

Chouka Temple Starbase

SPECS

Class: Capital Base
 In Service: 1932
 Point Value: 500
 Ramming Factor: 280
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
 Stb/Port Defense: 18
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

WEAPON DATA

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

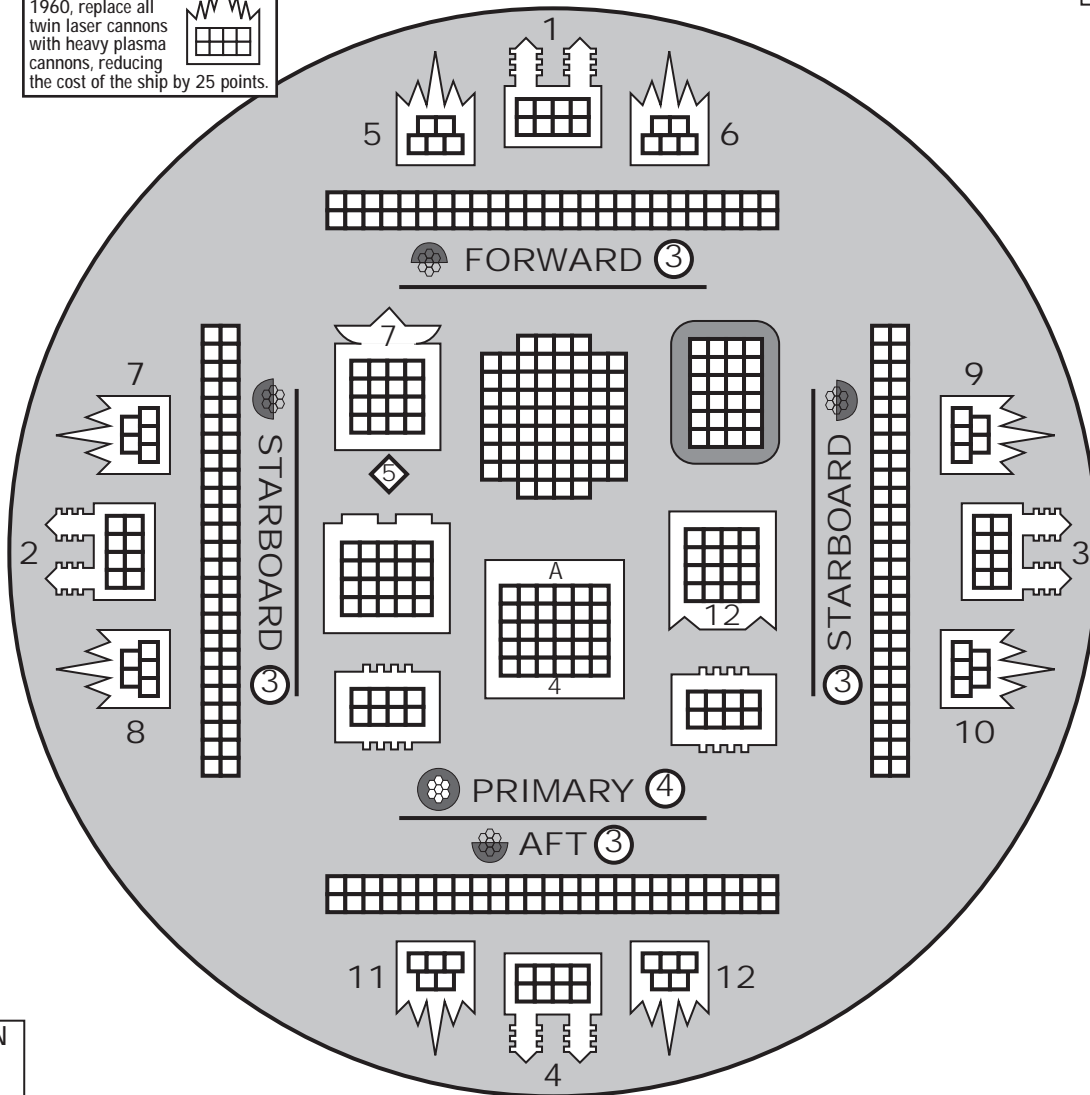
Hvy Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

SECTION HITS	
1-3:	Twin Laser Cannon
4-6:	Med Plasma Cannon
7-18:	Forward Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Cargo
11-12:	Quarters
13-15:	Sensors
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	

EARLY WEAPONS
 In scenarios set before 1960, replace all twin laser cannons with heavy plasma cannons, reducing the cost of the ship by 25 points.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Laser Cannon
	Hvy Plasma Cannon
	Med Plasma Cannon