

Courata Masaada Tar Command Dreadnought

SPECS

Class: Capital Ship
In Service: 2007
Point Value: 1400
Ramming Factor: 340
Jump Delay: 18 Turns

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: 18
Engine Efficiency: 6/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: Raking
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Medium Reaction Laser
Class: Laser
Modes: Pulse (Raking)
Damage: 8 1d3+1 times
Max Pulses: 4
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Reaction Laser
Class: Laser
Modes: Pulse (Raking)
Damage: 7 1d2 times
Max Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +3/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Heavy Laser
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Med Reaction Laser
7-9: Lt Reaction Laser
10-11: Port/Stb Hangar
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Heavy Laser
9-18: Aft Structure
19-20: PRIMARY Hit

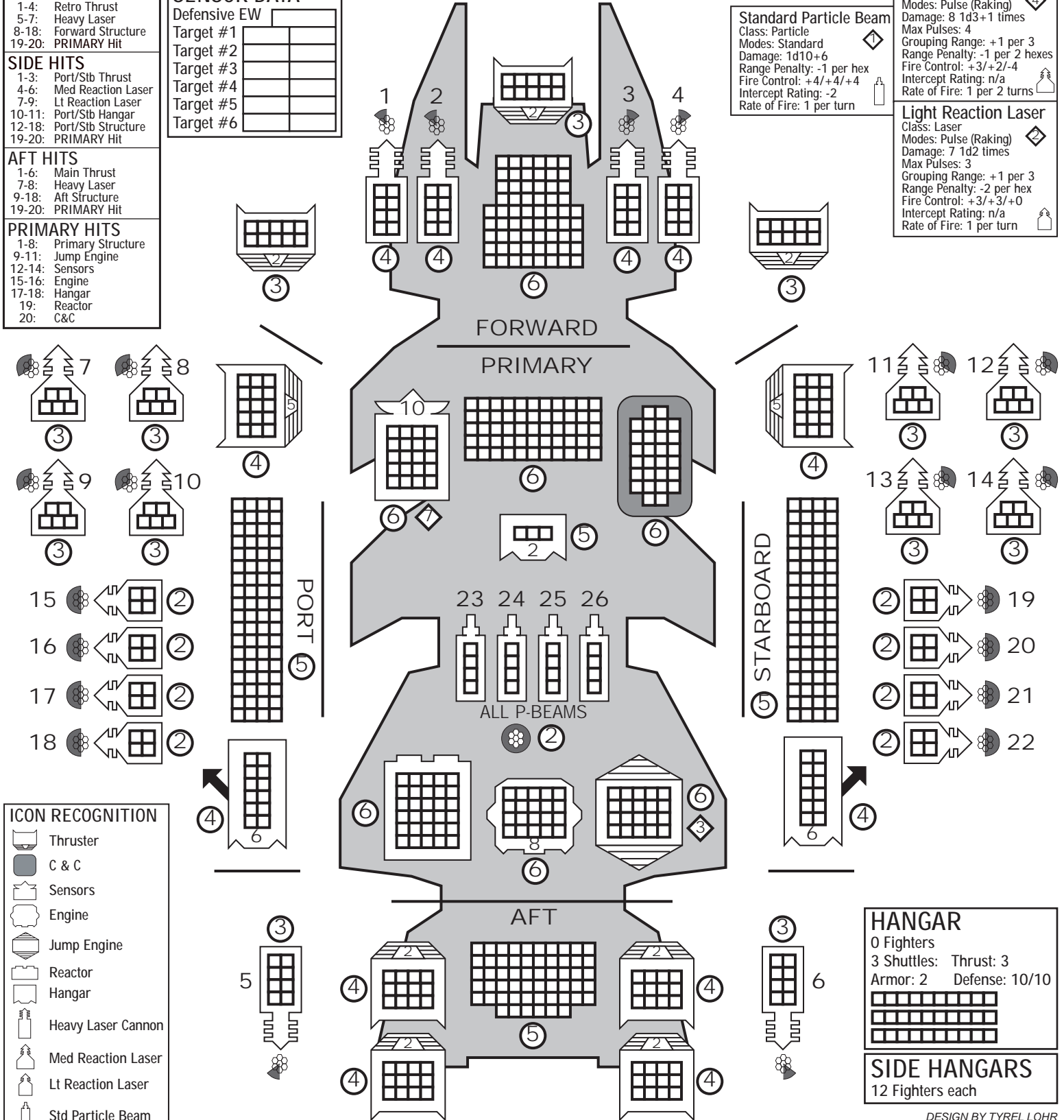
PRIMARY HITS

1-8: Primary Structure
9-11: Jump Engine
12-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Laser Cannon
- Med Reaction Laser
- Lt Reaction Laser
- Std Particle Beam

HANGAR

0 Fighters
3 Shuttles: Thrust: 3
Armor: 2 Defense: 10/10

12 Fighters each

SIDE HANGARS

12 Fighters each