



Courata Ghor Mal Heavy Cruiser

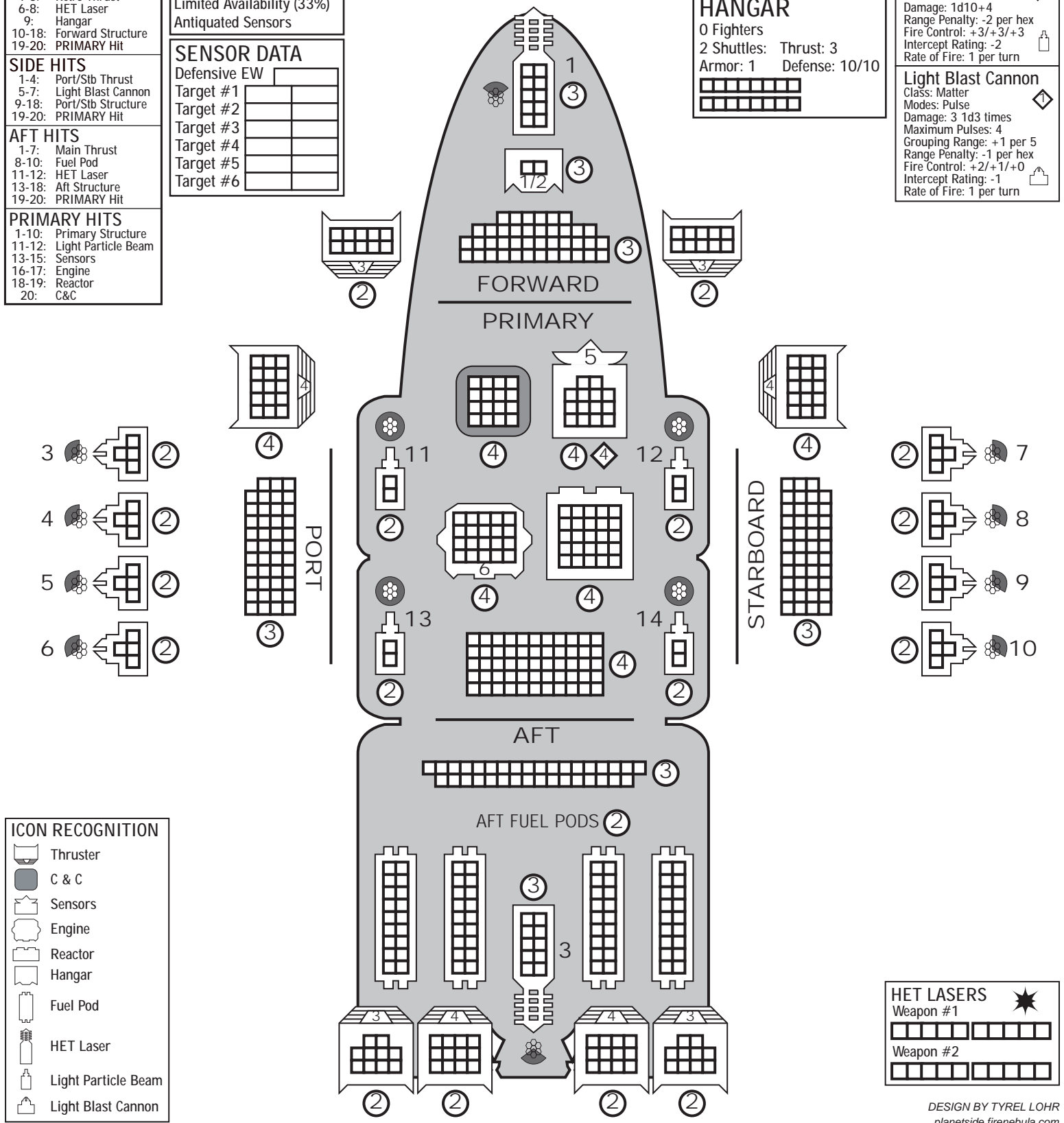
SPECS Class: Capital Ship In Service: 1711 Point Value: 415 Ramming Factor: 240 Jump Delay: N/A	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 6+6 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 18 Stb/Port Defense: 20 Engine Efficiency: 4/1 Extra 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	2 3 5 6 8 9 11 12 14 15 17 18	

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	
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	
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 1-5: Retro Thrust 6-8: HET Laser 9: Hangar 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-7: Light Blast Cannon 9-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-7: Main Thrust 8-10: Fuel Pod 11-12: HET Laser 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-10: Primary Structure 11-12: Light Particle Beam 13-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Limited Availability (33%) 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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Fuel Pod
	HET Laser
	Light Particle Beam
	Light Blast Cannon

HET LASERS Weapon #1	
Weapon #2	