



Courata Tharnatha Dreadnought

SPECS

Class: Capital Ship
In Service: 1684
Point Value: 500
Ramming Factor: 230
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: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
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

HET Laser

Class: Laser
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Class-RH Box Launcher

Class: Ballistic
Missiles: 9
Range Penalty: None
Fire Control: +0/+0/-
Rate of Fire: 3 per turn

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +2/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Blast Cannon

Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: HET Laser
8-17: Forward Structure
18: Connection Strut
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Box Launcher
9-17: Port/Stb Structure
18: Connection Strut
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Fuel Tank
11: Light Blast Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Light Particle Beam
11: Cargo
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C&C

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

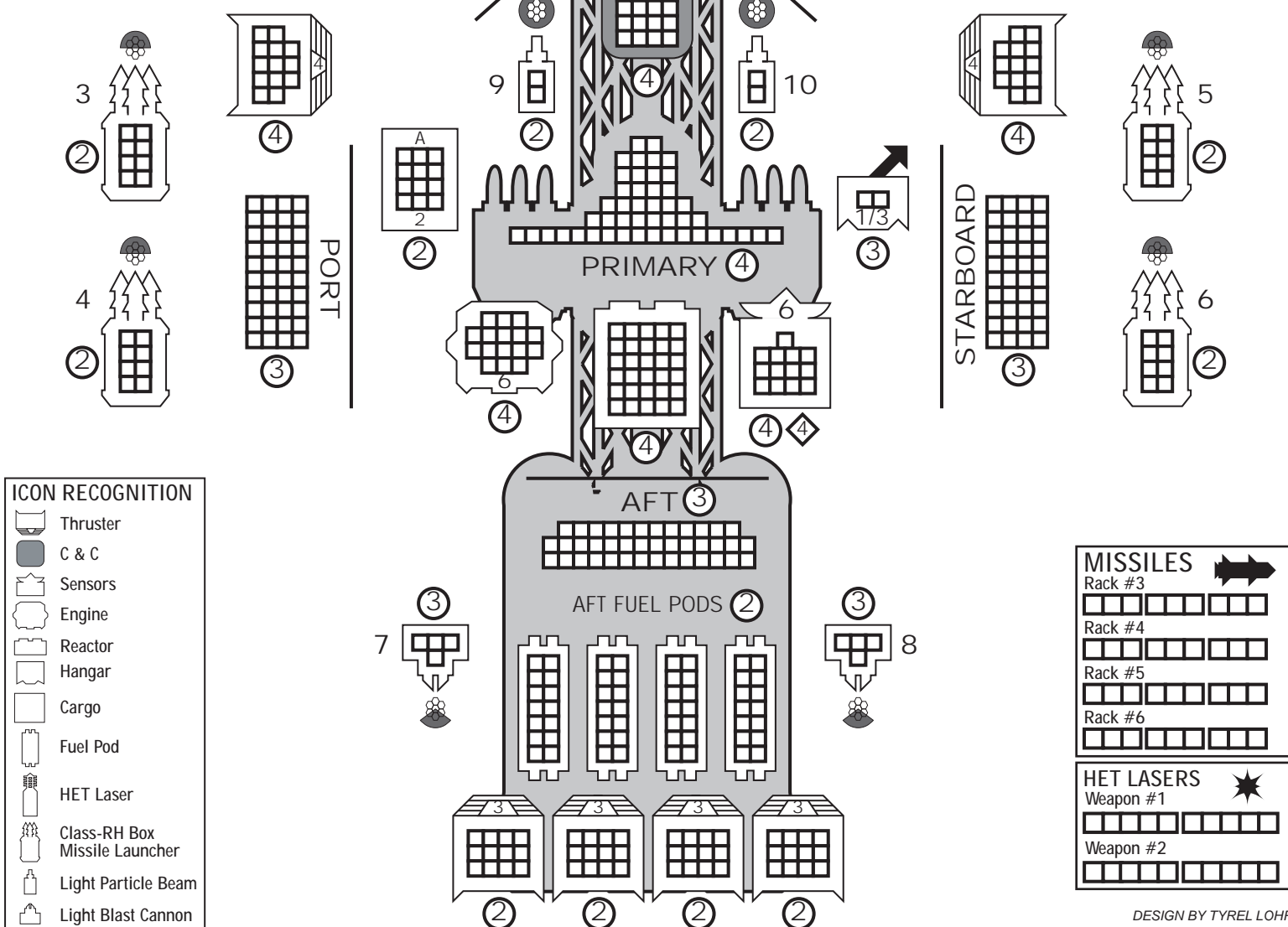
2 Shuttles: Thrust: 3

Armor: 1 Defense: 10/10



Tactical Nuclear Missile

Mode: Flash (Plasma)
Damage: 4d10
Max Range: 15 hexes
Fire Control: +3/+0/-
Interception Rating: n/a
Cost: 8 points per missile



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Fuel Pod
- HET Laser
- Class-RH Box Missile Launcher
- Light Particle Beam
- Light Blast Cannon

MISSILES

Rack #3
Rack #4
Rack #5
Rack #6

HET LASERS

Weapon #1
Weapon #2