



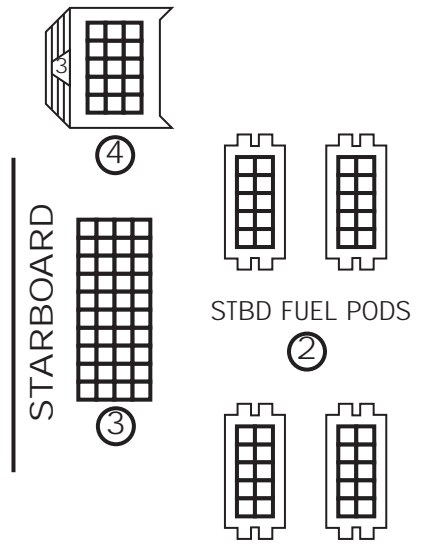
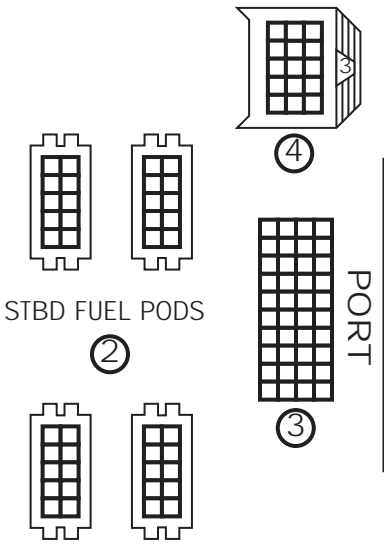
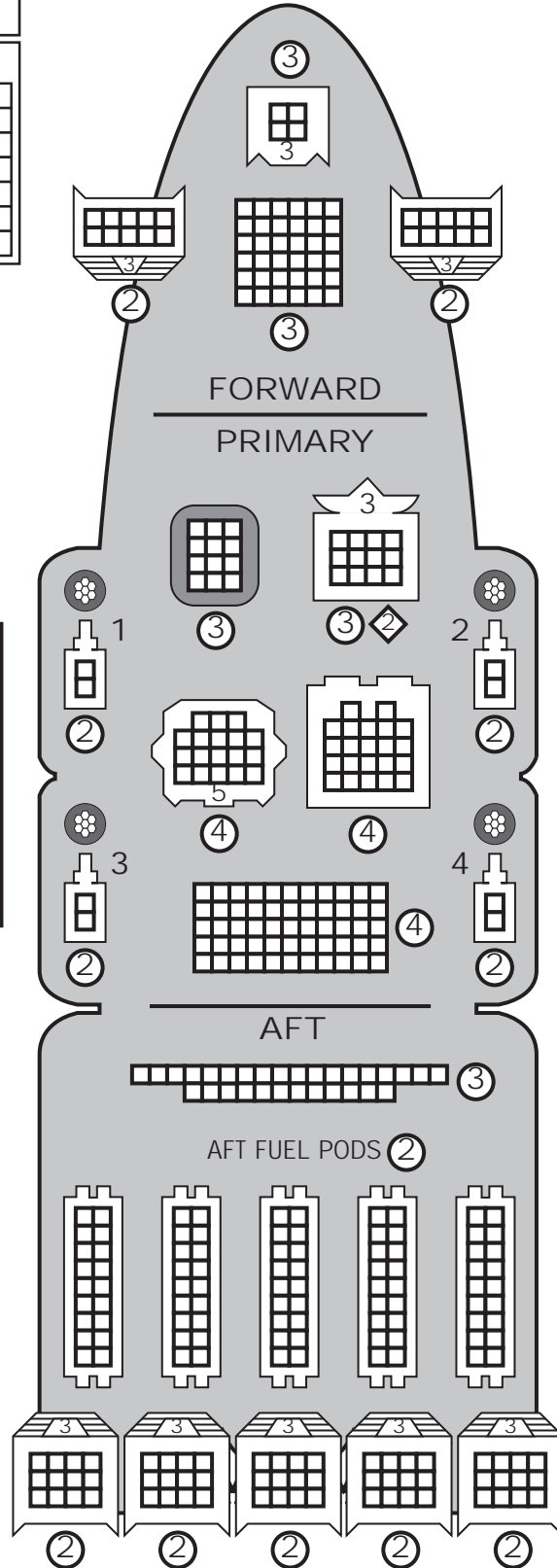
Courata Lofuran Super Tanker

SPECS Class: Capital Ship In Service: 1670 Point Value: 280 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: 6/1 Extra Power: 0 Initiative Penalty: -4
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	2 4 6 8 10 12 14 16 18 20 22 24	

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 1-5: Retro Thrust 6-7: Hangar 8-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-9: Fuel Pod 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

HANGAR 0 Fighters 4 Cargo Shuttles: No Weapons Thrust: 3 Armor: 0 Defense: 12/12