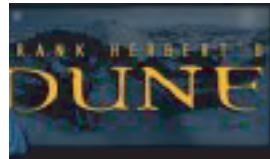




# CHOAM Super Freighter

<b>SPECS</b> Class: Enormous In Service: 9485 Point Value: 475/1000 Ramming Factor: 400 Fold Delay: N/A	<b>MANEUVERING</b> Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 9 Thrust Pivot Cost: N/A Roll Cost: 5+5 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 16 Stb/Port Defense: 20 Engine Efficiency: 4/1 Extra Power: 0 Initiative Penalty: -6																																				
Speed Turn Cost Turn Delay	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>2</td><td>3</td><td>5</td><td>6</td><td>8</td><td>9</td><td>11</td><td>12</td><td>14</td><td>15</td><td>17</td><td>18</td></tr> <tr><td>2</td><td>3</td><td>5</td><td>6</td><td>8</td><td>9</td><td>11</td><td>12</td><td>14</td><td>15</td><td>17</td><td>18</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	2	3	5	6	8	9	11	12	14	15	17	18	2	3	5	6	8	9	11	12	14	15	17	18	
1	2	3	4	5	6	7	8	9	10	11	12																											
2	3	5	6	8	9	11	12	14	15	17	18																											
2	3	5	6	8	9	11	12	14	15	17	18																											



<b>WEAPON DATA</b>  <b>Heavy Blast Cannon</b> Class: Matter Modes: Pulse Damage: 8 1d6 times Maximum Pulses: 6 Grouping Range: +1 per 5 Range Penalty: -1 per 3 hexes Fire Control: +4/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
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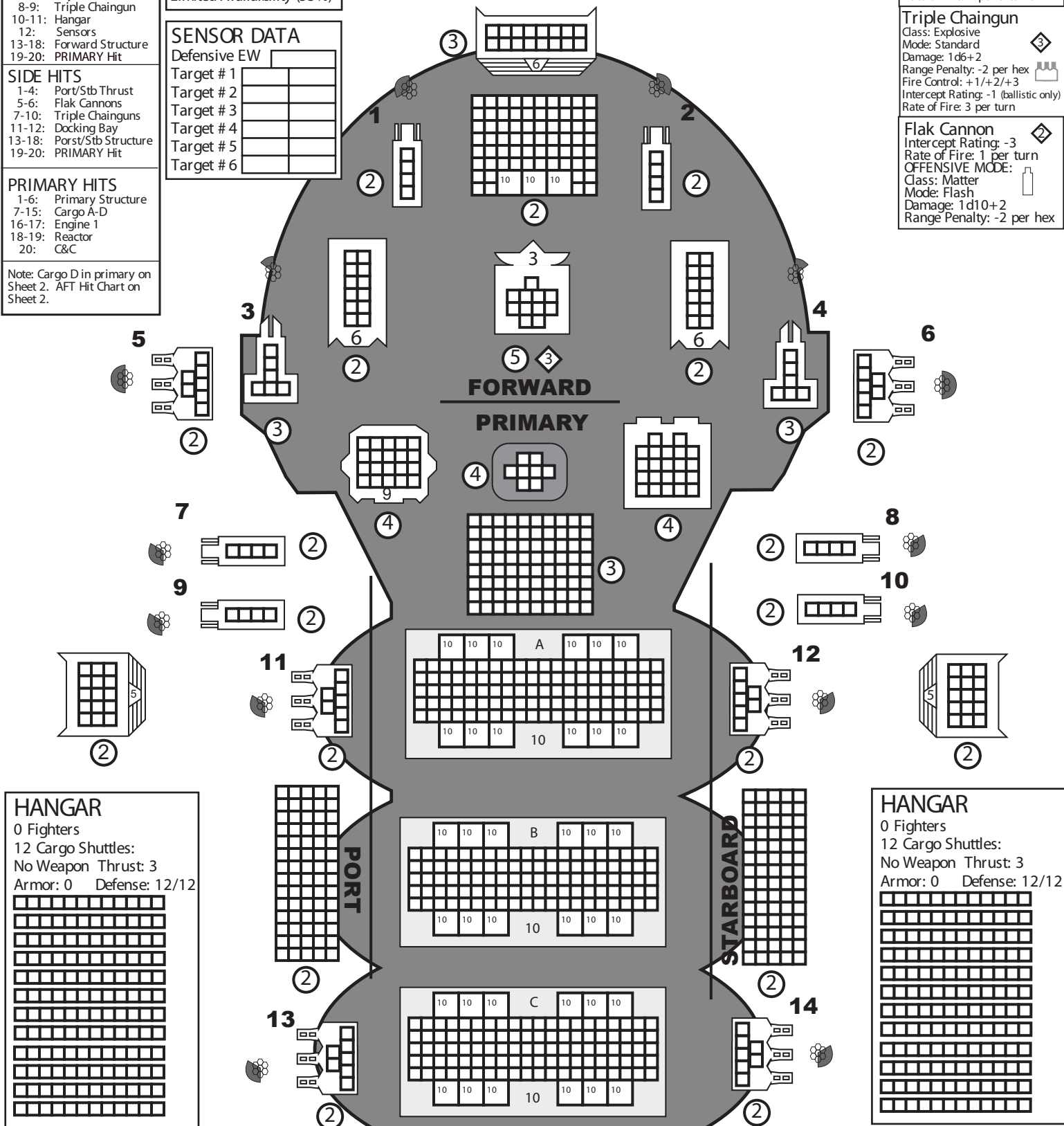
<b>Triple Chaingun</b> Class: Explosive Mode: Standard Damage: 1d6+2 Range Penalty: -2 per hex Fire Control: +1/+2/+3 Intercept Rating: -1 (ballistic only) Rate of Fire: 3 per turn
---

