

# Chouka Temple Starbase

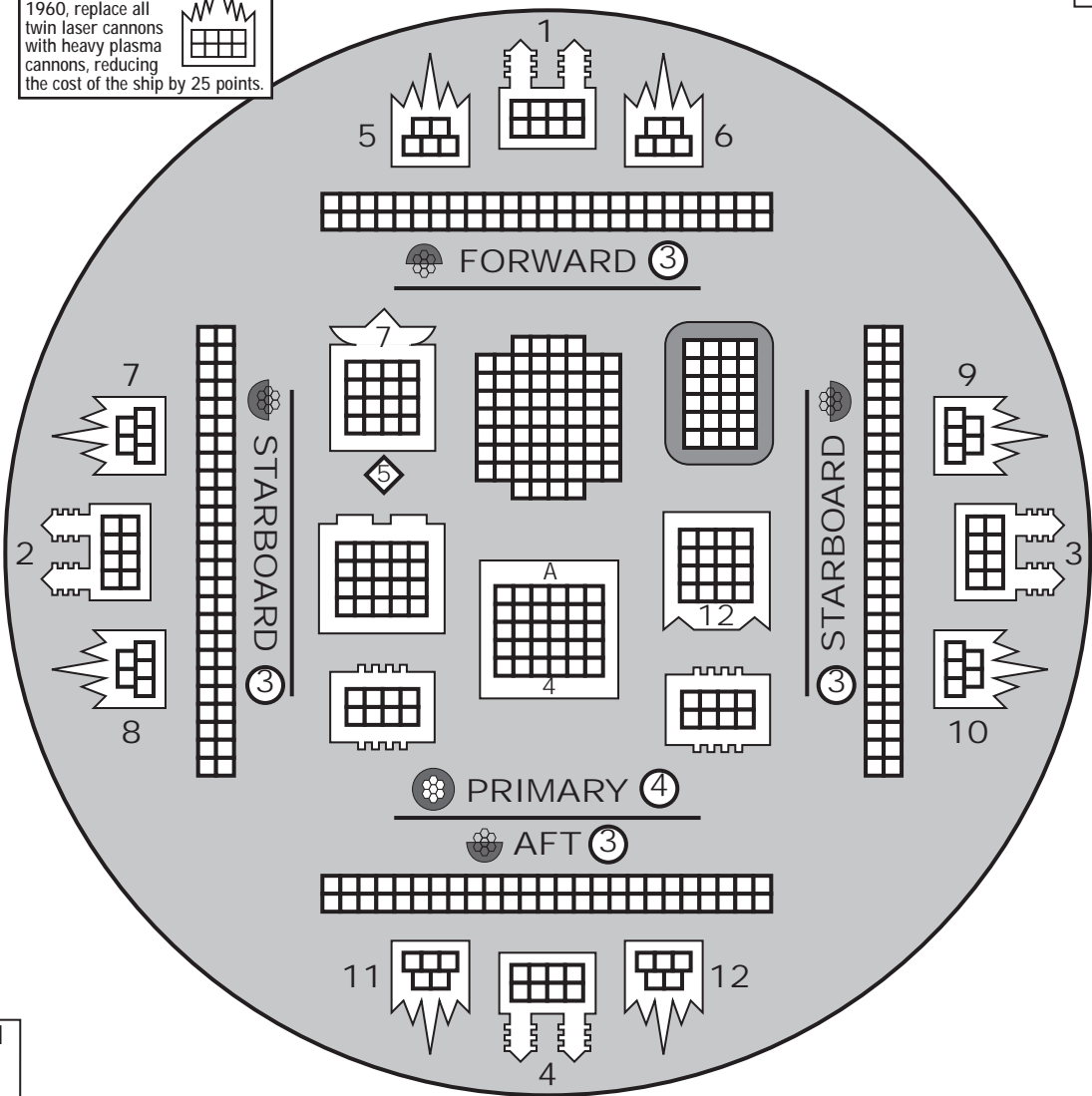
<b>SPECS</b> Class: Capital Base In Service: 1932 Point Value: 500 Ramming Factor: 280 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	<b>COMBAT STATS</b> Fwd/Aft Defense: 18 Stb/Port Defense: 18 Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: N/A
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<b>WEAPON DATA</b> <b>Twin Laser Cannon</b> 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
<b>Hvy Plasma Cannon</b> 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
<b>Med. Plasma Cannon</b> 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

<b>SECTION HITS</b> 1-3: Twin Laser Cannon 4-6: Med Plasma Cannon 7-18: Forward Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Primary Structure 9-10: Cargo 11-12: Quarters 13-15: Sensors 16-17: Hangar 18-19: Reactor 20: C&C

<b>SENSOR DATA</b> 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.



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