



# Chouka War Prayer Gunship

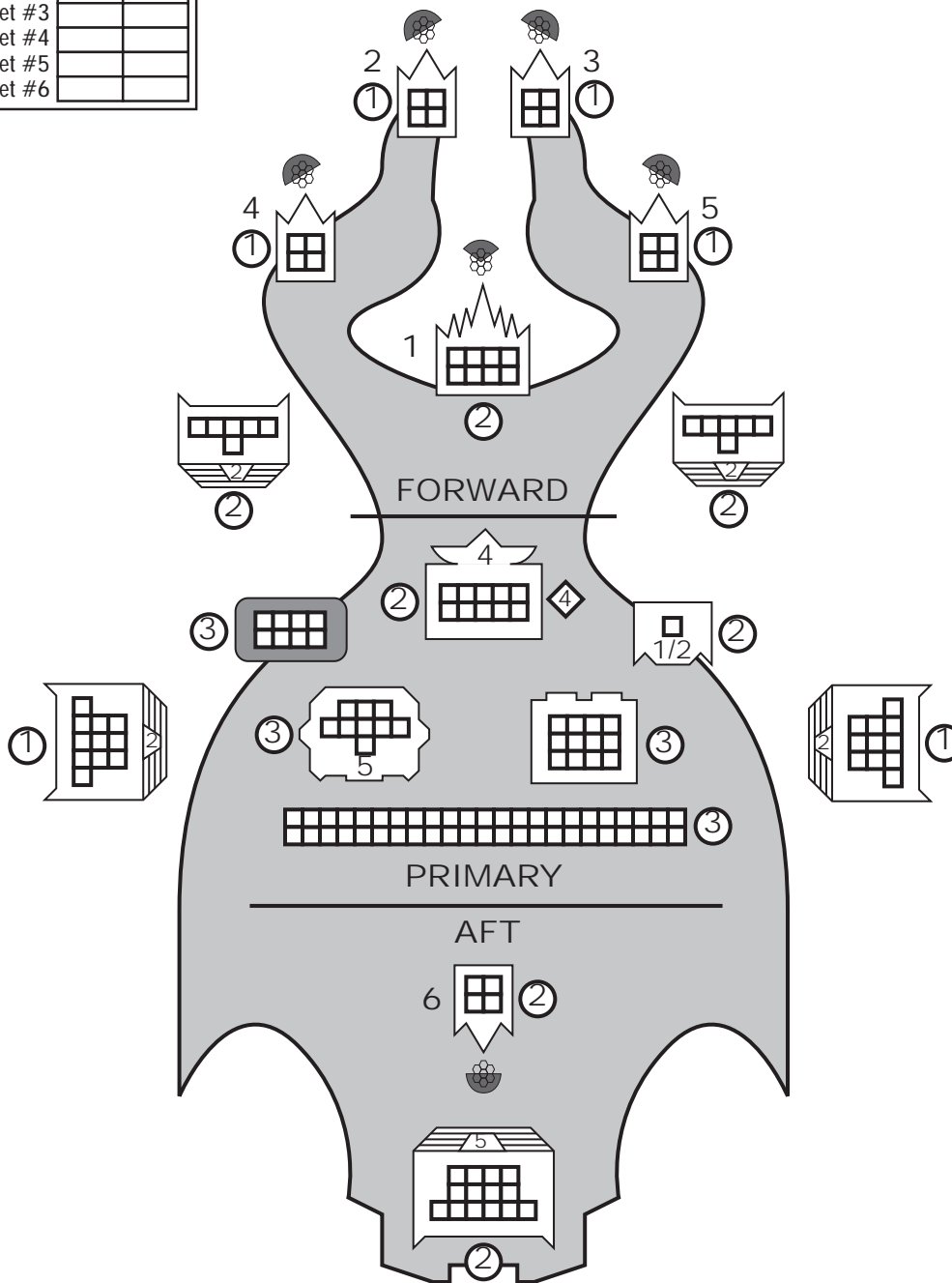
<b>SPECS</b> Class: Medium Ship In Service: 1952 Point Value: 325 Ramming Factor: 50 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
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	

<b>WEAPON DATA</b> <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>Light Plasma Cannon</b> 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

<b>FORWARD HITS</b> 1-4: Retro Thrust 5-7: Hvy Plasma Cannon 8-10: Lt Plasma Cannon 11-17: Structure 18-20: PRIMARY Hit
<b>AFT HITS</b> 1-7: Main Thrust 8: Lt Plasma Cannon 9-17: Structure 18-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-9: Port/Stb Thrust 10-12: Sensors 13-15: Engine 16: Hangar 17-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> Agile Ship	
<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>HANGAR</b> 0 Fighters 1 Shuttle: Thrust: 4 Armor: 0 Defense: 9/11
■■■■■■■■



<b>ICON RECOGNITION</b>
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Plasma Cannon
Lt Plasma Cannon