

Chouka Raider Thief Grappling Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 1943
Point Value: 350
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
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

Grappling Claw

Attaches the ship to the target vessel so boarding parties can be deposited.

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8-9: Grappling Claw
10-11: Cargo
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Med Plasma Cannon
8-11: Cargo
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
8 Marine Contingents

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

3 Cargo Shuttles:

Thrust: 4 No Weapons

Armor: 1 Defense: 11/11

PORT

STARBOARD

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Grappling Claw

