

# Chouka Raider Highwayman-A Sloop

## SPECS

Class: Medium Ship  
In Service: 1821  
Point Value: 275  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2(3) Thrst  
Pivot Cost: 1(+1) Thrust  
Roll Cost: 1(+1) Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 10  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +12

## 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

## 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

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

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 12/12



## FORWARD HITS

1-5: Retro Thrust  
6-7: Med Plasma Cannon  
8-9: Point Plasma Gun  
10-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Point Plasma Gun  
9-16: Structure  
17-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stb Thrust  
7-8: Point Plasma Gun  
9-11: Cargo  
12-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Agile Ship

(without cargo pods)

Atmospheric Capable

(without cargo pods)

Weapons 5 & 6 are lost if the cargo pod they are attached to is dropped.

## SENSOR DATA

Defensive EW

Target #1

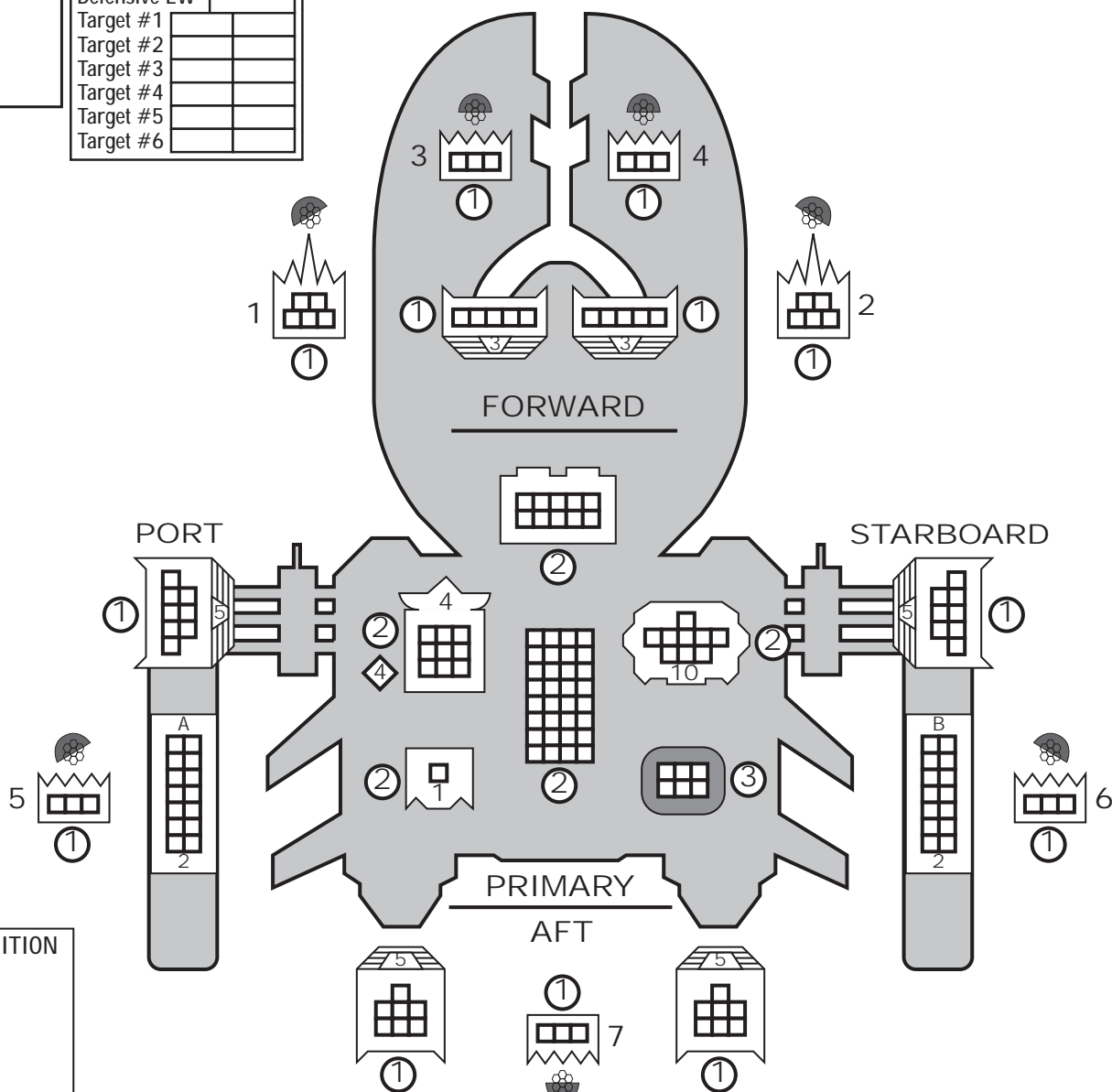
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Plasma Cannon
- Point Plasma Gun