

Chouka Citadel Star Fortress

SPECS

Class: Enormous Base
In Service: 1961
Point Value: 4500
Ramming Factor: 880
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 22
Stb/Port Defense: 22
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

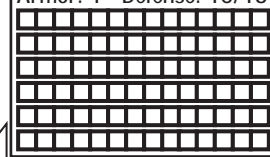
Twin Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+5 2 times
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Hvy 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

Hvy Point Plasma Gun
Class: Plasma
Modes: Standard
Dmg: 2d10 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+3/+4
Int Rating: -2 vs. ballistics
Rate of Fire: 2 per turn

HANGARS

18 Fighters each
3 Shuttles each: Thrust: 2
Armor: 1 Defense: 10/13



SECTION HITS

1-2: Hvy Plasma Cannon
3-4: Twin Laser Cannon
5-7: Missile Rack
8: Hvy Point Plasma
9-10: Cargo
11: Reactor
12-18: Section Structure
19-20: PRIMARY Hit

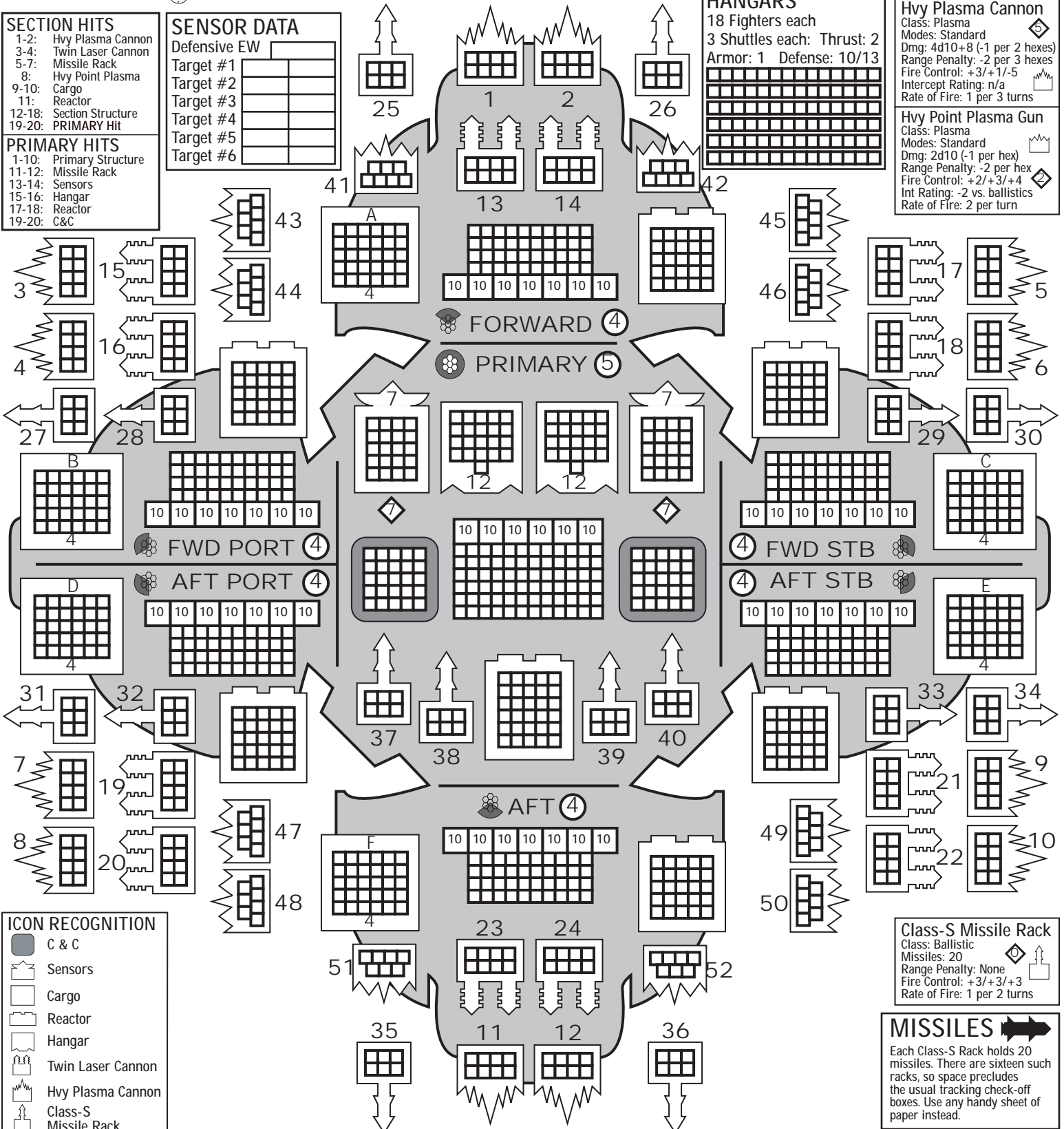
PRIMARY HITS

1-10: Primary Structure
11-12: Missile Rack
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Twin Laser Cannon
- Hvy Plasma Cannon
- Class-S Missile Rack
- Heavy Point Plasma Gun

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

MISSILES

Each Class-S Rack holds 20 missiles. There are sixteen such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.