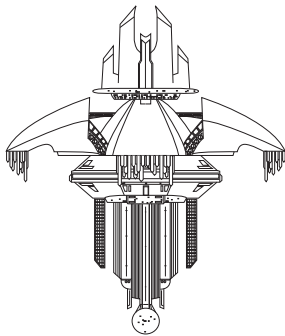




Chouka Citadel Star Fortress



SPECS
 Class: Enormous Base
 In Service: 1961
 Point Value: 4500
 Ramming Factor: 880
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 22
 Stb/Port Defense: 22
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

WEAPON DATA
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

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

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

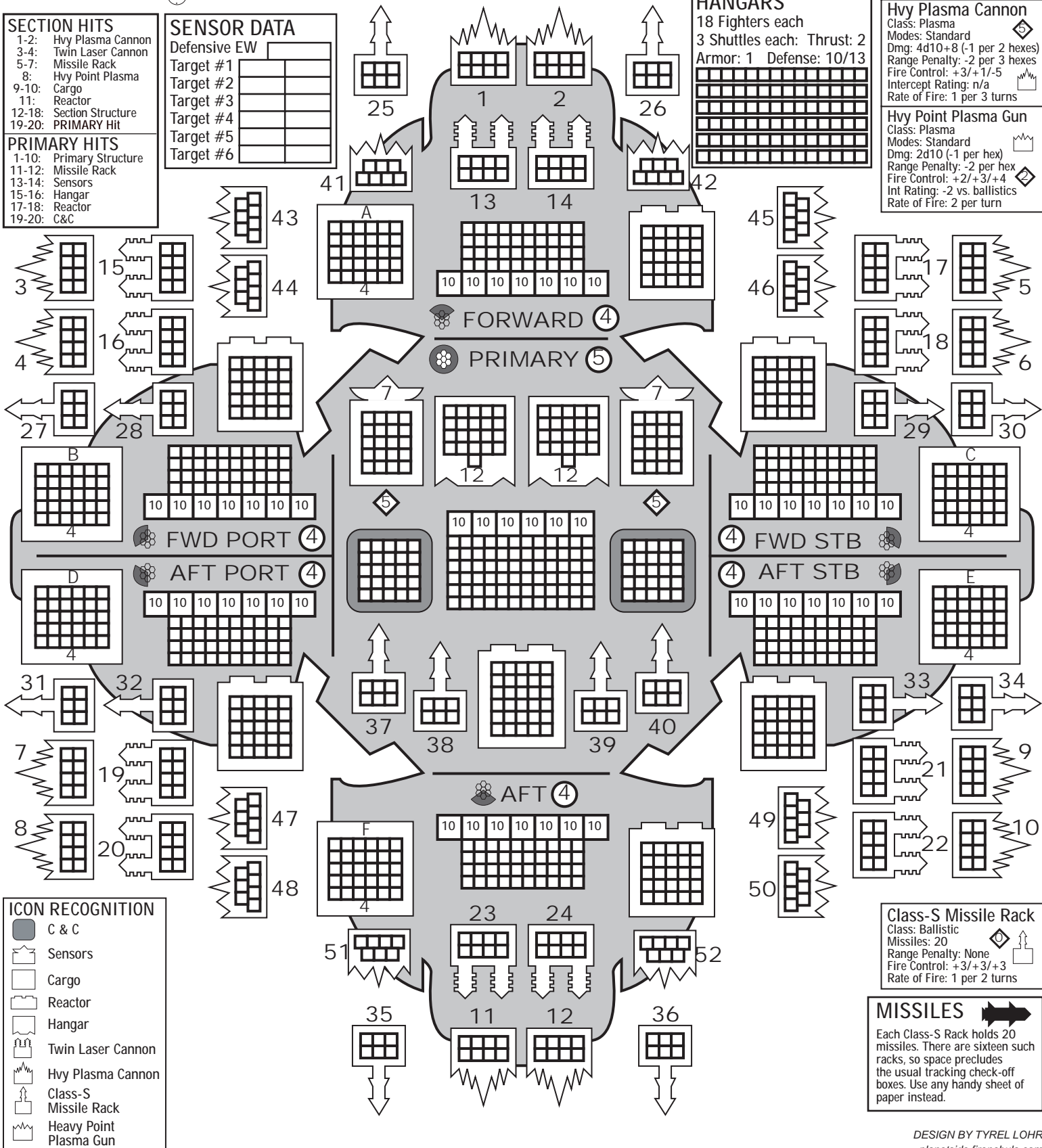
HANGARS
 18 Fighters each
 3 Shuttles each: Thrust: 2
 Armor: 1 Defense: 10/13

SECTION HITS
 1-2: Hvy Plasma Cannon
 3-4: Twin Laser Cannon
 5-7: Missile Rack
 8: Hvy Point Plasma
 9-10: Cargo
 11: Reactor
 12-18: Section Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-10: Primary Structure
 11-12: Missile Rack
 13-14: Sensors
 15-16: Hangar
 17-18: Reactor
 19-20: C&C

SENSOR DATA
 Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Twin Laser Cannon
- Hvy Plasma Cannon
- Class-S Missile Rack
- Heavy Point Plasma Gun

Class-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

MISSILES

Each Class-S Rack holds 20 missiles. There are sixteen such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.