

Chouka Temple Starbase

SPECS

Class: Capital Base
In Service: 1932
Point Value: 500
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Twin Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+5 2 times
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Hvy Plasma Cannon
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

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

EARLY WEAPONS

In scenarios set before 1960, replace all twin laser cannons with heavy plasma cannons, reducing the cost of the base by 25 points.

SECTION HITS

1-3: Twin Laser Cannon
4-6: Med Plasma Cannon
7-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Cargo
11-12: Quarters
13-15: Sensors
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

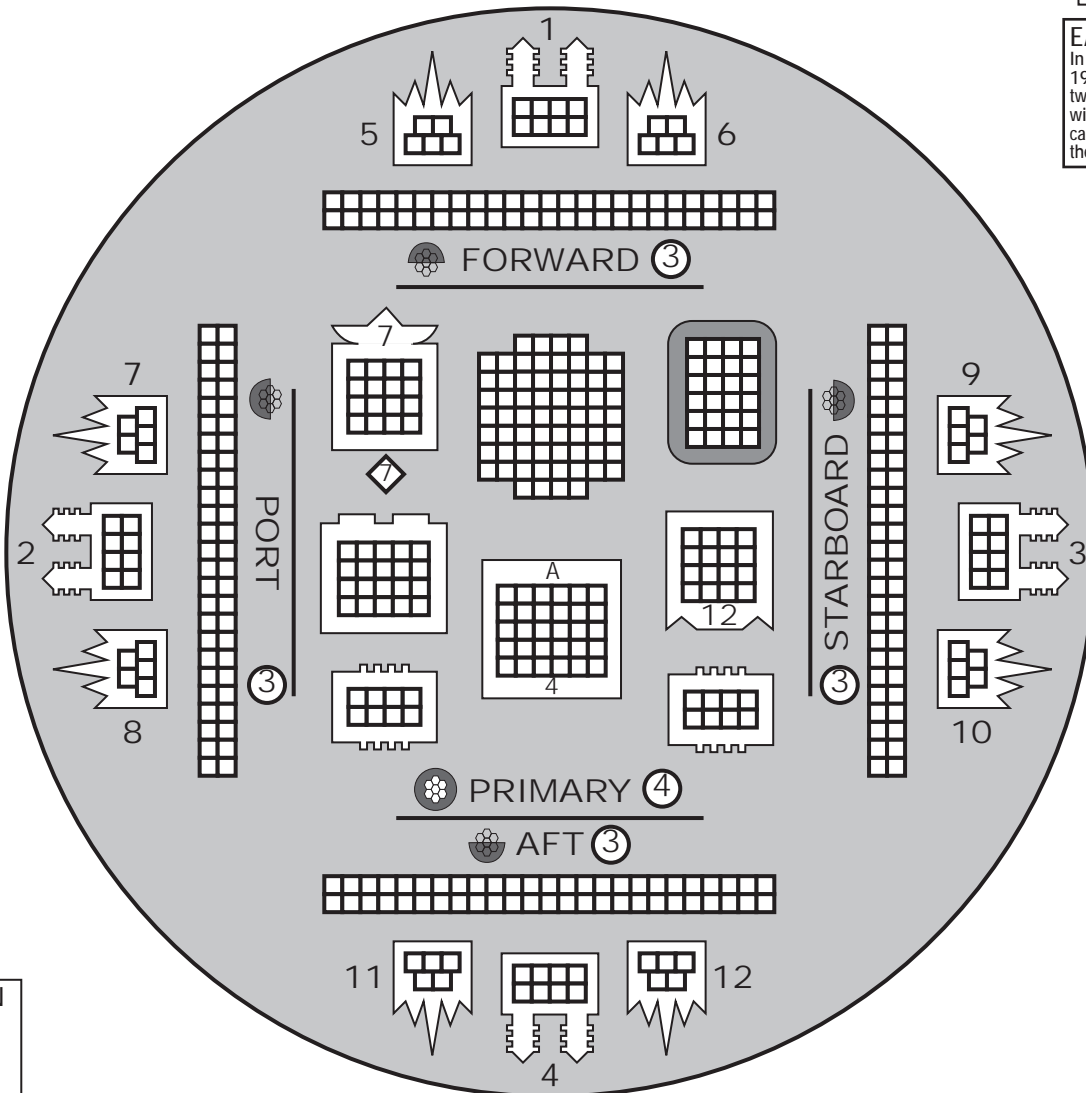
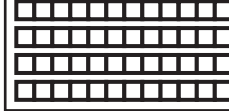
Target #6

HANGAR

12 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 11/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Quarters
- Twin Laser Cannon
- Hvy Plasma Cannon
- Med Plasma Cannon