

# Chouka Retribution Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 1936  
Point Value: 425  
Ramming Factor: 200  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
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	1	2	3	4	5	6	7	8	9	10	11	12

## 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

**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

**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

**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

## FORWARD HITS

1-4: Retro Thrust  
5-6: Med Plasma Cannon  
7-9: Light Laser Cannon  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Twin Laser Cannon  
8-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Twin Laser Cannon  
10-11: Light Laser Cannon  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11: Lt Plasma Cannon  
12-13: Sensors  
14-15: 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

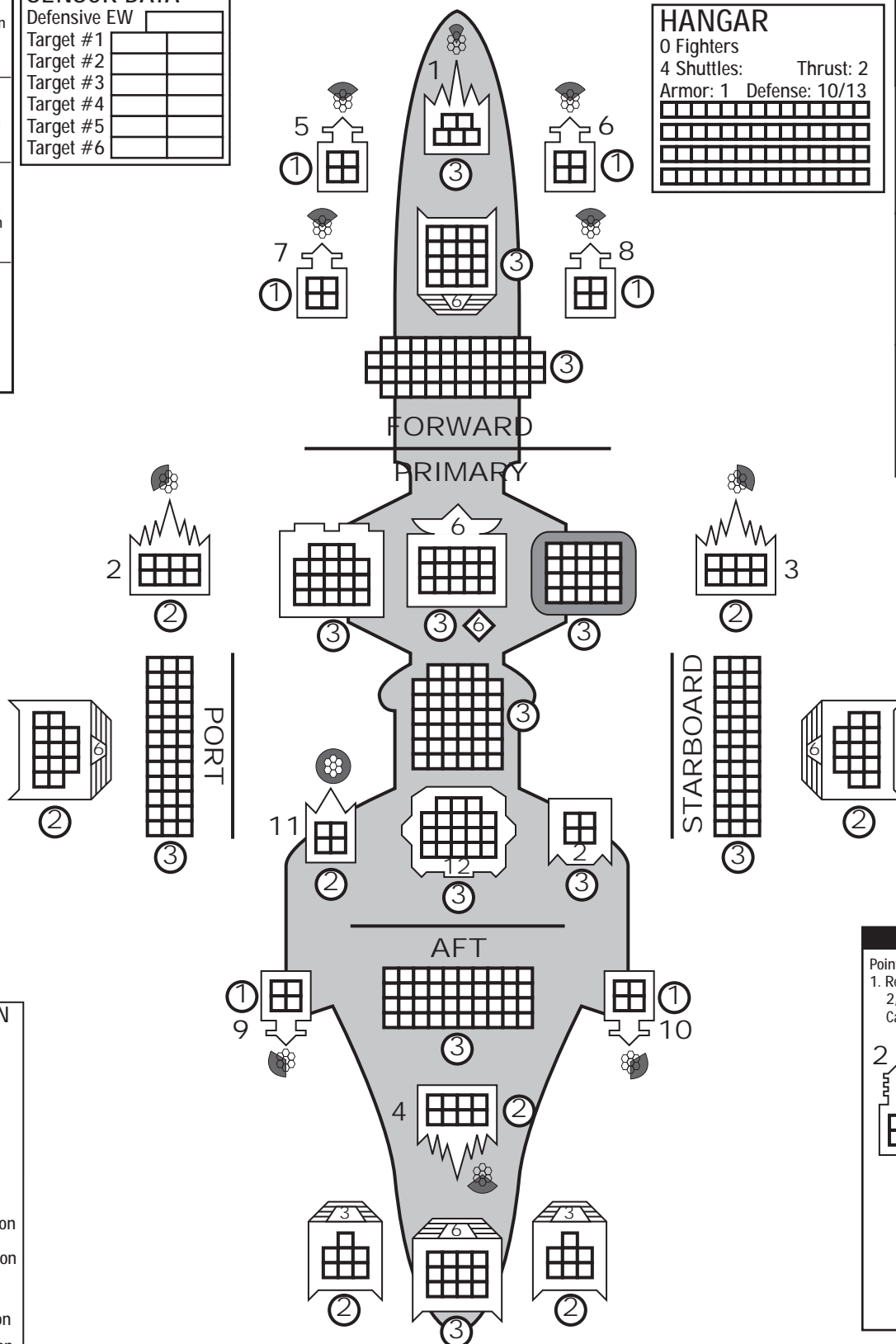
## HANGAR

0 Fighters

4 Shuttles:

Thrust: 2

Armor: 1 Defense: 10/13



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Med Plasma Cannon
- Lt Plasma Cannon
- Twin Laser Cannon
- Light Laser Cannon

## 1962 Refit

Point Value: 450

- Replace Heavy Plasma Cannons 2, 3, and 4 with Twin Laser Cannons 2, 3, and 4.

