




Chouka Raider Oathbreaker Raiding Barge

| SPECS | | MANEUVERING | | | | | | | COMBAT STATS | | | | |
|-----------------------|---|----------------------------|---|---|---|---|---|---|------------------------|----|----|----|--|
| Class: Hvy Combat Vsl | | Turn Cost: 1 x Speed | | | | | | | Fwd/Aft Defense: 13 | | | | |
| In Service: 1938 | | Turn Delay: 1 x Speed | | | | | | | Stb/Port Defense: 15 | | | | |
| Point Value: 250 | | Accel/Decel Cost: 3 Thrust | | | | | | | Engine Efficiency: 4/1 | | | | |
| Ramming Factor: 130 | | Pivot Cost: 4+4 Thrust | | | | | | | Extra Power: 0 | | | | |
| Jump Delay: N/A | | Roll Cost: 3+3 Thrust | | | | | | | Initiative Bonus: +4 | | | | |
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | |
| Turn Cost | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | |
| 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 | |
| Light Plasma Cannon |  |
| Class: Plasma | |
| Modes: Standard | |
| Dmg: 2d10+2 (-1 per 2 hexes) | |
| Range Penalty: -1 per hex | |
| Fire Control: +3/+1/-5 | |
| Intercept Rating: n/a | |
| Rate of Fire: 1 per 2 turns | |
| 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 | |

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8-9: Lt Plasma Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Lt Plasma Cannon
9-10: Point Plasma Gun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4
Target #5

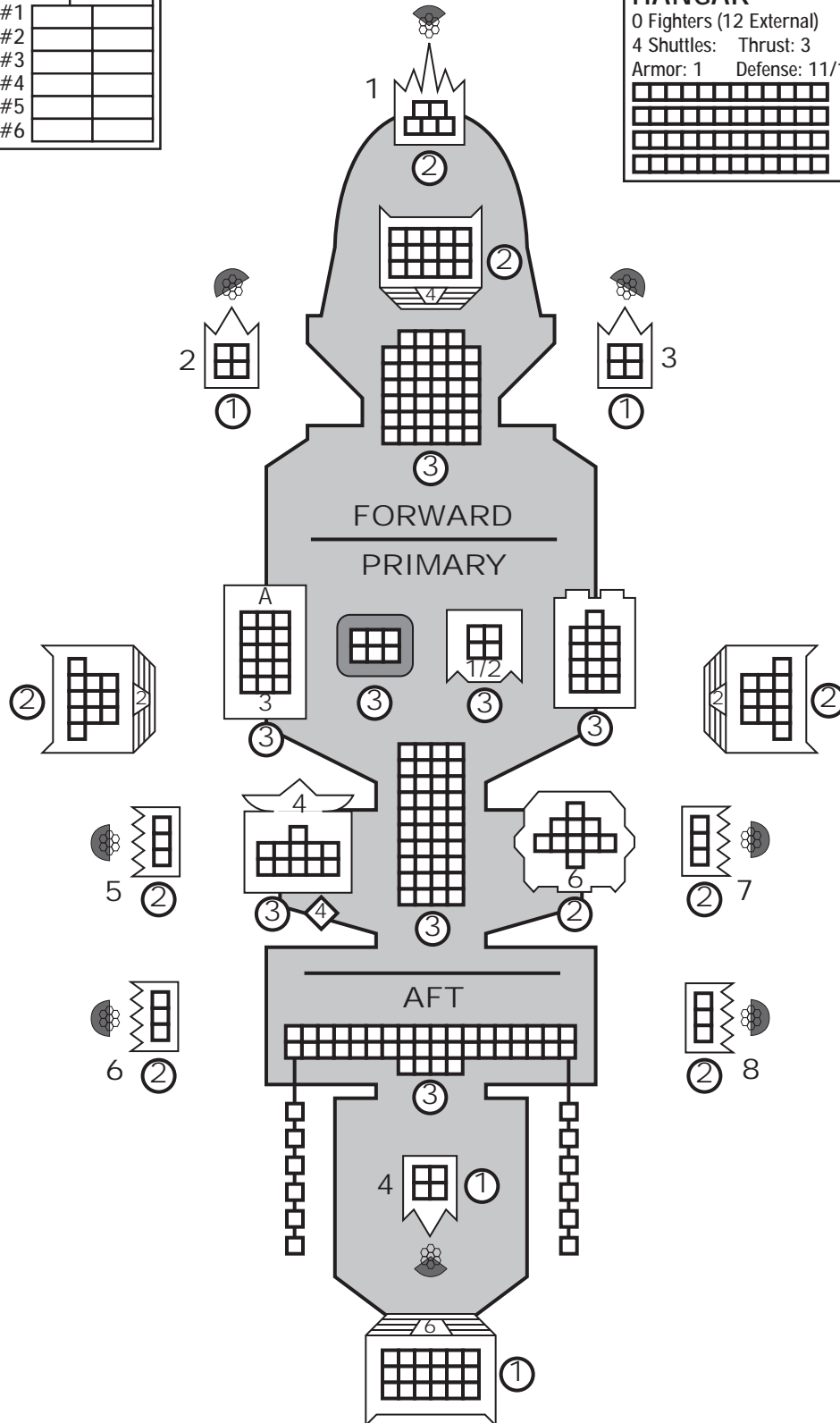
Target #5
Target #6

HANGAR












0 Fighters (12 External)

4 Shuttles: Thrust: 3

Armor: 1 Defense: 11/11



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Cargo
-  Medium Plasma Cannon
-  Lt Plasma Cannon
-  Point Plasma Gun
-  Ext. Fighter Rail