

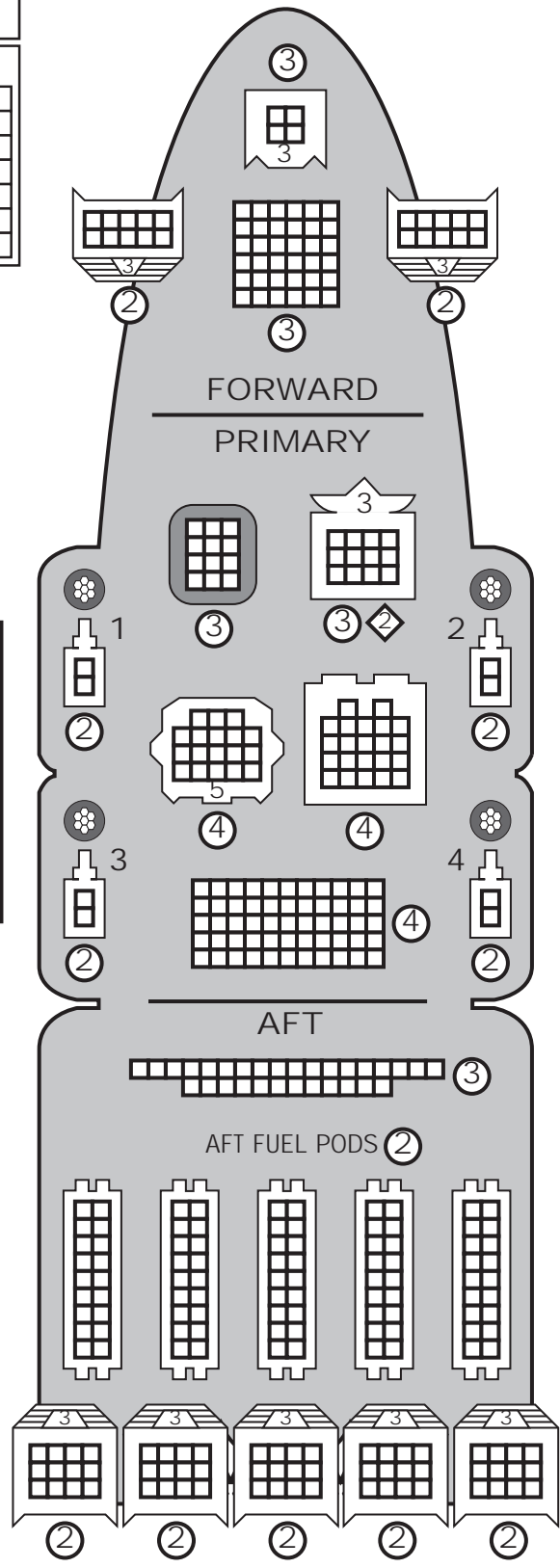


Courata Rom Kharkal Supercarrier

SPECS Class: Capital Ship In Service: 1788 Point Value: 325 Ramming Factor: 240 Jump Delay: N/A	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 2 x Speed Accel/Decel Cost: 5 Thrust Pivot Cost: N/A Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 19 Stb/Port Defense: 20 Engine Efficiency: 8/1 Extra Power: 0 Initiative Penalty: -4	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																																		
				Speed Turn Cost Turn Delay	<table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><td>2</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td><td>14</td><td>16</td><td>18</td><td>20</td><td>22</td><td>24</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12	2	4	6	8	10	12	14	16
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FORWARD HITS 1-5: Retro Thrust 6-7: Forward Hangar 8-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-9: Port/Stb Hangar 10-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-8: Main Thrust 9-13: Fuel Pod 14-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-10: Primary Structure 11-12: Light Particle Beam 13-14: Sensors 15-16: Engine 17-18: Reactor 19-20: 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



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Fuel Pod
	Light Particle Beam

FORWARD HANGAR 0 Fighters 4 Shuttles: Thrust: 3 Armor: 1 Defense: 10/10

SIDE HANGARS 12 Medium Fighters each
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