

# Chouka Inquisitor Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 1921  
Point Value: 340  
Ramming Factor: 160  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +6

| Speed      | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost  | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7  | 8  | 8  |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7  | 8  | 8  |

## WEAPON DATA

**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

## Light Plasma Cannon

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

## Point Plasma Gun

Class: Plasma  
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

1-4: Retro Thrust  
5-7: Med Plasma Cannon  
8-10: Point Plasma Gun  
11-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Lt Plasma Cannon  
9-11: Point Plasma Gun  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)  
(1945-1960)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #7

Target #8

Target #9

Target #10

Target #11

Target #12

Target #13

Target #14

Target #15

Target #16

Target #17

Target #18

Target #19

Target #20

Target #21

Target #22

Target #23

Target #24

Target #25

Target #26

Target #27

Target #28

Target #29

Target #30

Target #31

Target #32

Target #33

Target #34

Target #35

Target #36

Target #37

Target #38

Target #39

Target #40

Target #41

Target #42

Target #43

Target #44

Target #45

Target #46

Target #47

Target #48

Target #49

Target #50

Target #51

Target #52

Target #53

Target #54

Target #55

Target #56

Target #57

Target #58

Target #59

Target #60

## ICON RECOGNITION

Thruster

C & C

Sensors

Engine

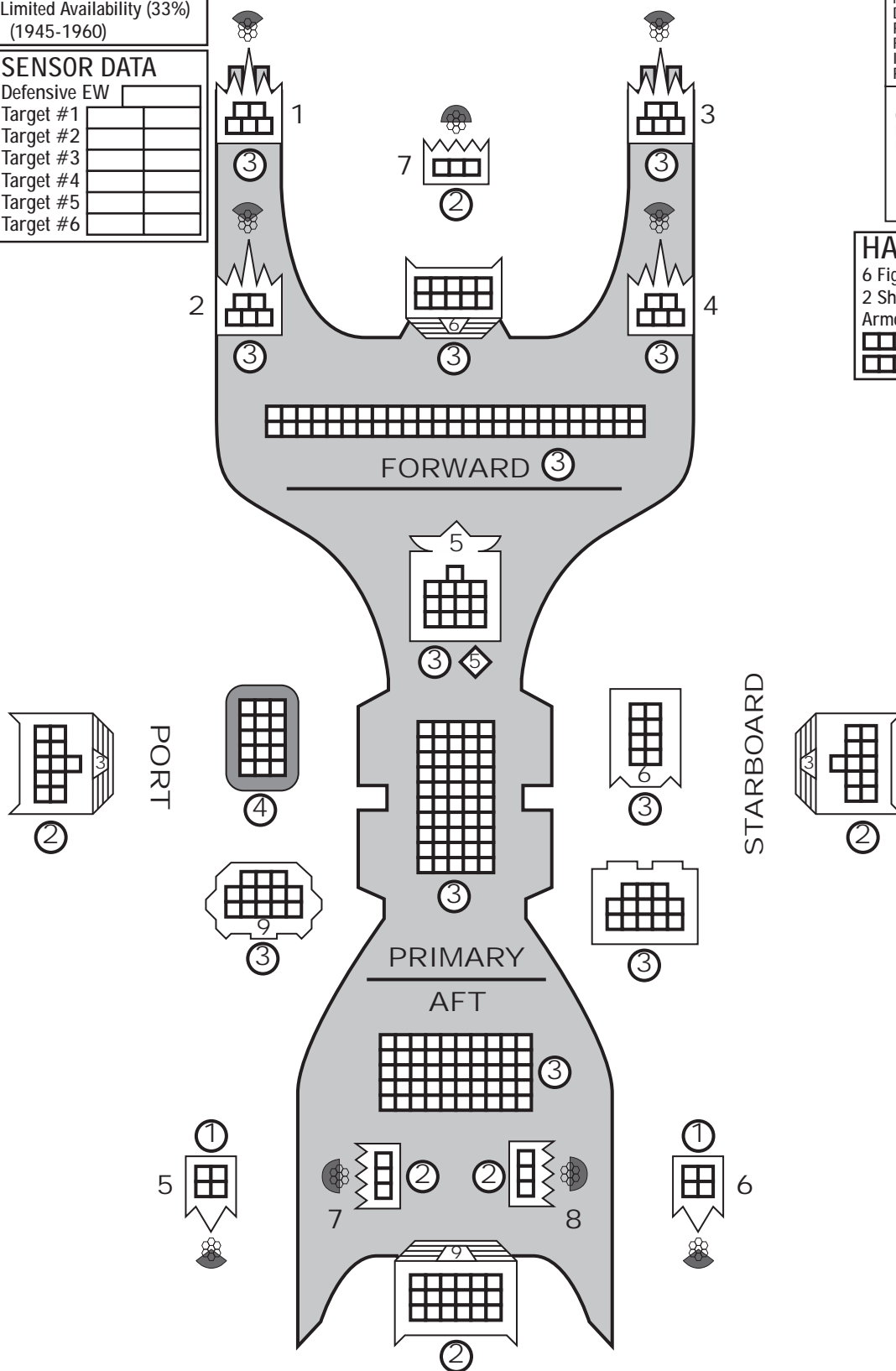
Reactor

Hangar

Med Plasma Cannon

Lt Plasma Cannon

Point Plasma Gun



## HANGAR

6 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 11/11