






# Chouka Radiance Explorer

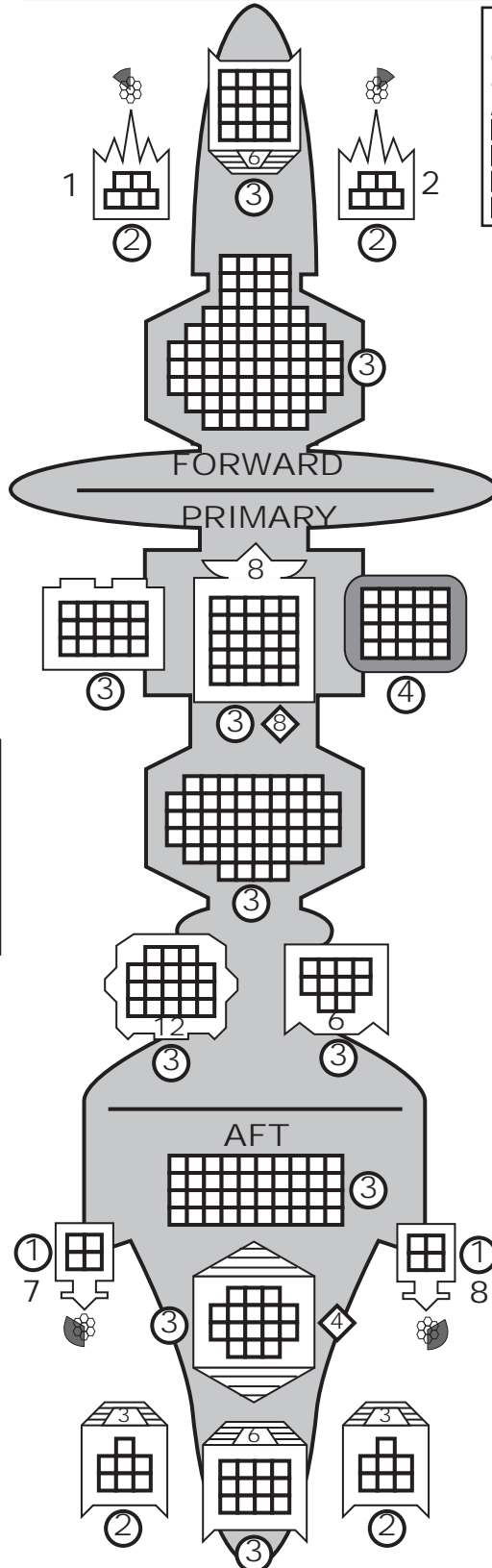
SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 3/2 Speed						Fwd/Aft Defense: 14					
In Service: 1936		Turn Delay: 4/3 Speed						Stb/Port Defense: 17					
Point Value: 480		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 5/1					
Ramming Factor: 230		Pivot Cost: 4+4 Thrust						Extra Power: 0					
Jump Delay: 36 Turns		Roll Cost: 2+2 Thrust						Initiative Bonus: +0					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18	
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16	

WEAPON DATA	
<b>Med. Plasma Cannon</b>	
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	
<b>Light Laser Cannon</b>	
Class: Laser	
Modes: Raking	
Damage: 2d10+7	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Point Plasma Gun</b>	
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	











<b>FORWARD HITS</b>	
1-4:	Retro Thrust
5-7:	Med Plasma Cannon
8-18:	Forward Structure
19-20:	PRIMARY Hit
<b>SIDE HITS</b>	
1-4:	Port/Stb Thrust
5-7:	Light Laser Cannon
8:	Point Plasma Cannon
8-18:	Port/Stb Structure
19-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-6:	Main Thrust
7-8:	Light Laser Cannon
9-11:	Jump Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-10:	Primary Structure
11-13:	Sensor's
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

<b>SPECIAL NOTES</b>	
Restricted Deployment (10%)	
ELINT Ship	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
 6 Fighters  
 4 Shuttles: Thrust: 2  
 Armor: 1 Defense: 10/13



### ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Med Plasma Cannon
	Light Laser Cannon
	Point Plasma Cannon