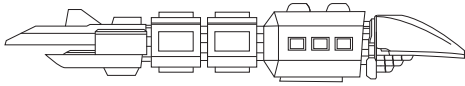




# Chouka Revelation War Barge



## SPECS

Class: Hvy Combat Vsl  
In Service: 1963  
Point Value: 250  
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

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

**Class-O Missile Rack**  
Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +1/+1/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

## 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

## FORWARD HITS

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

## AFT HITS

1-5: Main Thrust  
6: Lt Plasma Cannon  
7-8: Missile Rack  
9-10: Point Plasma Gun  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-9: Port/Stb Thrust  
10-11: Point Plasma Gun  
12: Reload Rack  
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

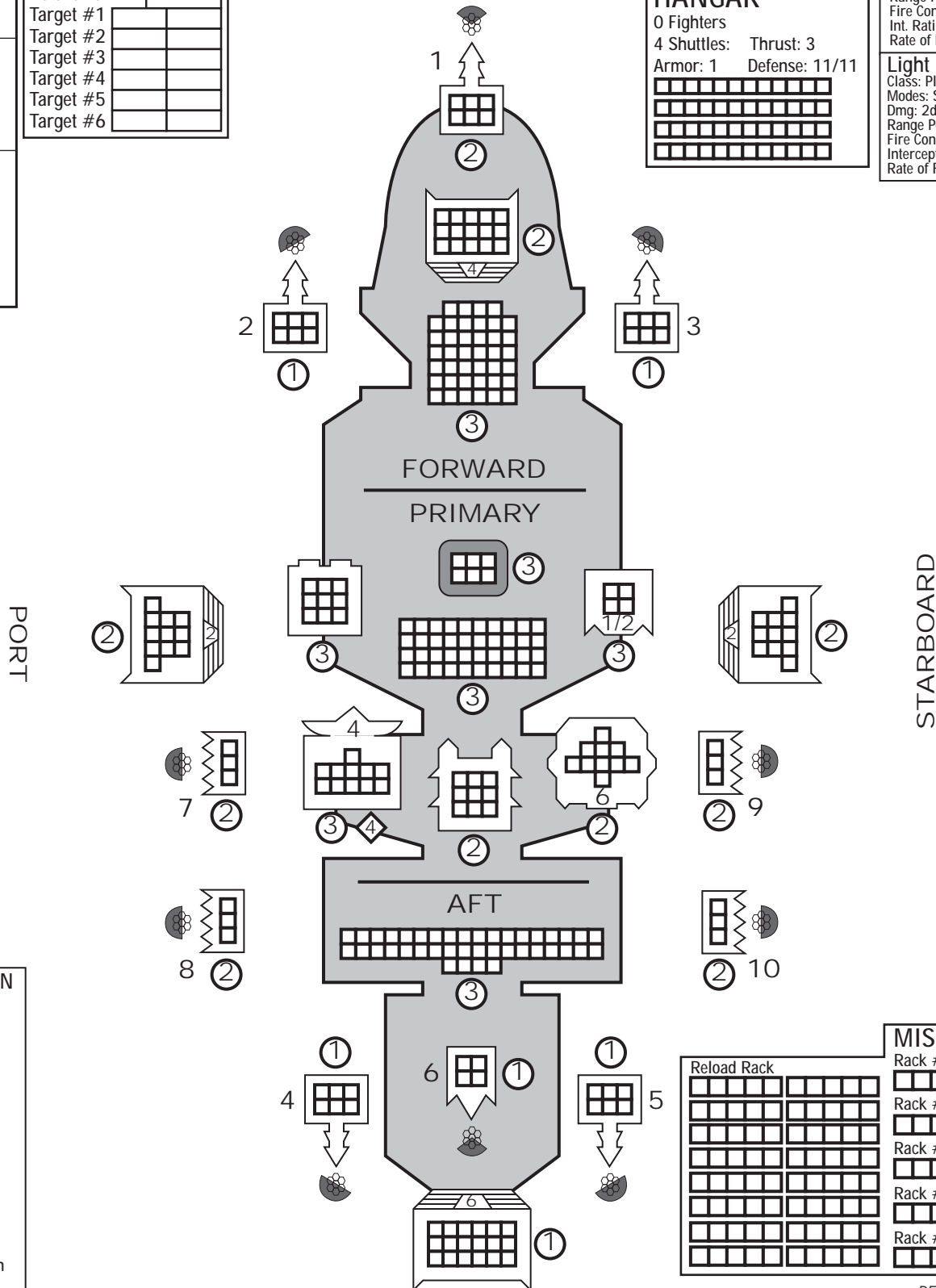
Target #6

## HANGAR

0 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 11/11



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reload Rack
- Class-O Missile Rack
- Point Plasma Gun
- Lt Plasma Cannon

## MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Reload Rack