

Chouka Reverence System Monitor

SPECS

Class: Capital Ship
In Service: 1924
Point Value: 600
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 x Speed
Turn Delay: 3/2 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: 0
Initiative Penalty: -2

WEAPON DATA

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

Light Plasma Cannon

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

Point Plasma Gun

Class: Plasma
Mode: Standard
Damage: 2d6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +1/+1/+2
Int. Rating: -1 (vs. ballistics)
Rate of Fire: 1 per turn

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

Class-S0 Missile Rack

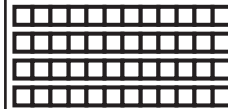
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

HANGAR

24 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 12/12



FORWARD HITS

1-4: Retro Thrust
5-7: Med Plasma Cannon
8-9: Lt Plasma Cannon
10-12: Light Laser
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Med Plasma Cannon
7-9: Class-S0 Rack
10-12: Point Plasma Gun
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Reload Rack
10-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

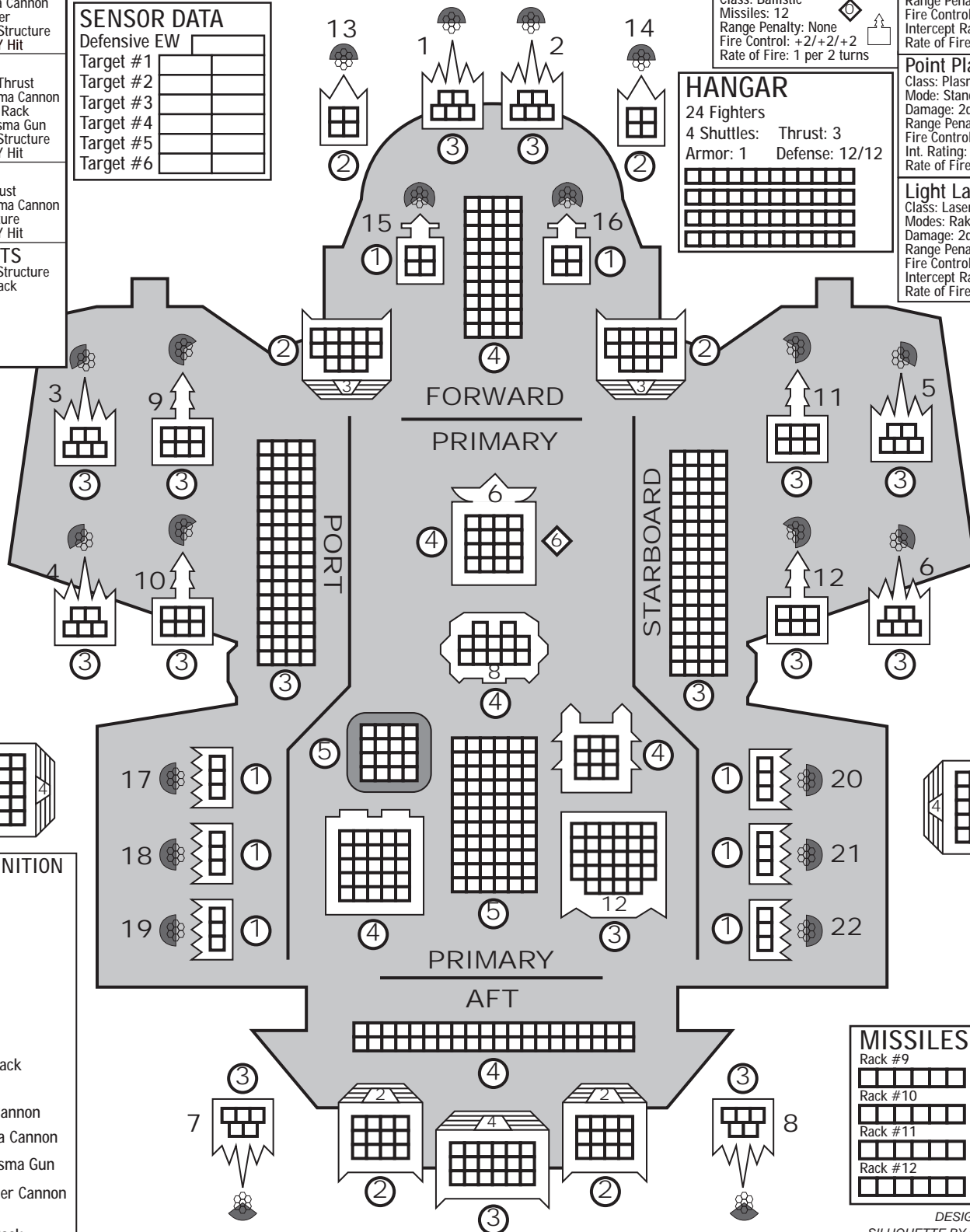
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reload Rack
- Medium Plasma Cannon
- Lt Plasma Cannon
- Point Plasma Gun
- Light Laser Cannon
- Class-S0 Missile Rack

MISSILES

Rack #9									
Rack #10									
Rack #11									
Rack #12									