Version 1: 2E/SIS

Name: _____ Counter: _____

Courata Cathaara Dreadnought

THE ESCALATION WARS

SPECS
Class: Capital Ship
In Service: 1710
Point Value: 635
Ramming Factor: 240
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: 16
Stb/Port Defense: 16
Engine Efficiency: 2/1
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

FORWARD HITS
1-4: Retro Thrust
5-7: HET Laser
8-10: Missile Rack
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-8: Box Launcher
9: Light Blast Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Fuel Tank
10-12: HET Laser
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10: Light Particle Beam
11-12: Cargo
13-14: Sensors
15-16: Engine
17: Hangar
18-19: 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: 2 Defense: 10/10

WEAPON DATA

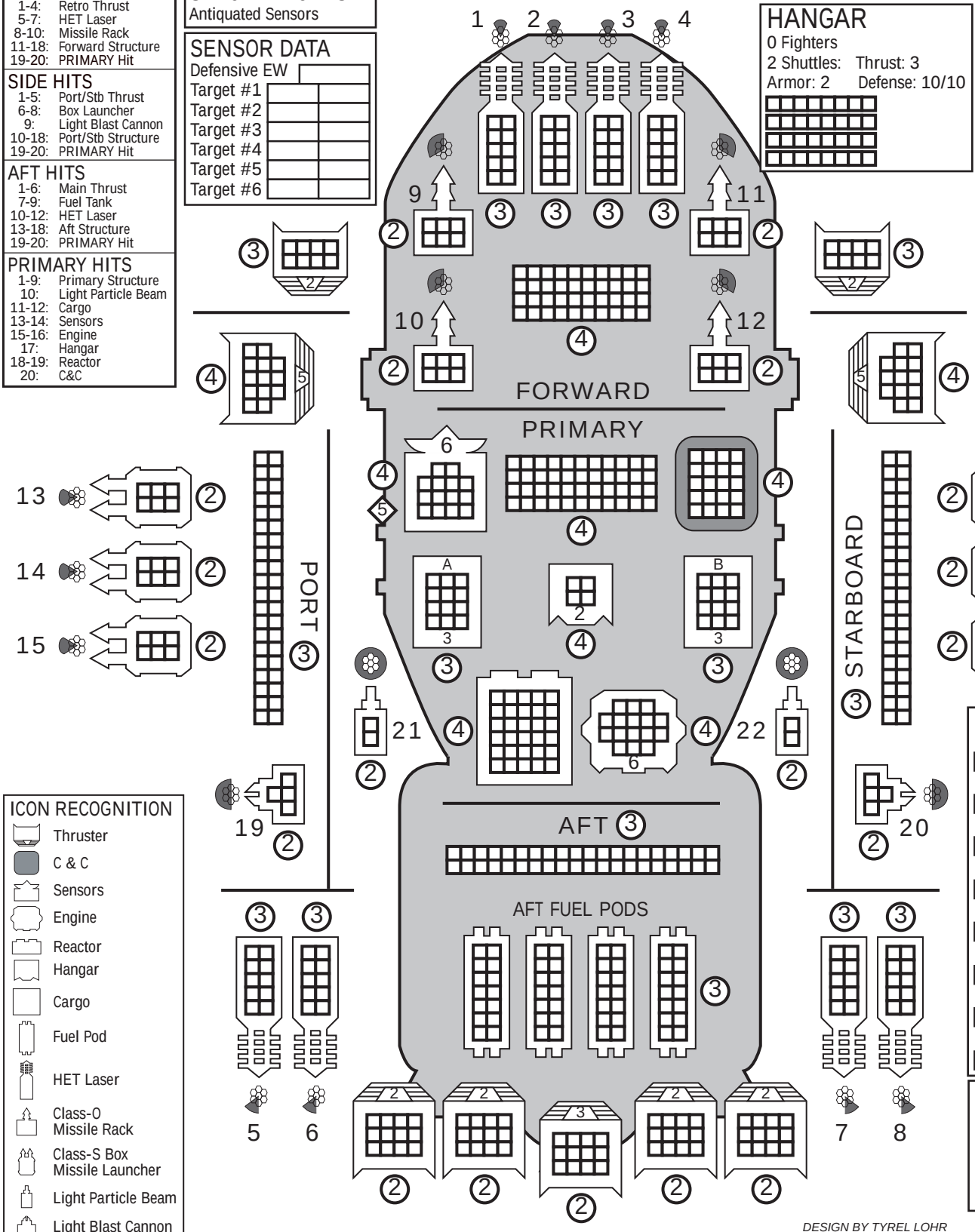
HET Laser
Class: Laser
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Class-0 Missile Rack
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/+1
Rate of Fire: 1 per 3 turns

Class-S Box Launcher
Class: Ballistic
Missiles: 10
Range Penalty: None
Fire Control: n/a
Rate of Fire: 2 per turn
Special: -2 Missile OEW

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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Fuel Pod
HET Laser
Class-0 Missile Rack
Class-S Box Missile Launcher
Light Particle Beam
Light Blast Cannon

HET LASERS
Weapon #1
Weapon #2
Weapon #2
Weapon #2
Weapon #2
Weapon #2
Weapon #2
Weapon #2

MISSILE AMMO
Each Class-0 Missile Rack holds 8 ammo. There are four missile racks. Each Class-S Box Launcher holds 10 ammo. There are six box launchers. Use any handy sheet of paper to track ammo.

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