

Chouka Raider Highwayman-B Sloop

SPECS

Class: Medium Ship
In Service: 1821
Point Value: 300
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2(3) Thrst
Pivot Cost: 1(+1) Thrust
Roll Cost: 1(+1) Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 10
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Light Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 12/12



FORWARD HITS

1-5: Retro Thrust
6-7: Lt Particle Cannon
8-9: Lt Particle Beam
10-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Particle Beam
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Point Plasma Gun
9-11: Cargo
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship

(without cargo pods)

Atmospheric Capable

(without cargo pods)

Weapons 5 & 6 are lost if the cargo pod they are attached to is dropped.

SENSOR DATA

Defensive EW

Target #1

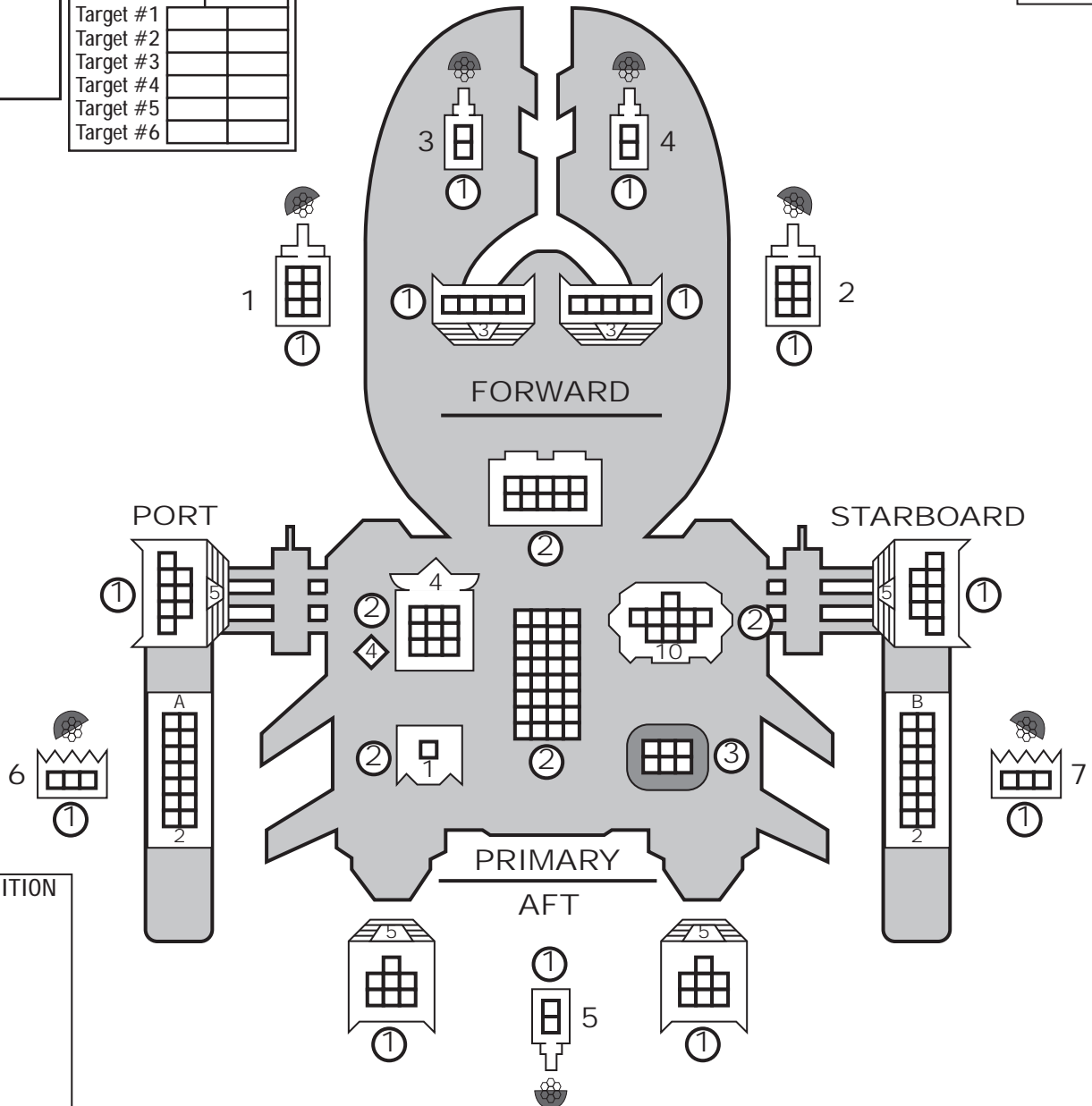
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Cannon
- Lt Particle Beam
- Point Plasma Gun