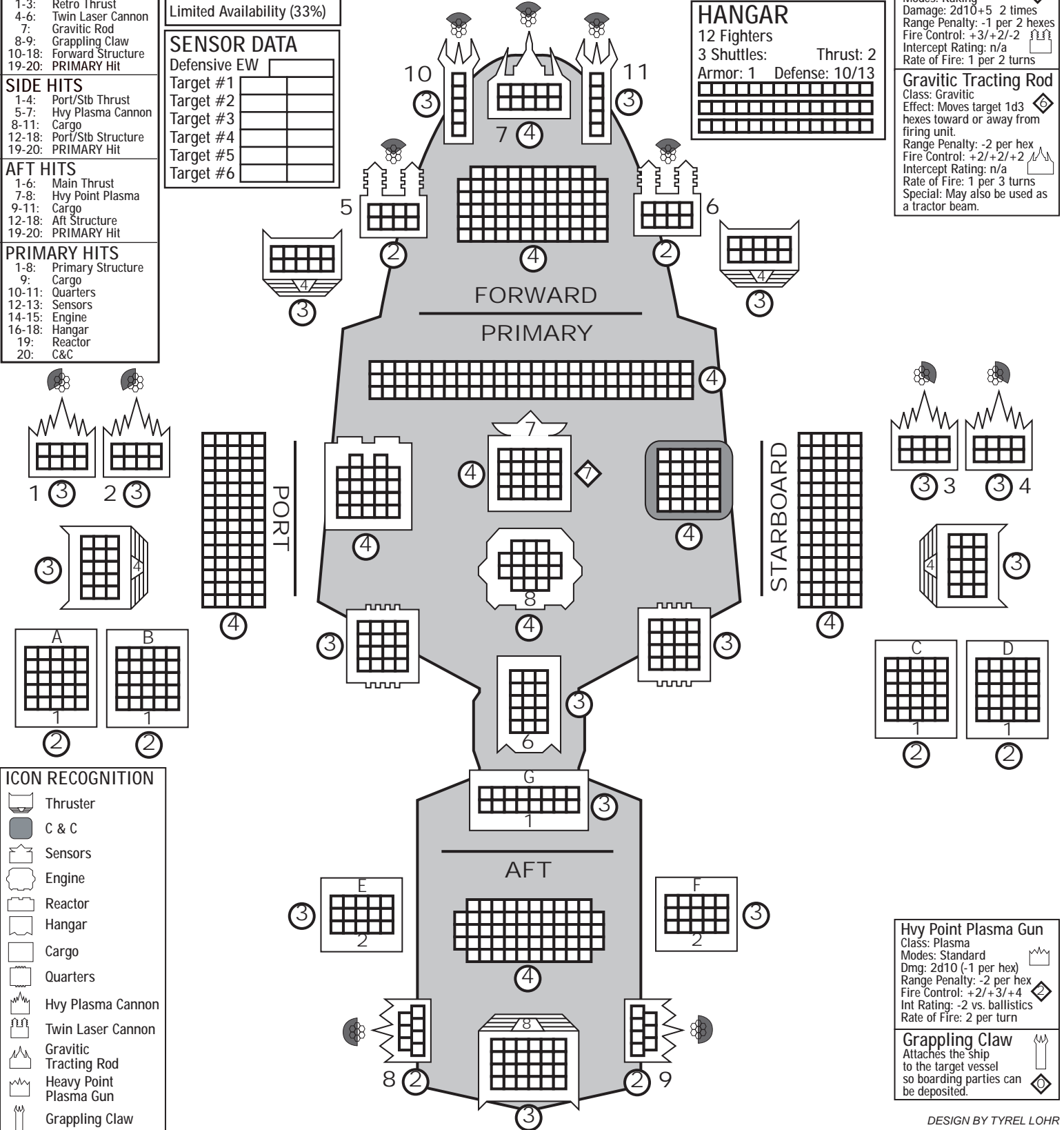
12 Fighters

3 Shuttles:

Thrust: 2

Armor: 1

Defense: 10/13



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Quarters
- Hvy Plasma Cannon
- Twin Laser Cannon
- Gravitic Tracting Rod
- Heavy Point Plasma Gun
- Grappling Claw

Hvy Point Plasma Gun
Class: Plasma
Modes: Standard
Dmg: 2d10 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+3/+4
Int Rating: -2 vs. ballistics
Rate of Fire: 2 per turn

Grappling Claw
Attaches the Ship to the target vessel so boarding parties can be deposited.