

CHOAM Customs Leader

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14/10
In Service: 9715	Turn Delay: 1/2 Speed	Stb/Port Defense: 12/8
Point Value: 440	Accel/Dec Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	



WEAPON DATA

Heavy Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 8 1d6 times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Pen: -1 per 3 hexes
 Fire Control: +4/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Med Blast Cannon
 Class: Matter
 Modes: Pulse
 Damage: 5 1d5 times
 Maximum Pulses: 5
 Grouping Range: +1 per 5
 Range Pen: -1 per 2 hexes
 Fire Control: +3/+2/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Vulcan Railgun
 Class: Matter
 Modes: Standard
 Damage: 1d6+5
 Range Pen: -2 per 3 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -2(Ballistic)
 Rate of Fire: 1 per turn

FORWARD HITS	
1-4:	Retro Thrust
5-7:	Vulcan Railgun
8-9:	Hvy Blast Cannon
10:	Mdm Blast Cannon
11-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Holtzman Shield
8-9:	Cargo
10-11:	Vulcan Railgun
12-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-10:	Port/Stb Thrust
11-13:	Sensor
14-16:	Engine
17-19:	Reactor
20:	C & C

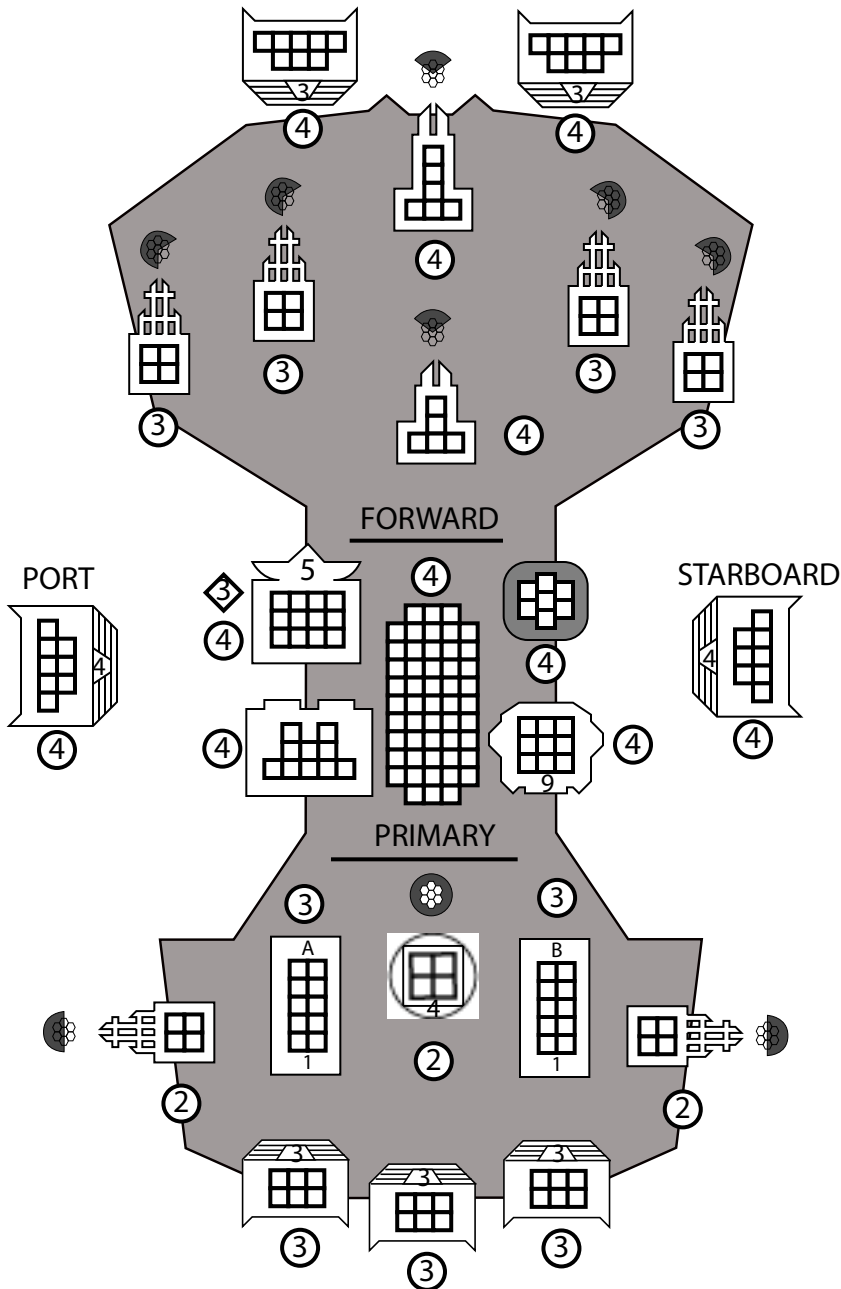
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Antiquated Sensors
 Atmosphere Capable
 Uncommon (33%)



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Blast Cannon
- Med Blast Cannon
- Vulcan Railgun
- Holtzman Shield

Holtzman Shield

Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzman Effect