



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 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

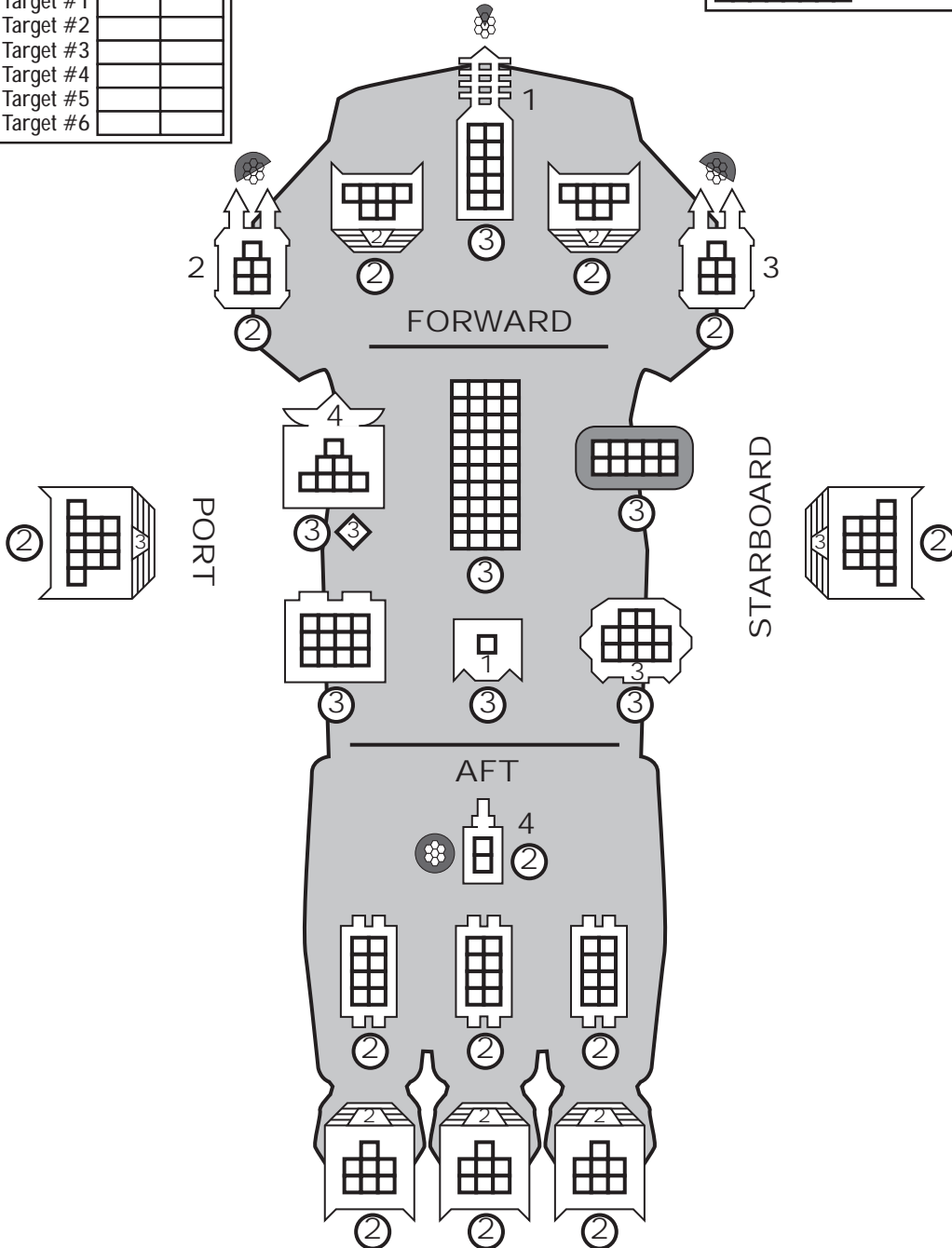
SPECIAL NOTES Antiquated Sensors Box Launchers contain Light Missiles only.
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AFT HITS 1-6: Main Thrust 7-9: Fuel Tank 10: Light Particle Beam 11-17: Structure 18-20: PRIMARY Hit
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SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS 1-7: Port/Stb Thrust 8-11: Sensors 12-14: Engine 15-16: Hangar 17-18: Reactor 19-20: C&C
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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	
Rack #2	