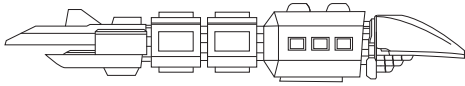


Chouka Raider Heresy Wolf Raider



SPECS

Class: Hvy Combat Vsl
In Service: 1943
Point Value: 280
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: +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

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

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
Modes: 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

FORWARD HITS

1-5: Retro Thrust
6-8: Med Plasma Cannon
9-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Cargo C/D
8: Lt Plasma Cannon
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
12-13: Sensors
14-15: Engine
16: Hangar A
17: Hangar B
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR (A)

2 Fighters

2 Cargo Shuttles:

No Weapon Thrust: 2

Armor: 1 Defense: 12/12

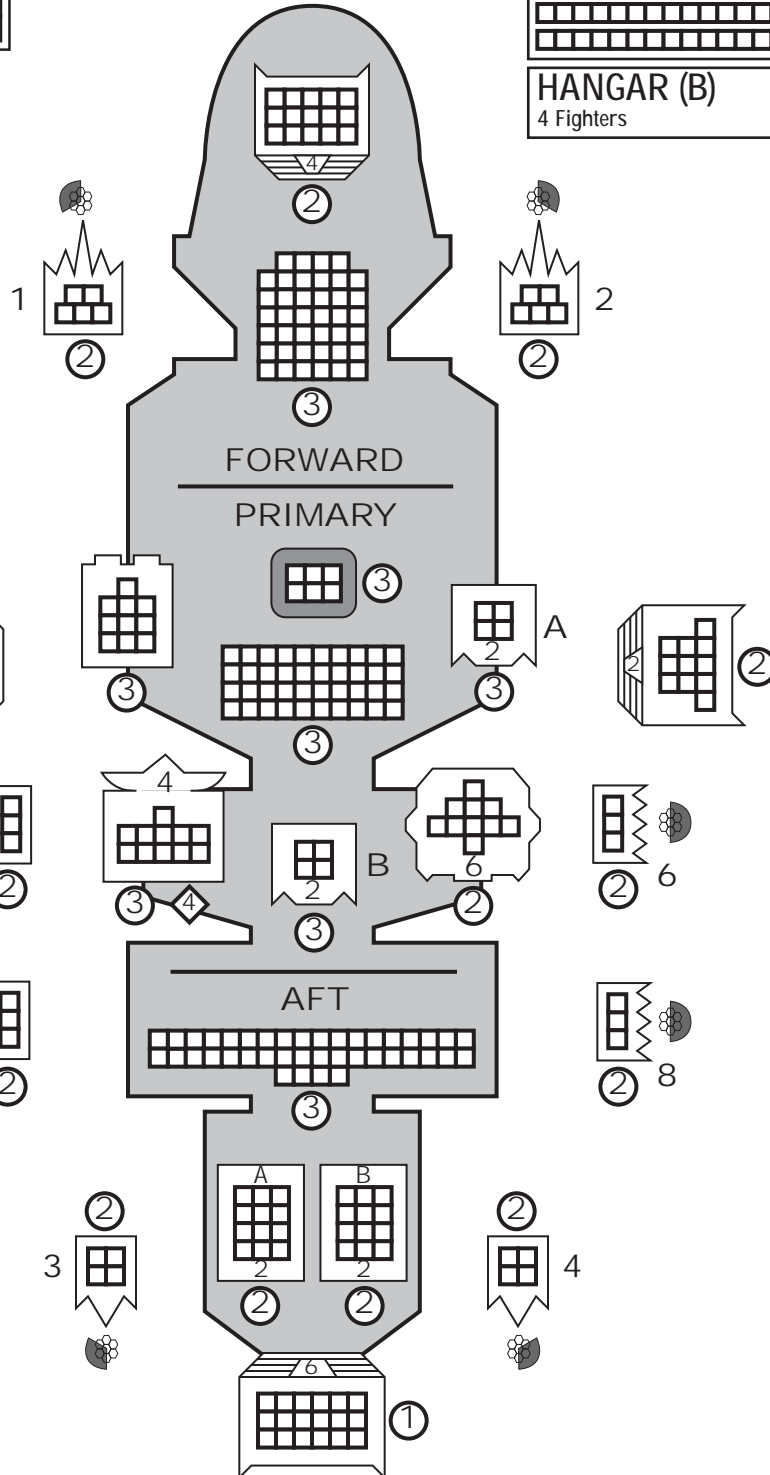


HANGAR (B)

4 Fighters

PORT

STARBOARD



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Plasma Cannon
- Lt Plasma Cannon
- Point Plasma Gun