

# Chouka Apostle War Cruiser

## SPECS

Class: Capital Ship  
In Service: 1972  
Point Value: 750  
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

**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

**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

**Class-S0 Missile Rack**  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 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

## FORWARD HITS

1-3: Retro Thrust  
4-6: Twin Laser Cannon  
7-8: Hvy Point Plasma  
9-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Hvy Plasma Cannon  
8-10: Med Plasma Cannon  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Hvy Point Plasma  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Missile Rack  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-19: 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 |  |  |

## HANGAR

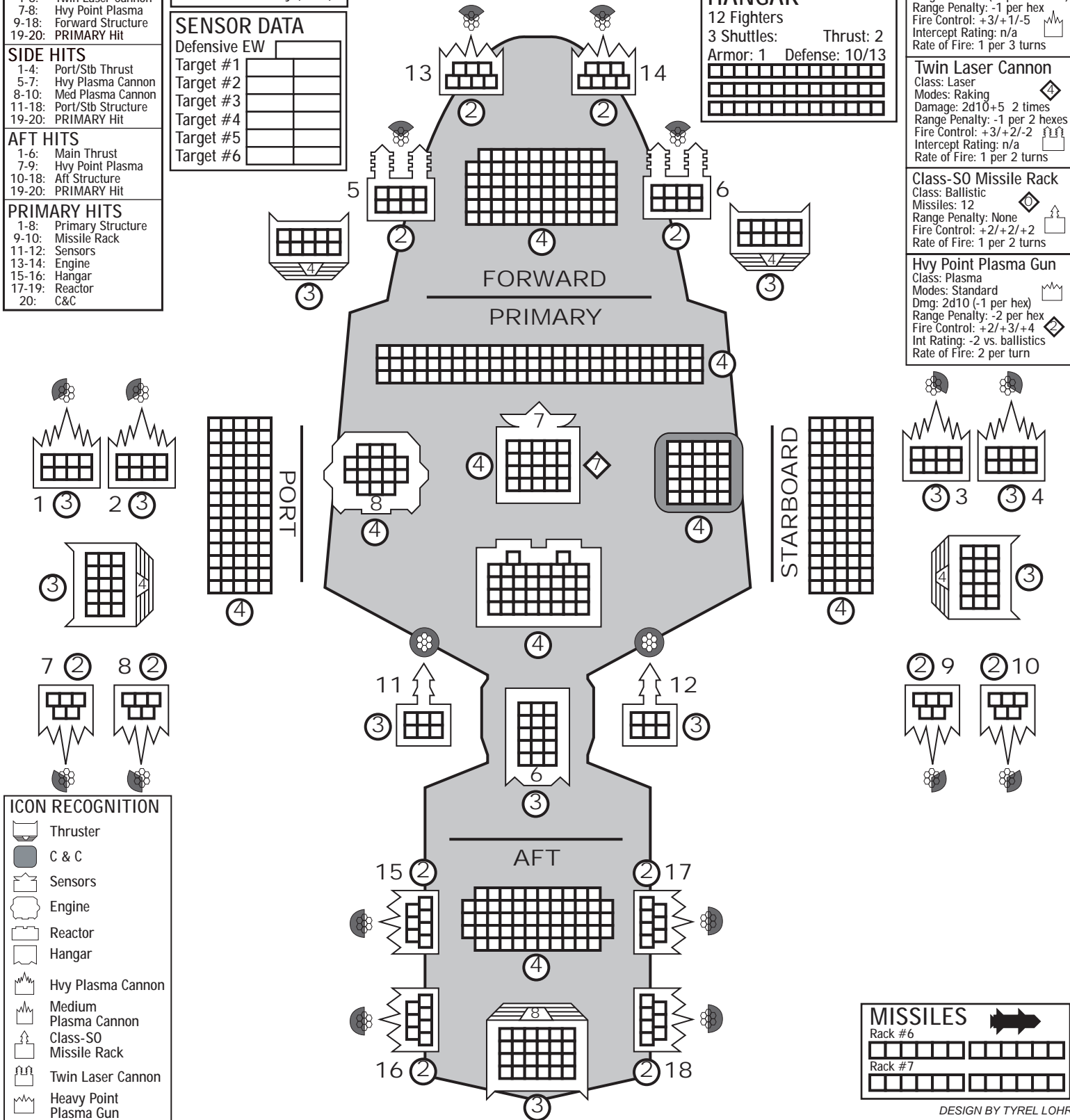
12 Fighters

3 Shuttles:

Thrust: 2

Armor: 1

Defense: 10/13



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Medium Plasma Cannon
- Class-S0 Missile Rack
- Twin Laser Cannon
- Heavy Point Plasma Gun

## MISSILES

Rack #6

Rack #7