



Chouka Raider Wrath Warship

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 12					
In Service: 1949		Turn Delay: 1 x Speed						Stb/Port Defense: 15					
Point Value: 210		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 5/1					
Ramming Factor: 50		Pivot Cost: 4+4 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +12					
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	

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	

HANGAR

0 Fighters	
2 Shuttles:	Thrust: 3
Armor: 1	Defense: 12/12

[illegible]

FORWARD HITS

1-5: Retro Thrust
6-8: Med Plasma Cannon
9-17: Structure
18-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Lt Plasma Cannon
 9-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

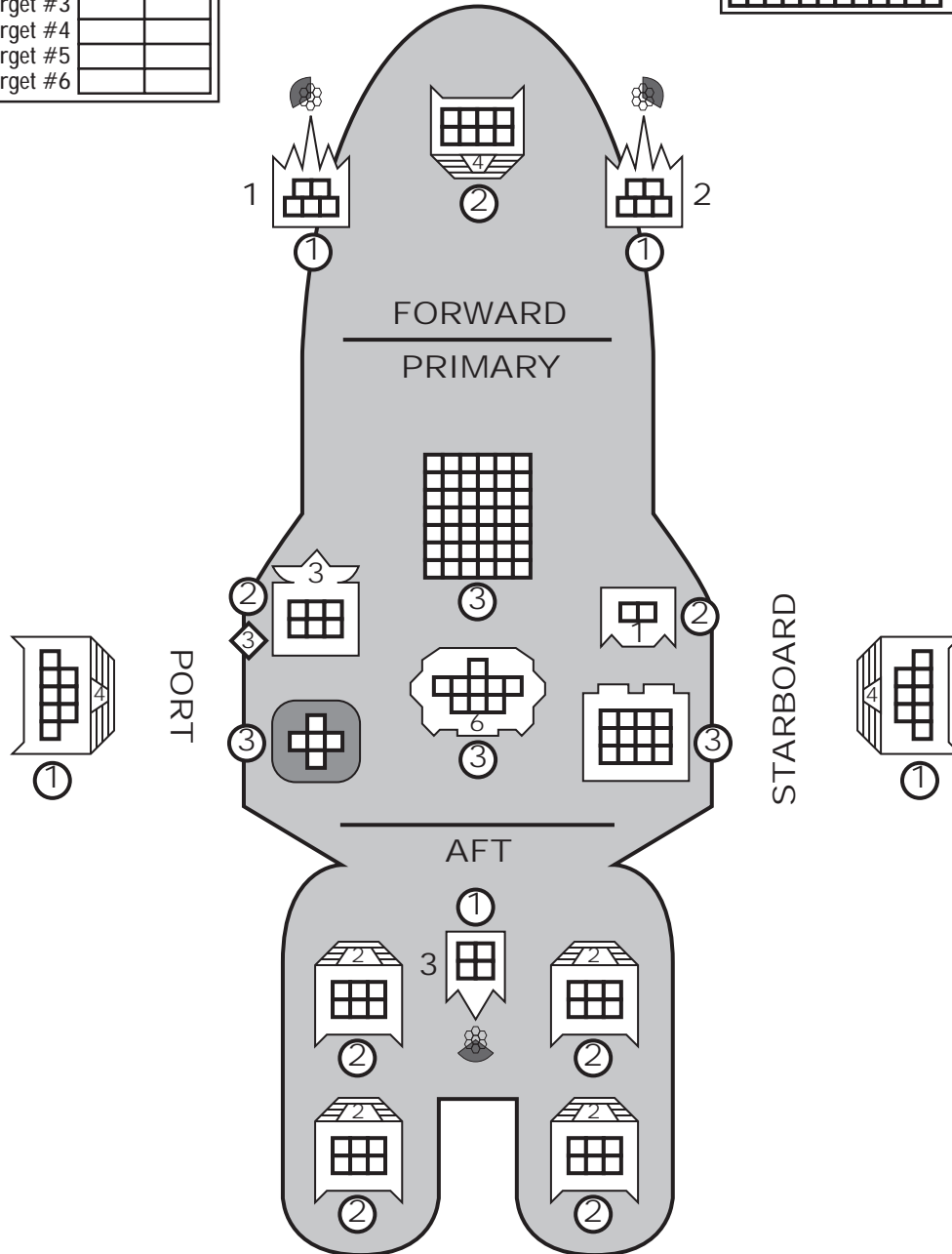
- 1-10: Port/Stb Thrust
- 11-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES









Atmospheric Capable

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
-  Medium Plasma Cannon
-  Lt Plasma Cannon