

CHOAM Shielded Monitor

Forward Hits
 1-5 Forward Thruster
 6-10 Class L Missile
 11-12 Medium Railgun
 13-18 Forward Hull
 19-20 Primary

Port/Stbd Hits
 1-5 Side Thruster
 6-9 Gauss Cannon
 10 Holtzman Shield
 11-18 Side Structure
 19-20 Primary

Aft Hits
 1-5 Aft Thruster
 6-7 Medium Railgun
 8-10 Gauss Cannon
 11-18 Aft Structure
 19-20 Primary

Primary Hits
 1-10 Primary Structure
 11-12 Hanger
 13-15 Sensors
 16-17 Engines
 18-19 Reactor
 20 C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MISSILES

Rack #1

Rack #2

Rack #3

SPECS

Class: Capital Ship

In Service: 9340

Point Value: 875

Ramming Factor: 290

Jump Delay: N/A

Speed

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

MANEUVERING

Turn Cost: 5/4 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17/13

Stb/Port Defense: 16/12

Engine Efficiency: 3/1

Extra Power: +0

Initiative Penalty: -1

SPECIAL NOTES

Antiquated Sensors

HANGAR

12 Fighters

2 Shuttles: Thrust: 5

Armor: 0 Defense: 9/10

WEAPON DATA

Medium Railgun

Class: Matter

Modes: Standard

Damage: 3d10+3

Range Penalty: -1 per 2 hex

Fire Control: +2/+2/-3

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Class: L. Missile Rack

Class: Ballistic

Missiles: 20

Range Penalty: None

Fire Control: +3/+3/+3

Rate of Fire: 1 per 2 turns

Gauss Cannon

Class: Matter

Modes: Standard

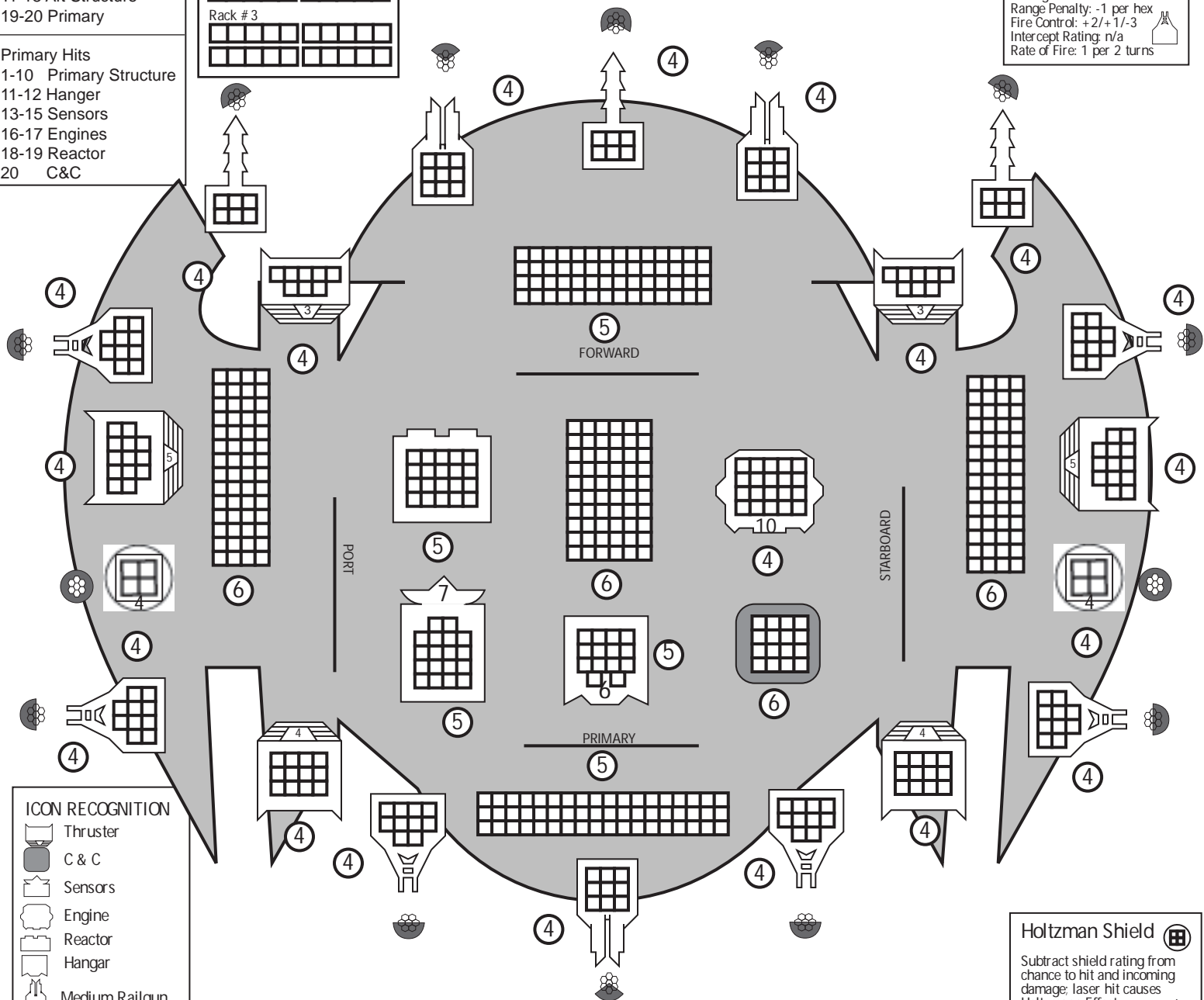
Damage: 1d10+10

Range Penalty: -1 per hex

Fire Control: +2/+1/-3

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Railgun
- Class-S Missile Rack
- Gauss Cannon
- Holtzman Shield

Holtzman Shield

Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzman Effect