

Chouka Revelation Military Freighter

SPECS

Class: Hvy Combat Vsl
In Service: 1916
Point Value: 160
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +4

WEAPON DATA

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

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

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: Port/Stb Thrust
12: Reload Rack
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

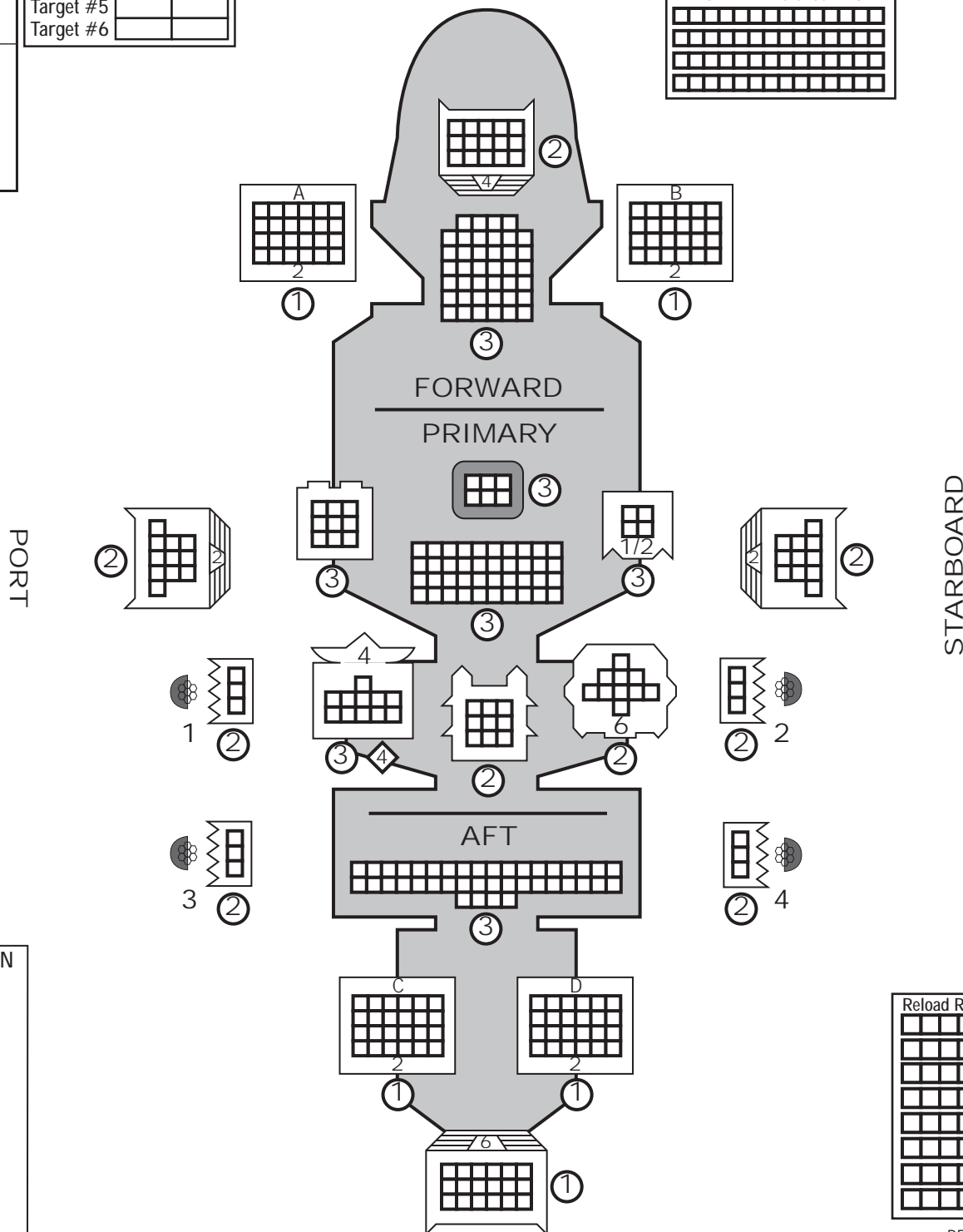
HANGAR

0 Fighters

4 Cargo Shuttles:

No Weapon Thrust: 2

Armor: 1 Defense: 12/12



ICON RECOGNITION

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

Reload Rack
