

Chouka Taera Shrine

SPECS

Class: Capital Base
In Service: 1954
Point Value: 325
Ramming Factor: 170
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: 16
Stb/Port Defense: 16
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

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

SECTION HITS

1-2: Point Plasma Gun
3-5: Cargo/Quarters
6-7: Hangar/Quarters
8-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Quarters
12-14: Sensors
15-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

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

