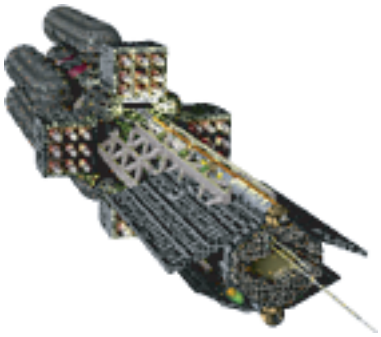


Version 1: 2E/SIS

Name: _____ Counter: _____

Courata Tharnatha Dreadnought

THE ESCALATION WARS

SPECS
Class: Capital Ship
In Service: 1684
Point Value: 500
Ramming Factor: 230
Jump Delay: N/A

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: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
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	1	2	3	4	5	6	7	8	9	10	11	12

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

Tactical Nuclear Missile
Mode: Flash (Plasma)
Damage: 4d10
Max Range: 15 hexes
Fire Control: +3/+0/--
Interception Rating: n/a
Cost: 8 points per missile
T

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

Class-RH Box Launcher
Class: Ballistic
Missiles: 9
Range Penalty: None
Fire Control: +0/+0/--
Rate of Fire: 3 per turn

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
1-4: Retro Thrust
5-7: HET Laser
8-17: Forward Structure
18: Connection Strut
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Box Launcher
9-17: Port/Stb Structure
18: Connection Strut
19-20: PRIMARY Hit

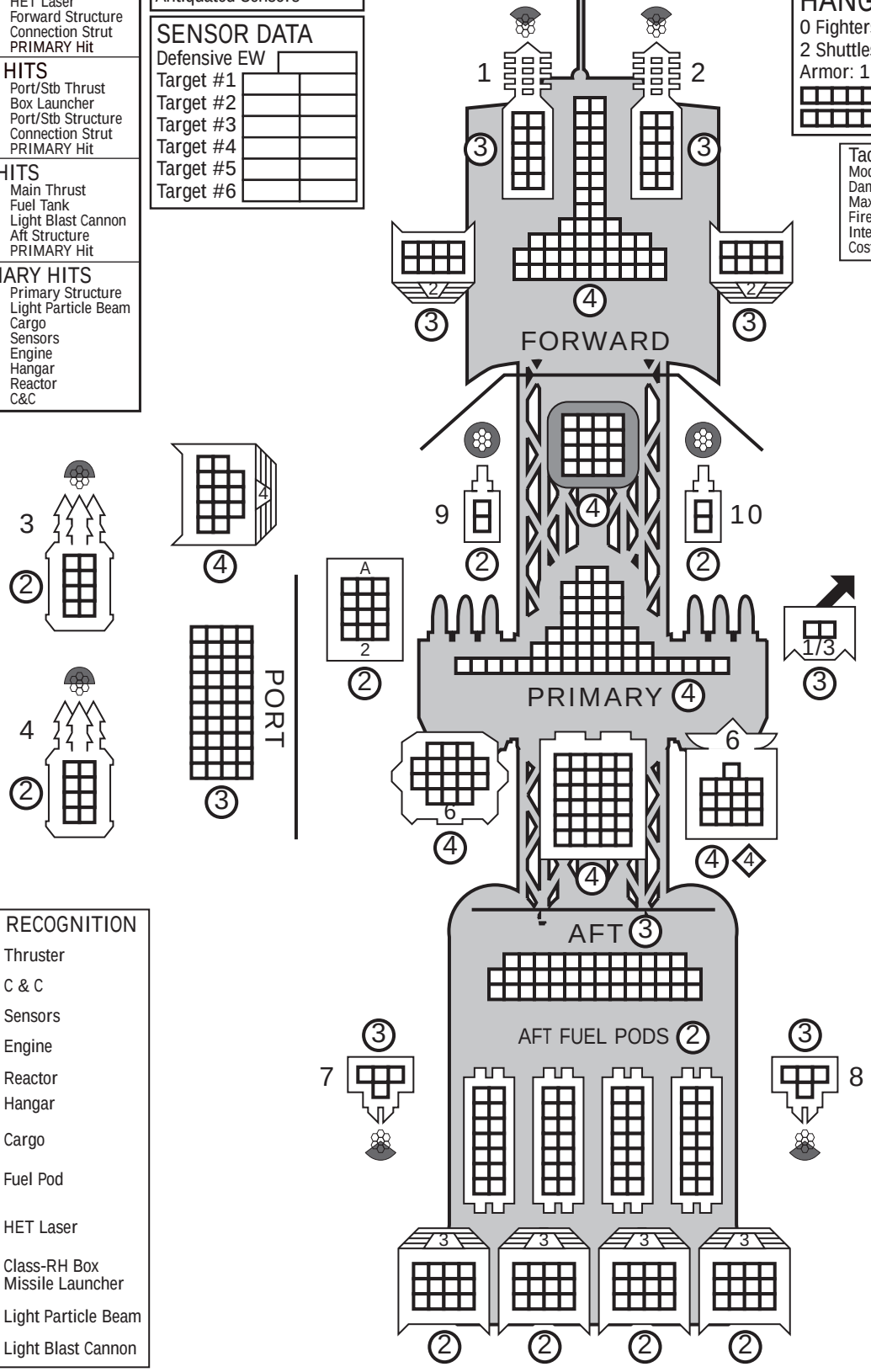
AFT HITS
1-7: Main Thrust
8-10: Fuel Tank
11: Light Blast Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Light Particle Beam
11: Cargo
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
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
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Fuel Pod
- HET Laser
- Class-RH Box Missile Launcher
- Light Particle Beam
- Light Blast Cannon

MISSILES
Rack #3
Rack #4
Rack #5
Rack #6

HET LASERS
Weapon #1
Weapon #2

DESIGN BY TYREL LOHR
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