

# Courata Kajja Military Supply Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 1588	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 175	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 2/1
Ramming Factor: 30	Pivot Cost: N/A	Extra Power: +2
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +10
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	

WEAPON DATA	
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	
1-4:	Retro Thrust
5-6:	Light Particle Beam
7-10:	Cargo A/B/C
11:	Hangar
12:	C&C
13-16:	Structure
17-20:	PRIMARY Hit

AFT HITS	
1-7:	Main Thrust
8-9:	Fuel Tank
10-11:	Engine
12-16:	Structure
17-20:	PRIMARY Hit

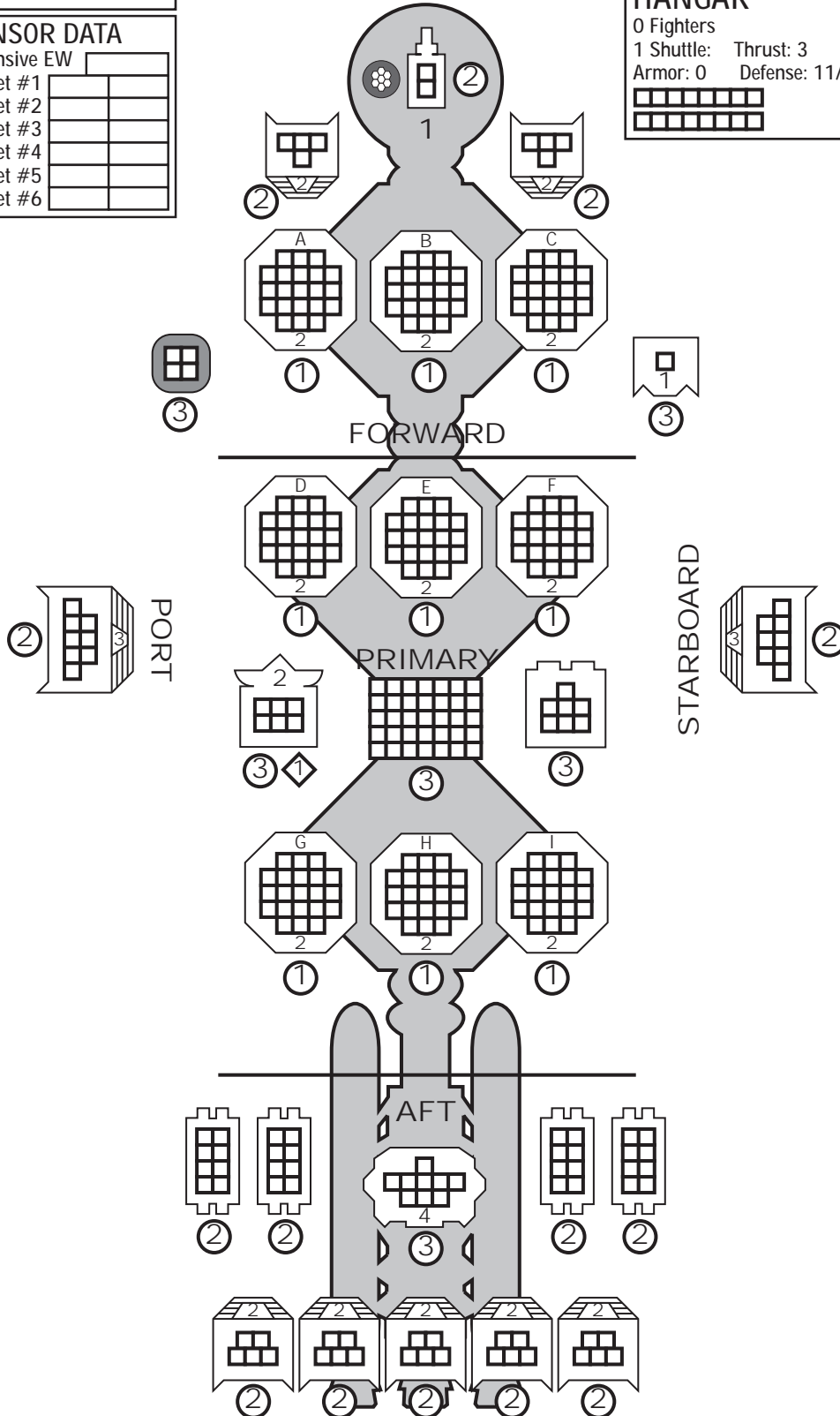
PRIMARY HITS	
1-8:	Port/Stb Thrust
9-11:	Cargo D/E/F
12-14:	Cargo G/H/I
15-17:	Sensors
18-20:	Reactor

SPECIAL NOTES	
Antiquated Sensors	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR																	
0 Fighters																	
1 Shuttle:	Thrust: 3																
Armor: 0	Defense: 11/11																
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Fuel Pod
	Light Particle Beam