




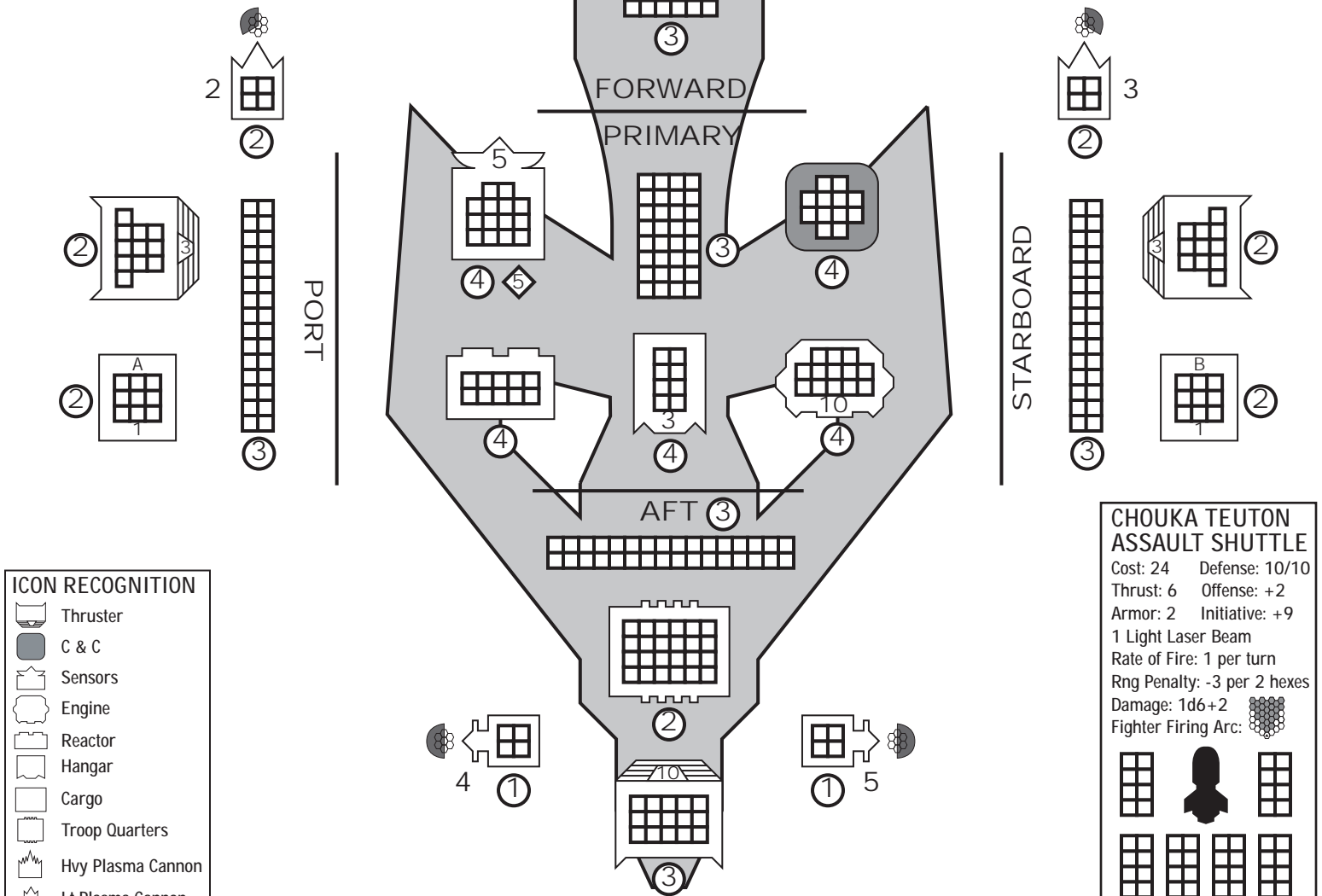
WEAPON DATA	
Hvy Plasma Cannon Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
Light Plasma Cannon Class: Plasma Modes: Standard Dmg: 2d10+2 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
Light Laser Cannon Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Sensors
- 13-14: Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
 0 Fighters
 6 Assault Shuttles
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 11/11



CHOUKA TEUTON ASSAULT SHUTTLE

Cost: 24 Defense: 10/10
Thrust: 6 Offense: +2
Armor: 2 Initiative: +9
1 Light Laser Beam
Rate of Fire: 1 per turn
Rng Penalty: -3 per 2 hexes
Damage: 1d6+2

Fighter Firing Arc:

