



Courata Haf Sefraa Gunfort

SPECS
 Class: Capital Base
 In Service: 1634
 Point Value: 425
 Ramming Factor: 320
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 17
 Stb/Port Defense: 17
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

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

HANGAR
 6 Fighters
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 10/10
 [Progress Bar]

SECTION HITS

- 1-5: HET Laser
- 6-8: Lt Blast Cannon
- 9-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

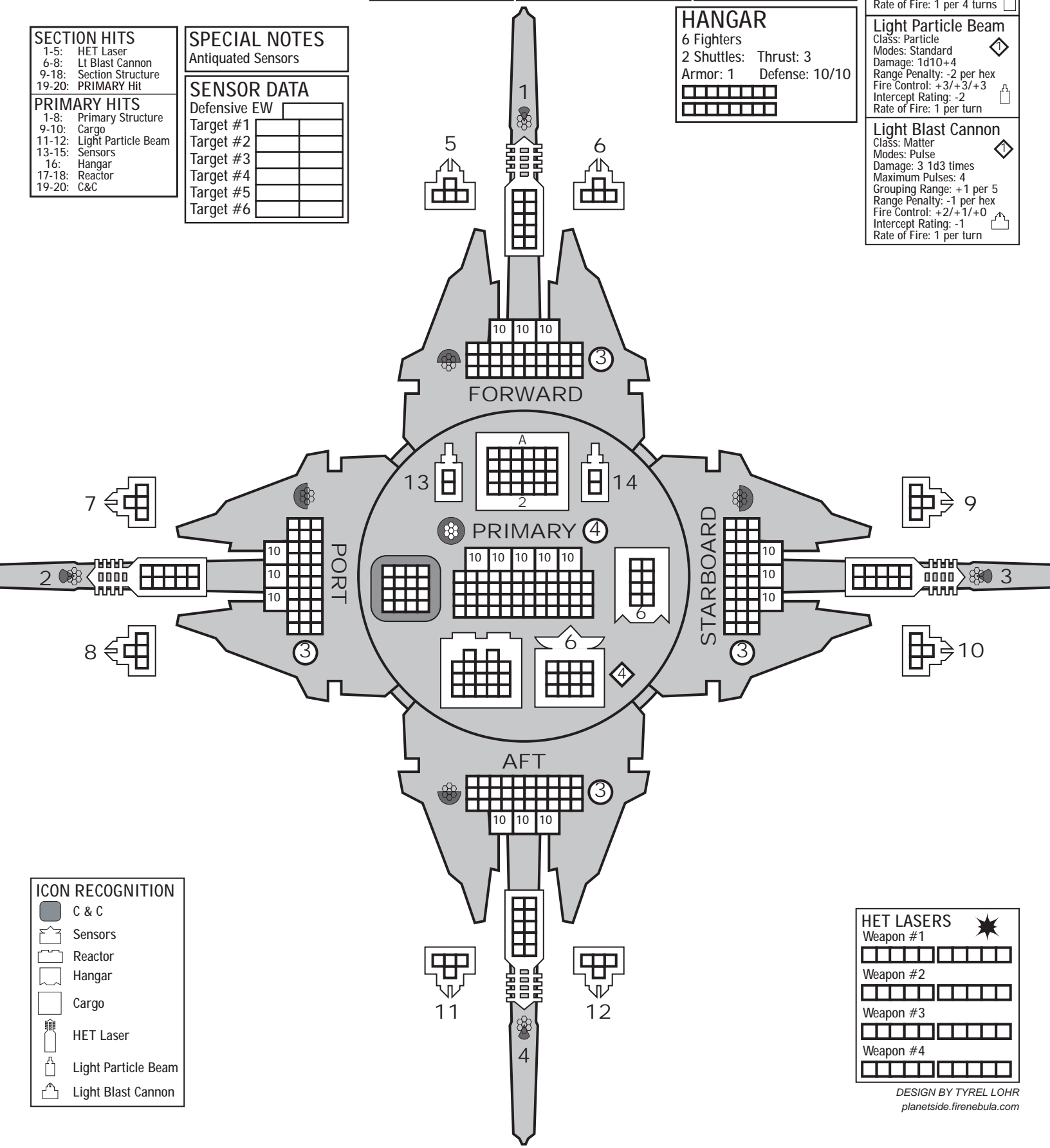
- 1-8: Primary Structure
- 9-10: Cargo
- 11-12: Light Particle Beam
- 13-15: Sensors
- 16: Hangar
- 17-18: Reactor
- 19-20: C&C

SPECIAL NOTES
Antiquated Sensors

SENSOR DATA

Defensive EW []

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



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- HET Laser
- Light Particle Beam
- Light Blast Cannon

HET LASERS

Weapon #1 [Progress Bar]

Weapon #2 [Progress Bar]

Weapon #3 [Progress Bar]

Weapon #4 [Progress Bar]