

Chouka Crusader Dreadnought

SPECS

Class: Capital Ship
In Service: 1972
Point Value: 850
Ramming Factor: 440
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

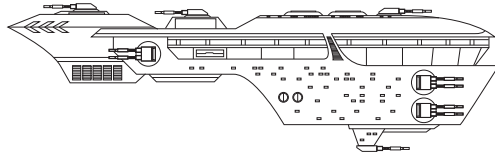
Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 6/1
Extra Power: 0
Initiative Bonus: +0

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

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



FORWARD HITS

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

SIDE HITS

1-3: Port/Stb Thrust
4-6: Twin Laser Cannon
7-9: Light Laser
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Laser Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

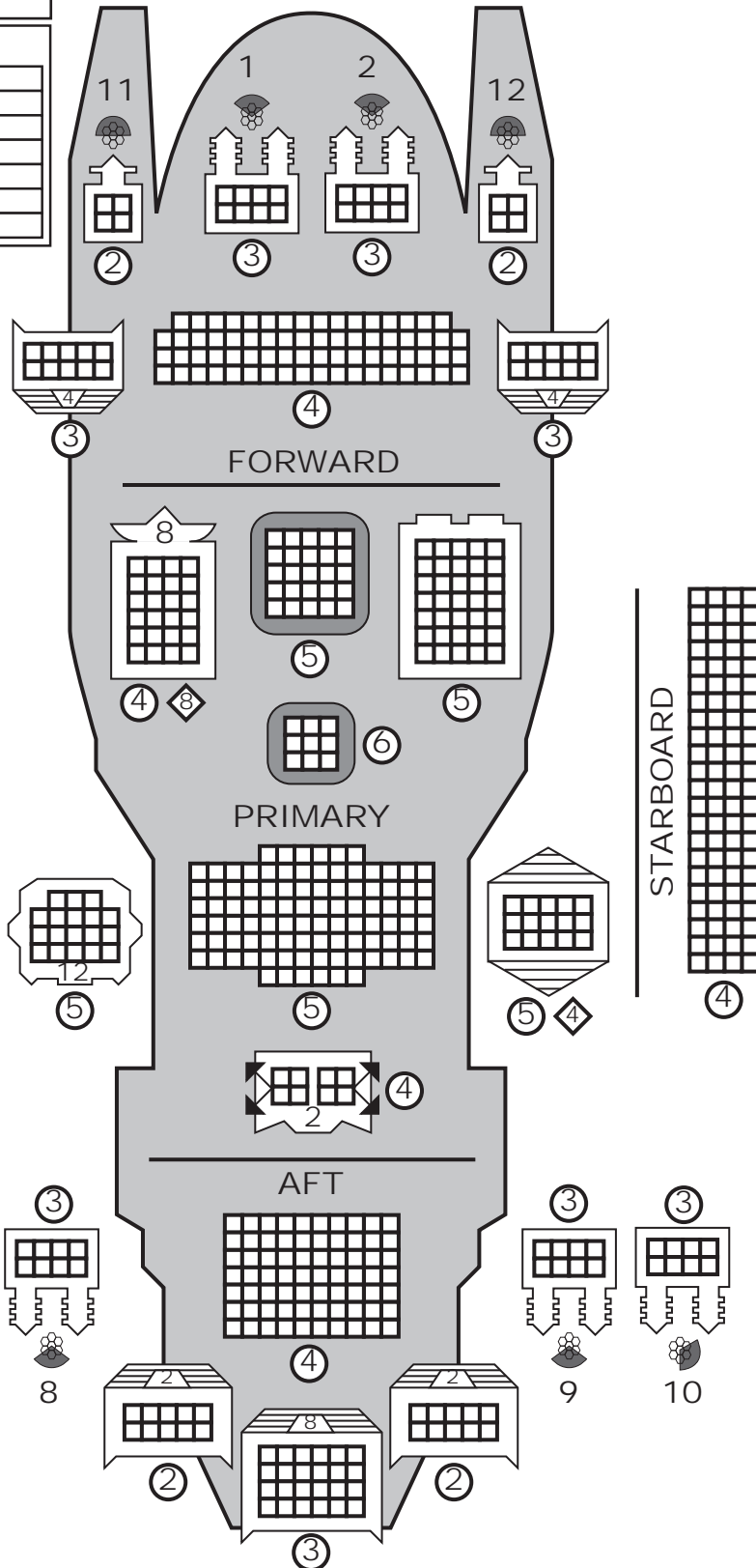
SPECIAL NOTES

Unique Ship

SENSOR DATA

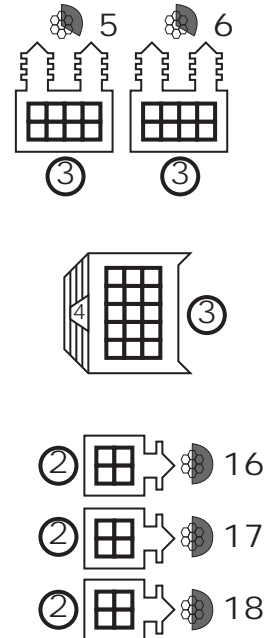
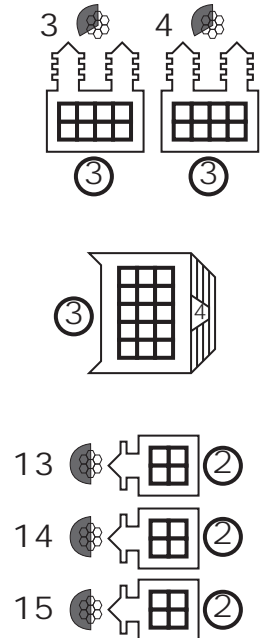
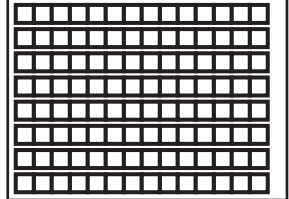
Defensive EW

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



HANGAR

0 Fighters
8 Shuttles: Thrust: 3
Armor: 2 Defense: 10/13



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Laser Cannon
- Light Laser Cannon