

Courata Masaada Dreadnought

SPECS

Class: Capital Ship
 In Service: 1964
 Point Value: 1200
 Ramming Factor: 340
 Jump Delay: 20 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: 3/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

Heavy Reaction Laser
 Class: Laser
 Modes: Pulse (Raking)
 Damage: 10 1d3+2 times
 Max Pulses: 6
 Grouping Range: +1 per 3
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 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 1d3 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

Standard Particle Beam

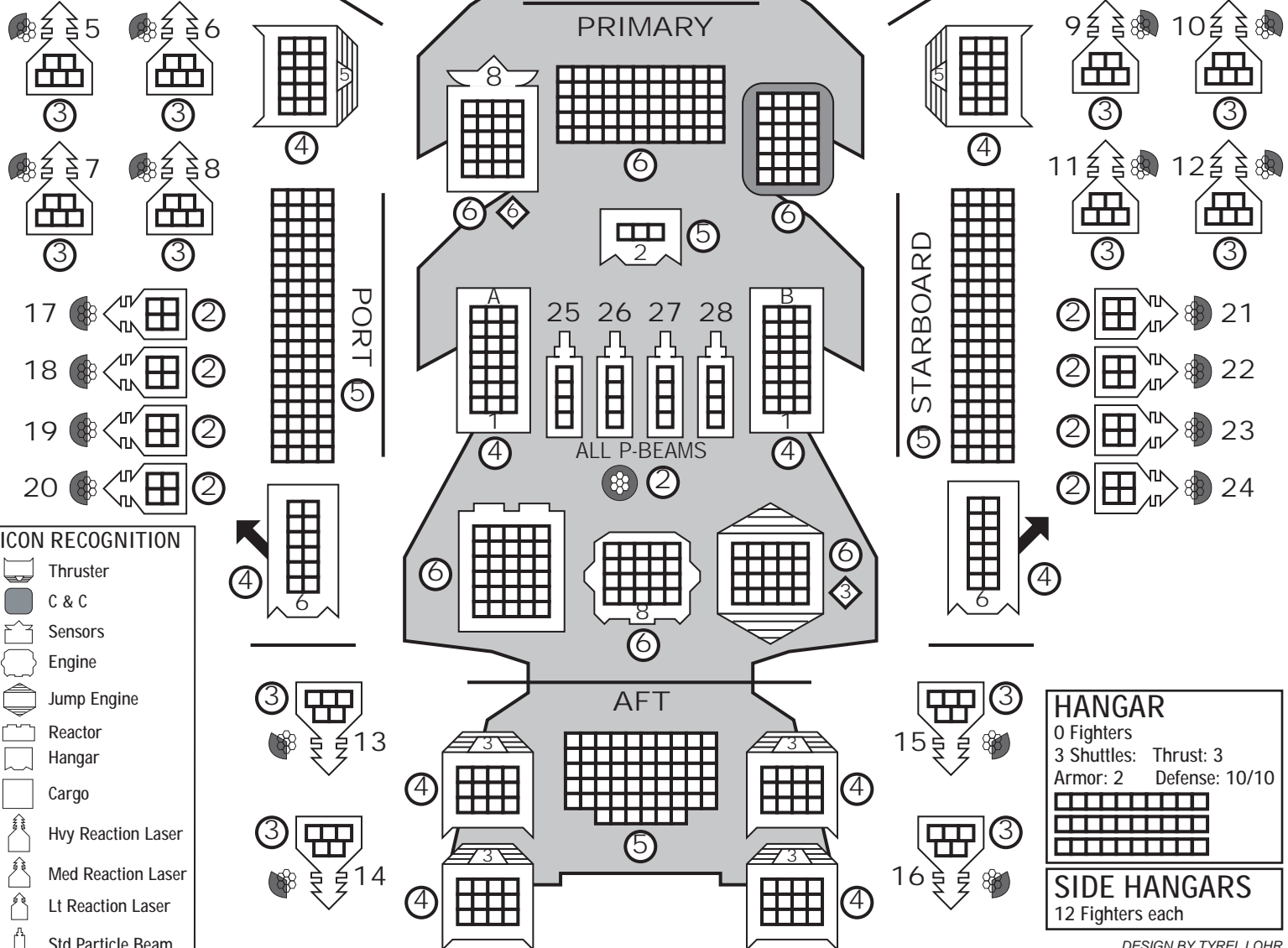
Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

- FORWARD HITS**
 1-4: Retro Thrust
 5-7: Hvy Reaction 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
 7-9: Med Reaction Laser
 10-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-7: Primary Structure
 8-9: Jump Engine
 10-11: Cargo
 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
 - Cargo
 - Hvy Reaction Laser
 - Med Reaction Laser
 - Lt Reaction Laser
 - Std Particle Beam

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

SIDE HANGARS
 12 Fighters each