





# Chouka Covenant Minelayer

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 16					
In Service: 1957		Turn Delay: 1 x Speed						Stb/Port Defense: 16					
Point Value: 475		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 4/1					
Ramming Factor: 320		Pivot Cost: 2+2 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 3+3 Thrust						Initiative Bonus: +0					
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	

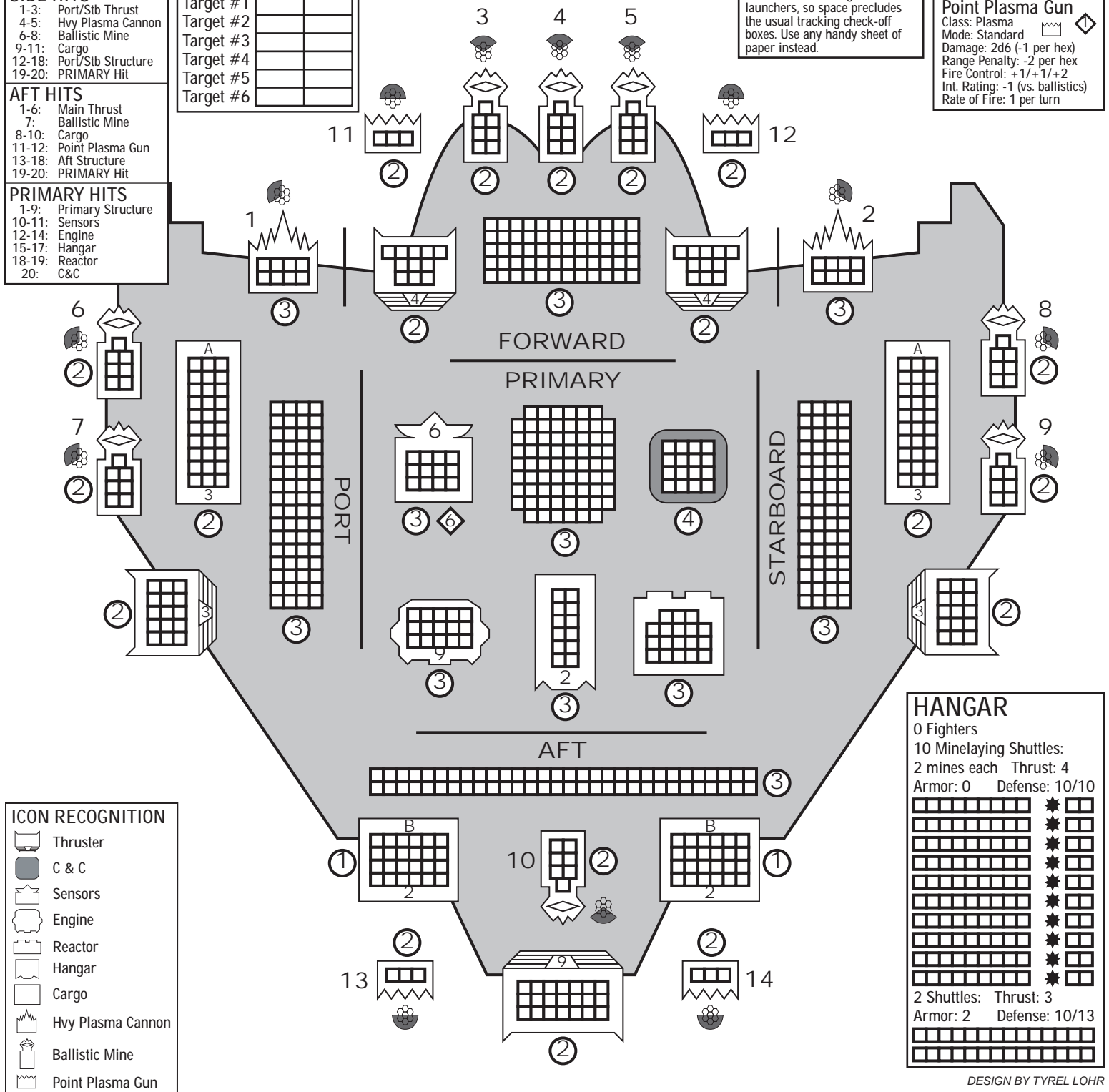
WEAPON DATA	
<b>Hvy Plasma Cannon</b> Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
<b>Ballistic Mine Launcher</b> Class: Ballistic Modes: Proximity Damage: By mine type Range Penalty: None Fire Control: n/a Intercept Rating: n/a Rate of Fire: 1 per 3 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
5-8:	Ballistic Mine
9-10:	Point Plasma Gun
11-18:	Forward Structure
19-20:	PRIMARY Hit
<b>SIDE HITS</b>	
1-3:	Port/Stb Thrust
4-5:	Hvy Plasma Cannon
6-8:	Ballistic Mine
9-11:	Cargo
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-6:	Main Thrust
7:	Ballistic Mine
8-10:	Cargo
11-12:	Point Plasma Gun
13-18:	Aft Structure
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-9:	Primary Structure
10-11:	Sensors
12-14:	Engine
15-17:	Hangar
18-19:	Reactor
20:	C&C











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

## BALLISTIC MINES

Each mine launcher holds 8 mines. There are eight such launchers, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.



## ICON RECOGNITION

- |   |                   |
|---|-------------------|
|  | Thruster          |
|  | C & C             |
|  | Sensors           |
|  | Engine            |
|  | Reactor           |
|  | Hangar            |
|  | Cargo             |
|  | Hvy Plasma Cannon |
|  | Ballistic Mine    |
|  | Point Plasma Gun  |

## HANGAR

[illegible]