

Chouka War Prayer Minesweeper

SPECS

Class: Medium Ship
In Service: 1960
Point Value: 275
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

WEAPON DATA

Hvy Point Plasma Gun
Class: Plasma
Modes: Standard
Dmg: 2d10 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+3/+4
Int. Rating: -2 vs. ballistics
Rate of Fire: 2 per turn

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

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/11

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FORWARD HITS

1-4: Retro Thrust
5-7: Hvy Point Plasma
8-10: Point Plasma Gun
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Point Plasma Gun
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C&C

SPECIAL NOTES

Minesweeper Bonus (+2)
Agile Ship

SENSOR DATA

Defensive EW

Target #1

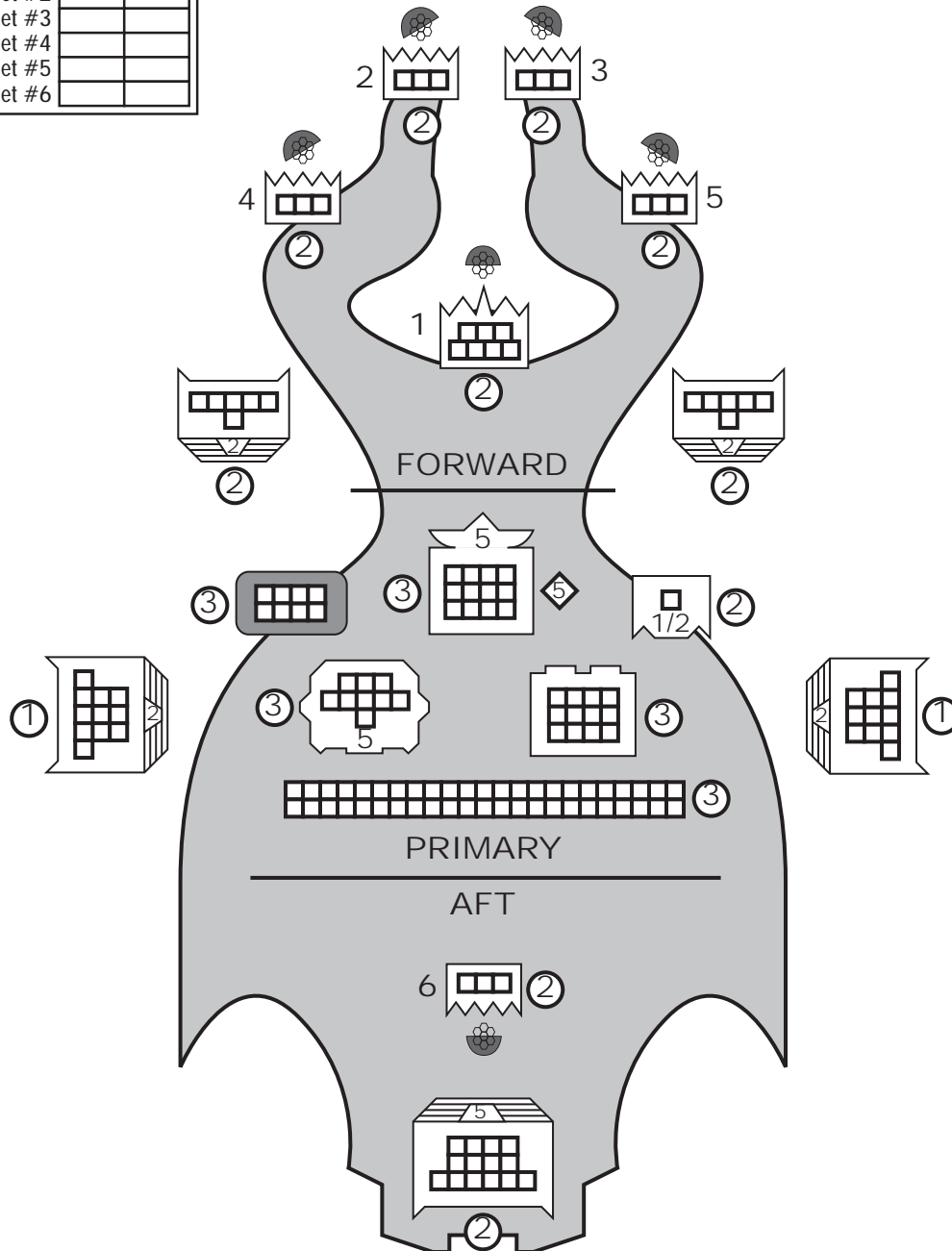
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Point Plasma Gun
- Point Plasma Gun