



# Chouka Revelation Freighter

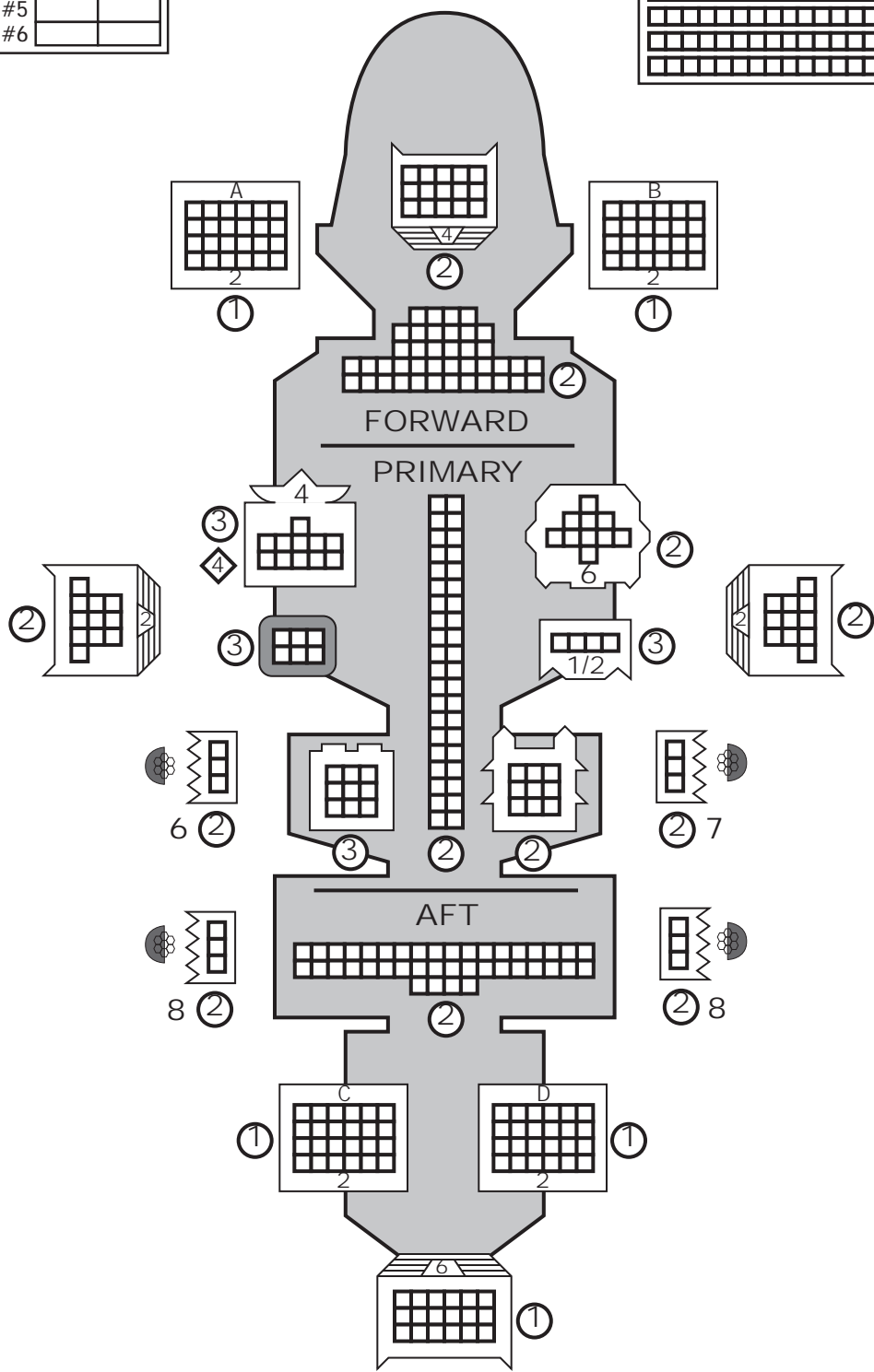
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 1916 Point Value: 175 Ramming Factor: 130 Jump Delay: N/A	Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +4
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	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Point Plasma Gun	
Class: Plasma, a	
Mode: Standard	
Damage: 2d6 (-1 per hex)	
Range Penalty: -2 per hex	
Fire Control: +1/+1/+2	
Int. Rating: -1 (vs. ballistics)	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-5: Retro Thrust	
6-9: Cargo A/B	
10-18: Forward Structure	
19-20: PRIMARY Hit	
AFT HITS	
1-5: Main Thrust	
6-8: Cargo C/D	
9-10: Point Plasma Gun	
11-18: Aft Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-8: Primary Structure	
9-11: Reload Rack	
12-13: Sensors	
14-15: Engine	
16-17: Hangar	
18-19: Reactor	
20: C&C	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
0 Fighters	
4 Shuttles: Thrust: 2	
Armor: 1 Defense: 10/13	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Reload Rack
	Point Plasma Gun

Reload Rack	