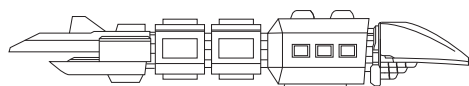


# Chouka Revelation Minelayer



## SPECS

Class: Hvy Combat Vsl  
In Service: 1953  
Point Value: 180  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +4

## WEAPON DATA

**Ballistic Mine Launcher**  
Class: Ballistic  
Modes: Proximity  
Damage: By mine type  
Range Penalty: None  
Fire Control: n/a  
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  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-9: Ballistic Mine  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Ballistic Mine  
8-9: Cargo  
10-11: Point Plasma Gun  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-9: Port/Stb Thrust  
10-11: Point Plasma Gun  
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 #6

## HANGAR

0 Fighters

4 Cargo Shuttles:

No Weapon Thrust: 2

Armor: 1 Defense: 12/12

PORT

STARBOARD

## ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Reactor

Hangar

Cargo

Ballistic Mine

Point Plasma Gun

## BALLISTIC MINES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5