



Chouka Apostle Holy Cruiser

SPECS Class: Capital Ship In Service: 1958 Point Value: 700 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

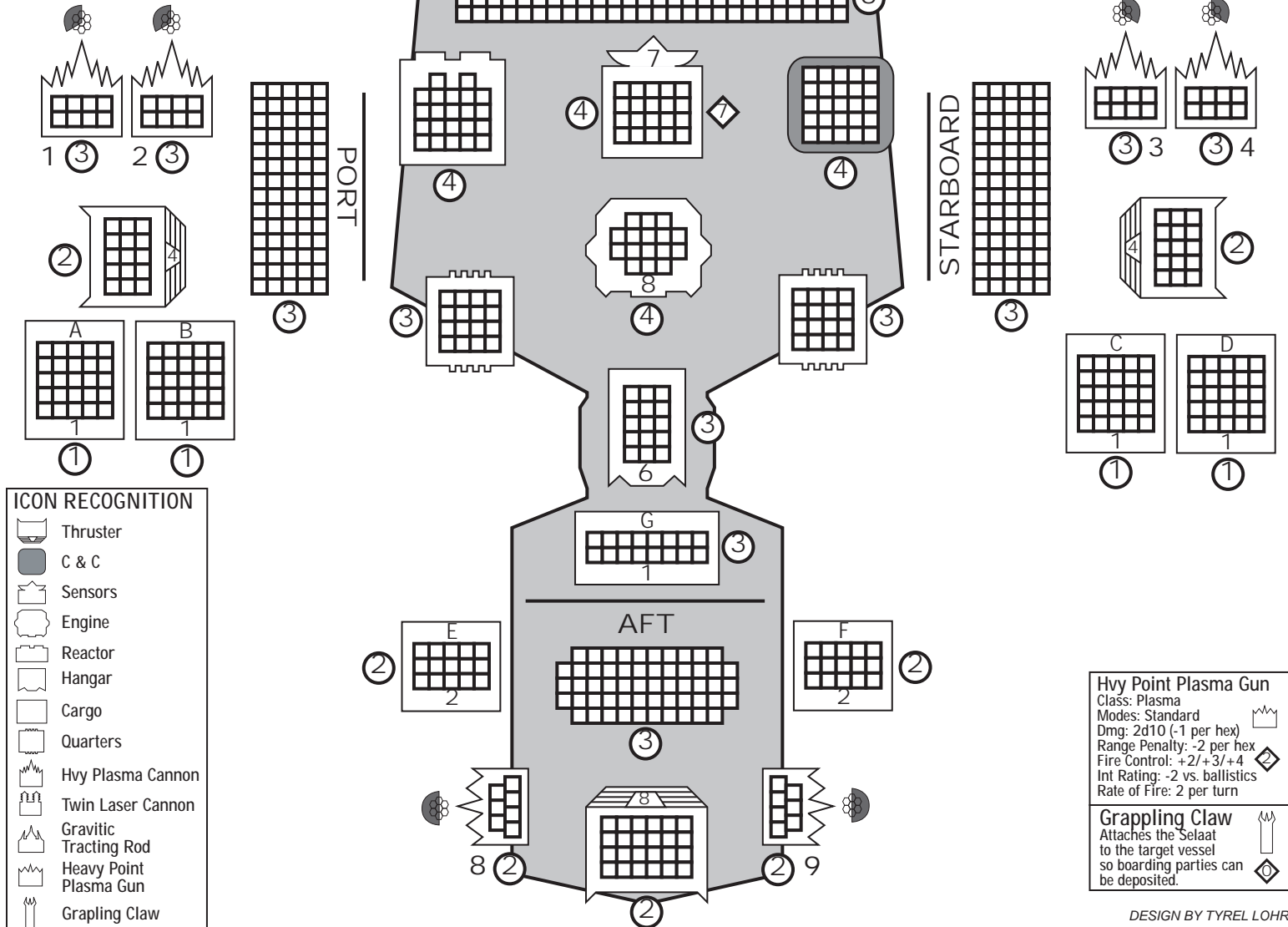
Twin Laser Cannon Class: Laser Modes: Raking Damage: 2d10+5 2 times Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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Gravitic Tracting Rod Class: Gravitic Effect: Moves target 1d3 hexes toward or 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.

HANGAR 12 Fighters 3 Shuttles: Thrust: 2 Armor: 1 Defense: 10/13
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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	



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 Selaat to the target vessel so boarding parties can be deposited.