<b>Flak Cannon</b> Intercept Rating: -3 Rate of Fire: 1 per turn <b>OFFENSIVE MODE:</b> Class: Matter Mode: Flash Damage: 1d10+2 Range Penalty: -2 per hex
---

<b>FORWARD HITS</b> 1-4: Retro Thrust 5: Flak Cannon 6-7: Hvy Blast Cannon 8-9: Triple Chaingun 10-11: Hangar 12: Sensors 13-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5-6: Flak Cannons 7-10: Triple Chainguns 11-12: Docking Bay 13-18: Porst/Stb Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-6: Primary Structure 7-15: Cargo A-D 16-17: Engine 1 18-19: Reactor 20: C&C

Note: Cargo D in primary on Sheet 2. AFT Hit Chart on Sheet 2.

<b>SPECIAL NOTES</b> Antiquated Sensors Limited Availability (33%)
<b>SENSOR DATA</b> Defensive EW Target # 1 Target # 2 Target # 3 Target # 4 Target # 5 Target # 6



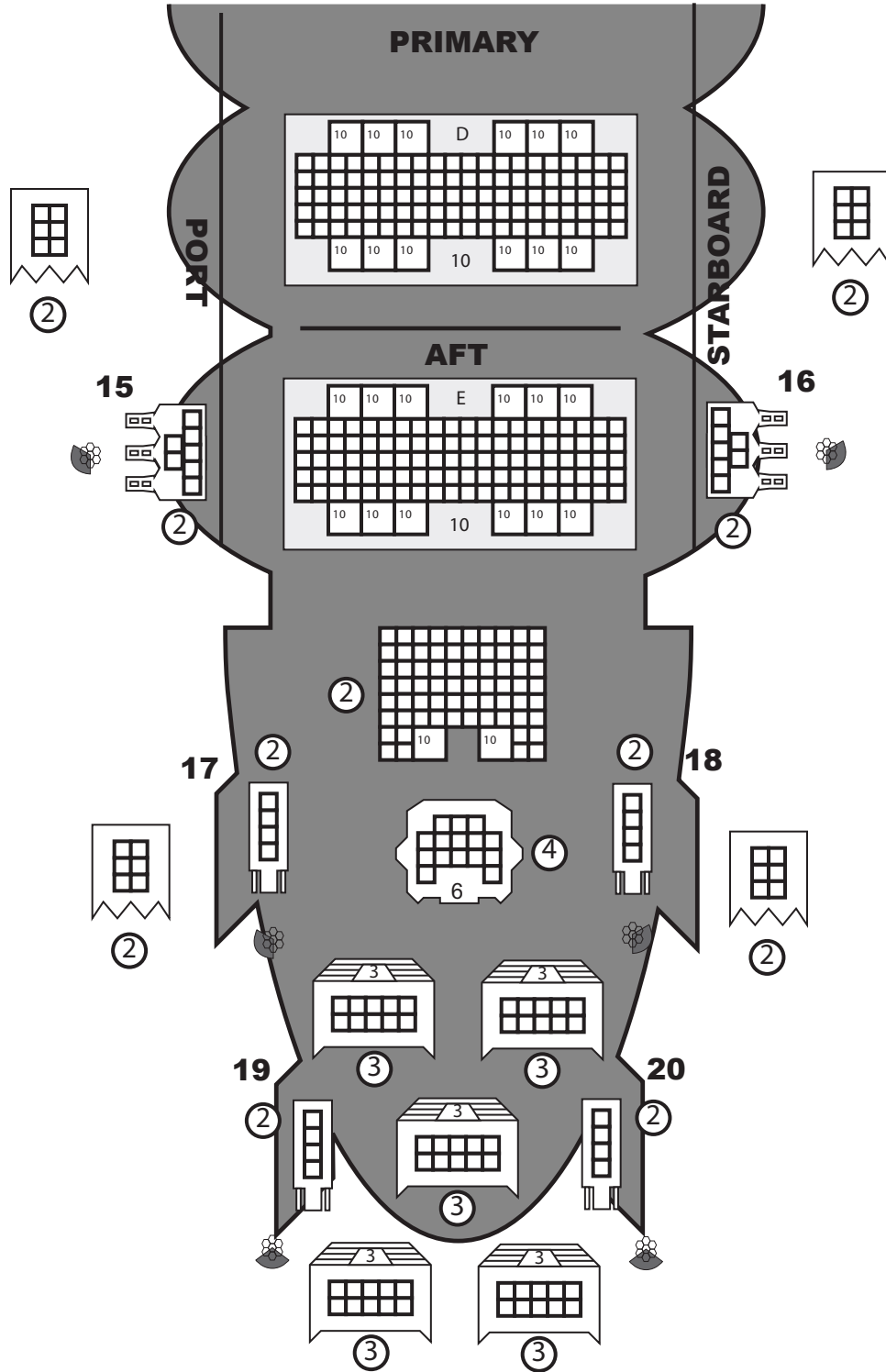
<b>HANGAR</b> 0 Fighters 12 Cargo Shuttles: No Weapon Thrust: 3 Armor: 0 Defense: 12/12
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<b>HANGAR</b> 0 Fighters 12 Cargo Shuttles: No Weapon Thrust: 3 Armor: 0 Defense: 12/12
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# CHOAM Super Freighter Pt 2

## AFT HITS

- 1-5: Main Thrust
  - 6: Engine 2
  - 7-8: Cargo E
  - 9: Triple Chainguns
  - 10-11: Flak Cannons
  - 12: Docking Bays
  - 13-18: Aft Structure
  - 19-20: PRIMARY Hit
- Notes: Docking Bays, Triple Chainguns 14 & 15 on SIDE HITS chart on page 1.



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Docking Bay
- Hvy Blast Cannon
- Triple Chaingun
- Flak Cannon

**SPECIAL NOTES:**  
 Docking Bays may carry LCVs for defense of the CHOAM Super Freighter.