



Chouka Retribution Battlecruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 14	
In Service: 1936		Turn Delay: 1 x Speed		Stb/Port Defense: 17	
Point Value: 460		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 180		Pivot Cost: 4+4 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 2+2 Thrust		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

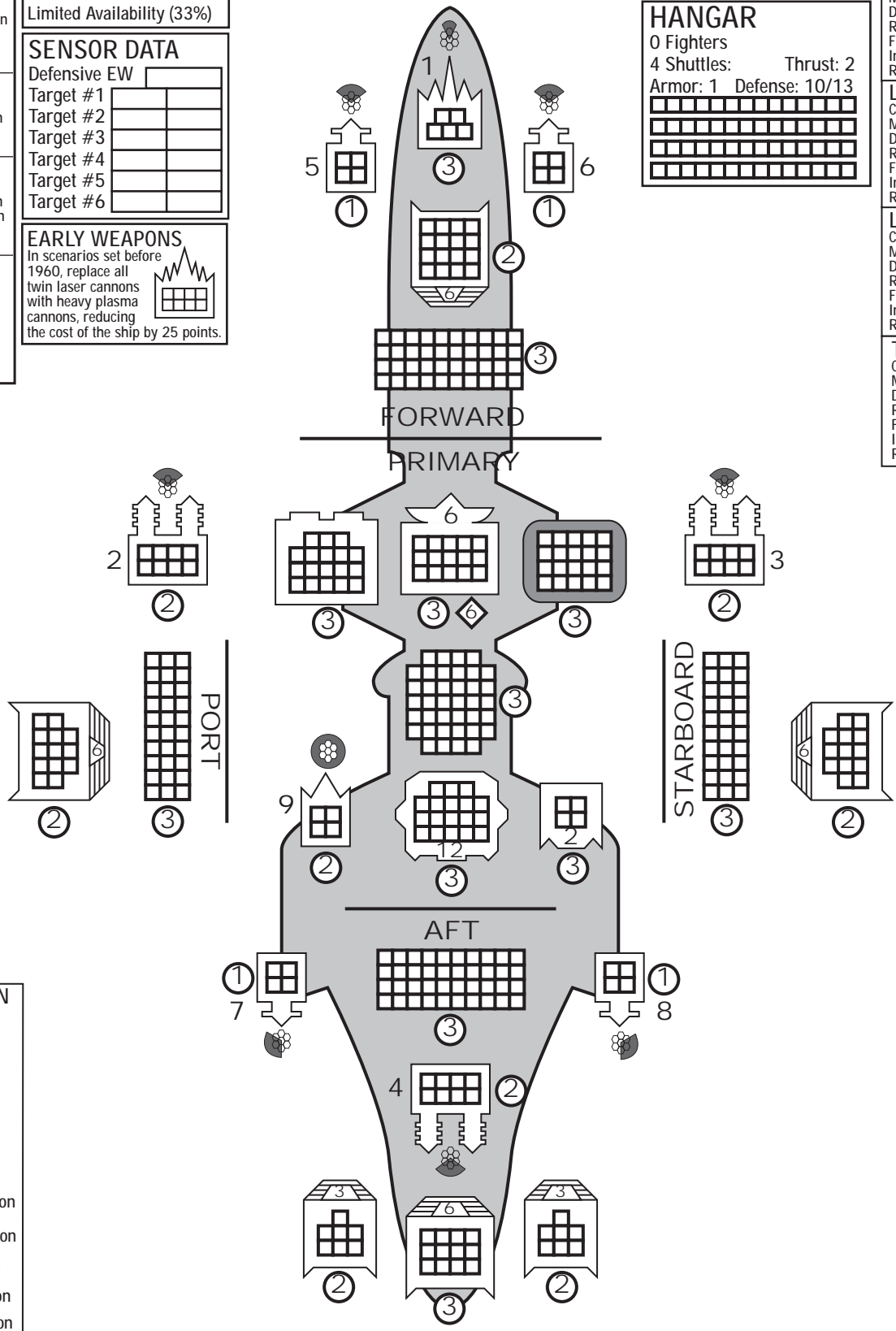
WEAPON DATA	
Hvy Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 4d10+8 (-1 per 2 hexes)	
Range Penalty: -2 per 3 hexes	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Med. Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 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
7-8:	Light Laser Cannon
9-18:	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

SPECIAL NOTES	
Limited Availability (33%)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

EARLY WEAPONS
In scenarios set before 1960, replace all twin laser cannons with heavy plasma cannons, reducing the cost of the ship by 25 points.

HANGAR	
0 Fighters	Thrust: 2
4 Shuttles:	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