



Shokan Areko Light Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2237
Point Value: 475
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 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: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Heavy 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

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 8/8



SIDE HITS

1-4: Port/Stb Thrust
5: Standard Particle Beam
6-7: Hvy Plasma Cannon
8-9: Med Bolter
10-11: Engine
12-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Cargo
10-11: Fwd/Aft Thrust
12: Standard Particle Beam
13-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Hybrid Drive
Atmospheric Capable
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

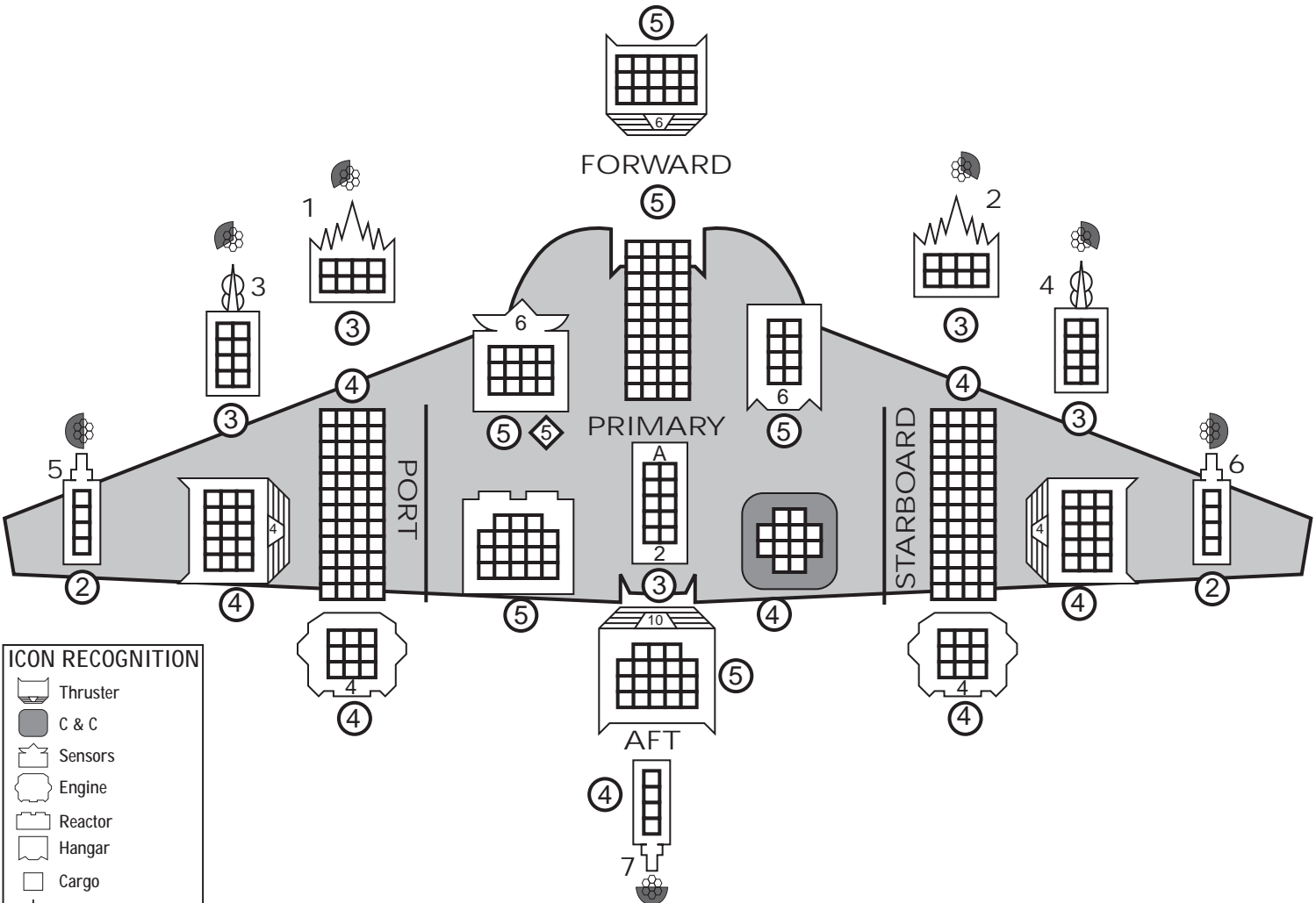
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Bolter
- Hvy Plasma Cannon
- Std Particle Beam