

Chouka Raider Gambler Blockade Runner

SPECS

Class: Medium Ship
In Service: 1903
Point Value: 200
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

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

WEAPON DATA

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 |

FORWARD HITS

1-4: Retro Thrust
5-6: Point Plasma Gun
7-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Cargo A
10-11: Cargo B
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

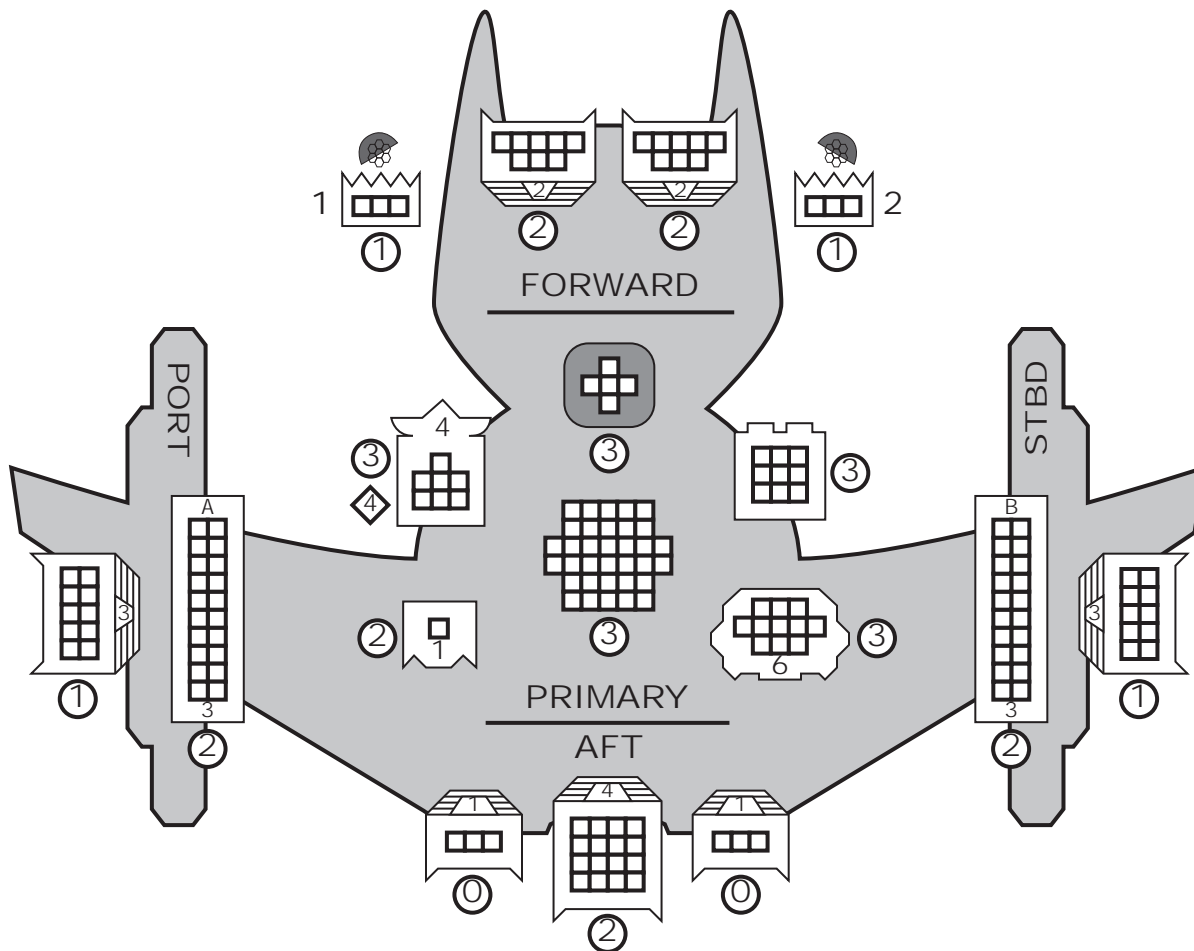
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Point Plasma Gun