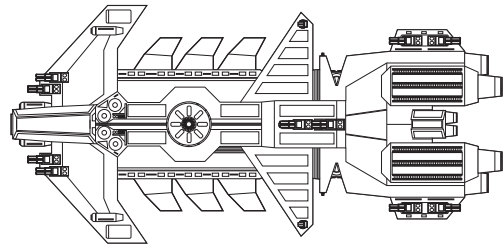




# Courata Thorkantha Super Dreadnought

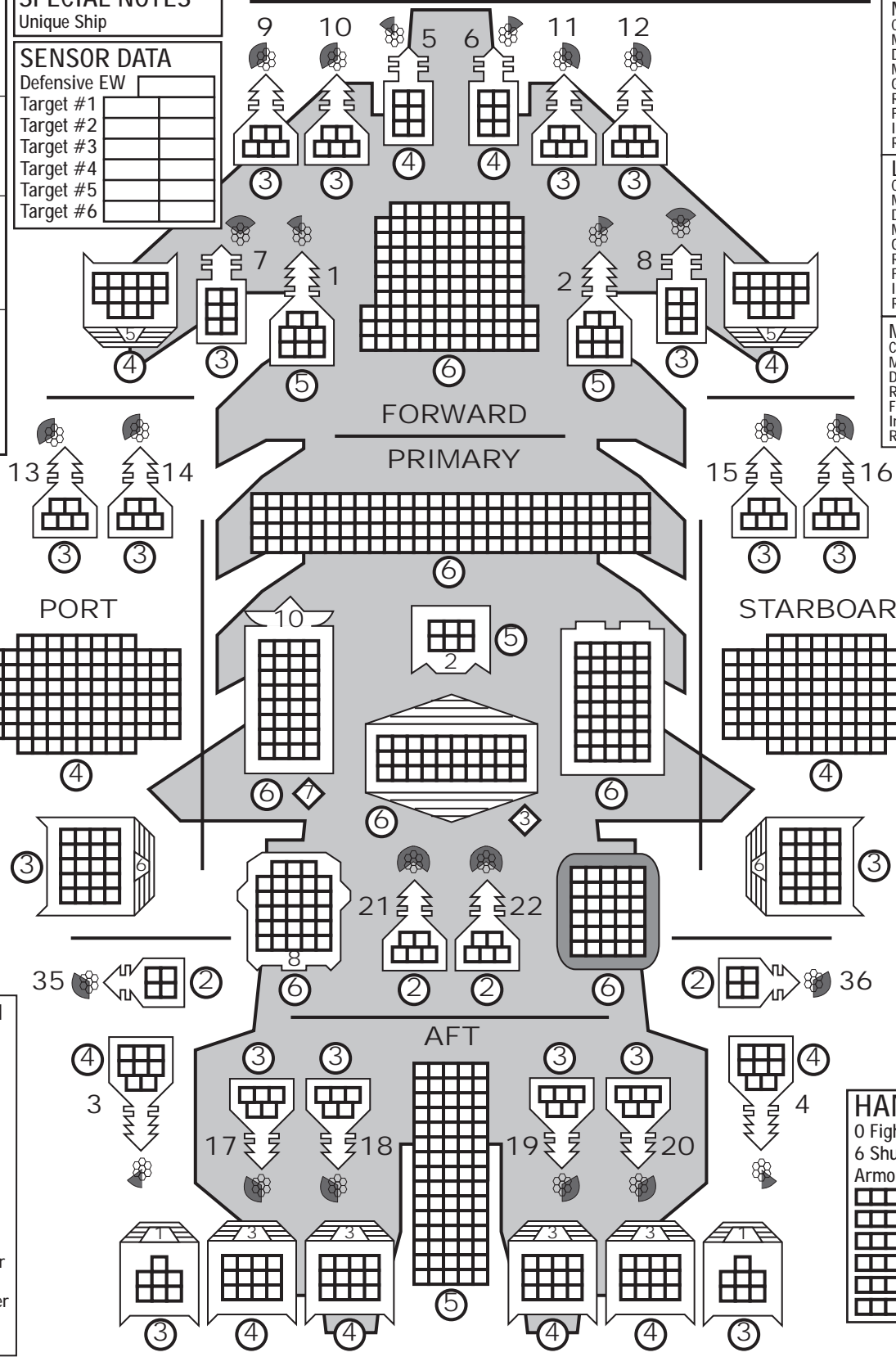


<b>SPECS</b> Class: Capital Ship In Service: 2011 Point Value: 2200 Ramming Factor: 460 Jump Delay: 18 Turns	<b>MANEUVERING</b> Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 6 Thrust Pivot Cost: 5+5 Thrust Roll Cost: 5+5 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 17 Stb/Port Defense: 20 Engine Efficiency: 8/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

<b>WEAPON DATA</b> <b>Heavy Reaction Laser</b> 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
<b>Medium Reaction Laser</b> 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
<b>Light Reaction Laser</b> Class: Laser Modes: Pulse (Raking) Damage: 7 1d3 times Max Pulses: 3 Grouping Range: +1 per 3 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per turn
<b>Medium Laser Cannon</b> Class: Laser Modes: Raking Damage: 3d10+12 Range Penalty: -2 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns

<b>FORWARD HITS</b> 1-3: Retro Thrust 4-6: Medium Laser 7-8: Hvy Reaction Laser 9-11: Med Reaction Laser 12-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-3: Port/Stb Thrust 4-5: Med Reaction Laser 6-10: Lt Reaction Laser 11-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-6: Main Thrust 7-8: Hvy Reaction Laser 9-10: Med Reaction Laser 11: Lt Reaction Laser 12-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-6: Primary Structure 7-8: Med Reaction Laser 9-11: Jump Engine 12-14: Sensors 15-17: Engine 18: Hangar 19: Reactor 20: C&C

<b>SPECIAL NOTES</b> Unique Ship
<b>SENSOR DATA</b> Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



<b>ALL LT REACTION</b>
2
23
24
25
26
27
28

<b>ALL LT REACTION</b>
2
29
30
31
32
33
34

<b>ICON RECOGNITION</b>
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Hvy Reaction Laser
Med Reaction Laser
Lt Reaction Laser

<b>HANGAR</b>
0 Fighters
6 Shuttles Thrust: 3
Armor: 2 Defense: 10/10