

# Courata Frejada Warship

## SPECS

Class: Medium Ship  
In Service: 1602  
Point Value: 200  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +10

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
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-S0 Box Launcher

Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +3/-3/-3  
Rate of Fire: 2 per turn

## Light Particle Beam

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

## FORWARD HITS

1-5: Retro Thrust  
6-7: HET Laser  
8-9: Box Launcher  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Fuel Tank  
10: Light Particle Beam  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-11: Sensors  
12-14: Engine  
15-16: Hangar  
17-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Antiquated Sensors  
Box Launchers contain  
Light Missiles only.

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

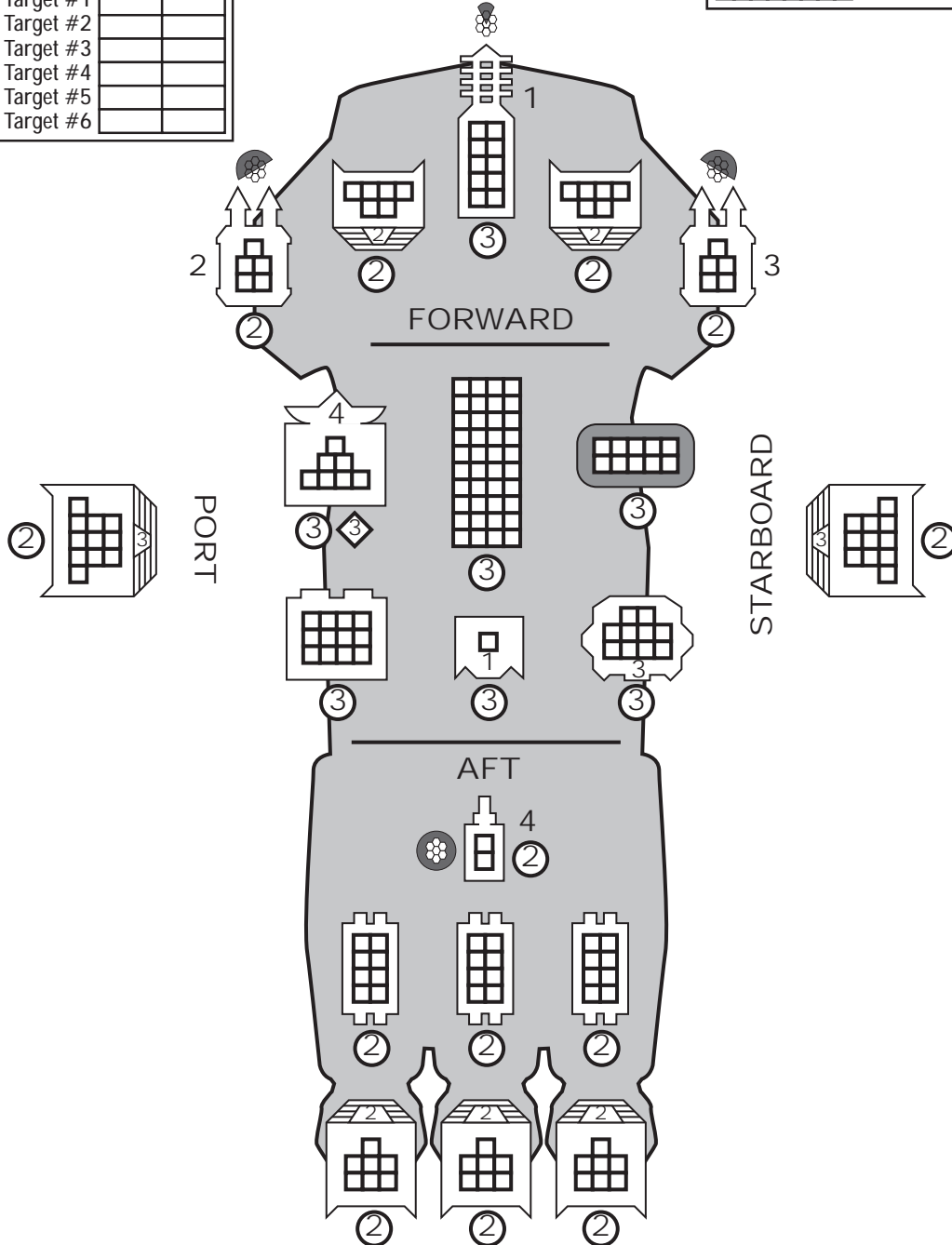
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 0 Defense: 11/11



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Fuel Pod
- HET Laser
- Class-S0 Box Missile Launcher
- Light Particle Beam

## MISSILES

Rack #1

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Rack #2

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