





# Chouka War Prayer Gunship

SPECS		MANEUVERING							COMBAT STATS				
Class: Medium Ship		Turn Cost: 1/3 Speed							Fwd/Aft Defense: 11				
In Service: 1952		Turn Delay: 1/3 Speed							Stb/Port Defense: 13				
Point Value: 325		Accel/Decel Cost: 1 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 50		Pivot Cost: 1 Thrust							Extra Power: 0				
Jump Delay: N/A		Roll Cost: 1 Thrust							Initiative Bonus: +12				
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	

WEAPON DATA	
<b>Hvy Plasma Cannon</b>	
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	
<b>Light Plasma Cannon</b>	
Class: Plasma	
Modes: Standard	
Dmg: 2d10+2 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 9/11  
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**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Hvy Plasma Cannon  
8-10: Lt Plasma Cannon  
11-17: Structure  
18-20: PRIMARY Hit

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

**PRIMARY HITS**  
1-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C&C

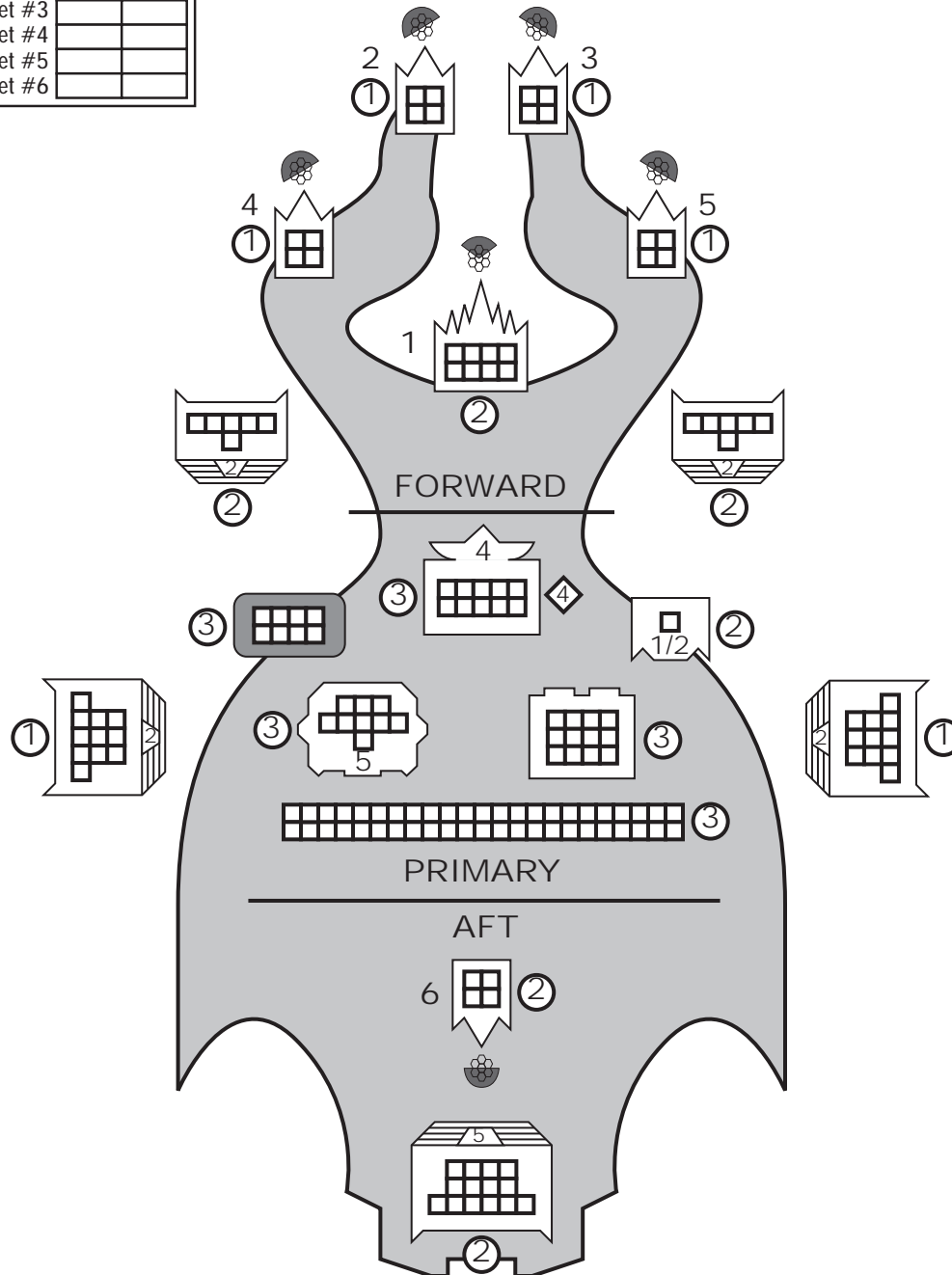
## SPECIAL NOTES

## Agile Ship

## SENSOR DATA

## Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



## ICON RECOGNITION

