

Chouka Arbiter Customs Cutter

SPECS

Class: Medium Ship
In Service: 1933
Point Value: 330
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

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

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

Grappling Claw

Attaches the ship to the target vessel so boarding parties can be deposited.

FORWARD HITS

1-3: Retro Thrust
4-5: Lt Plasma Cannon
6-7: Point Plasma Gun
8-9: Grappling Claw
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Point Plasma Gun
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Marine Barracks
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Atmospheric Capable
6 Marine Contingents

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

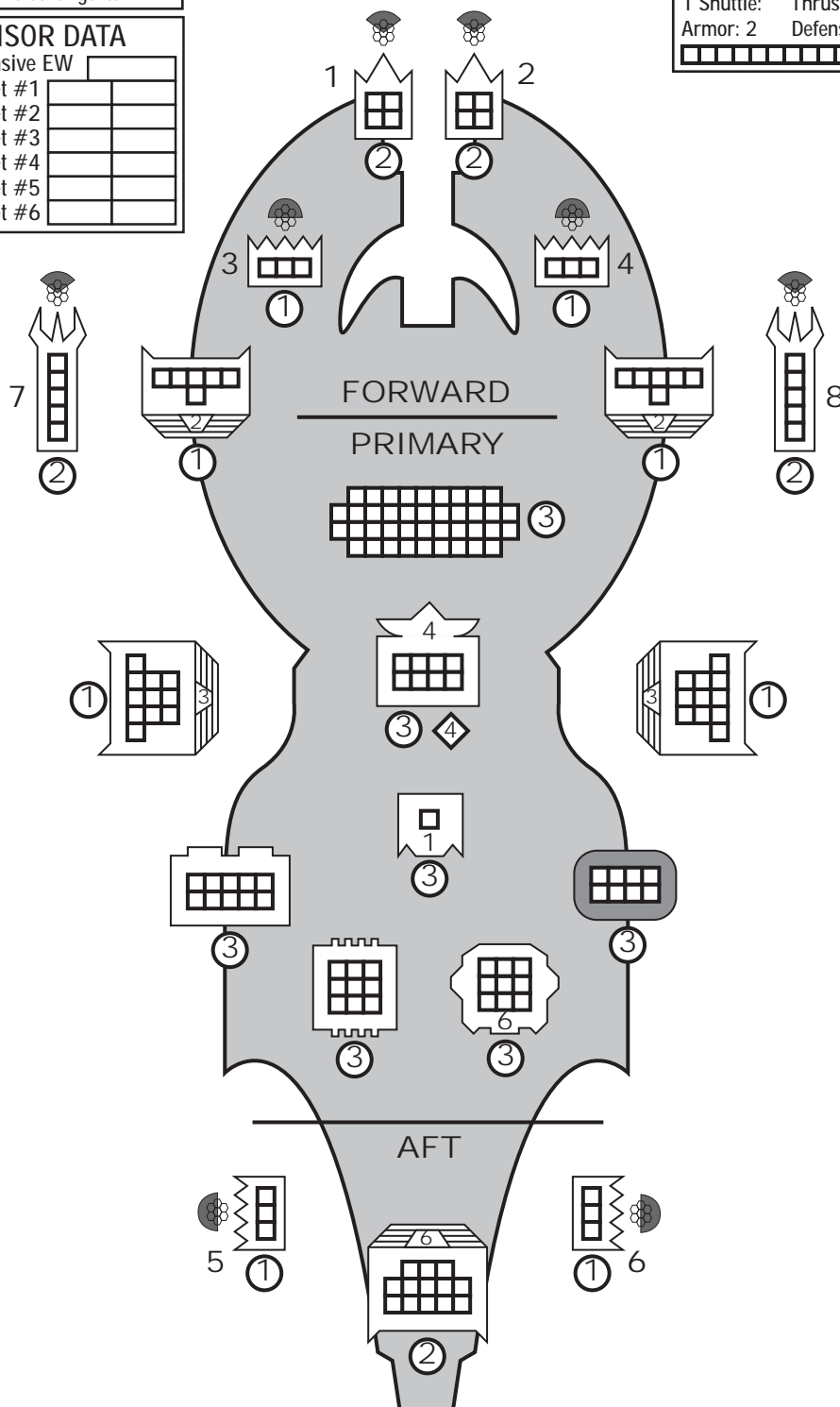
0 Fighters

1 Shuttle: Thrust: 3

Armor: 2 Defense: 10/13

PORT

STARBOARD



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Lt Plasma Cannon
- Point Plasma Gun
- Grappling Claw