

# 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: 6/1  
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 1d2 times  
Max Pulses: 3  
Grouping Range: +1 per 3  
Range Penalty: -2 per 2 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

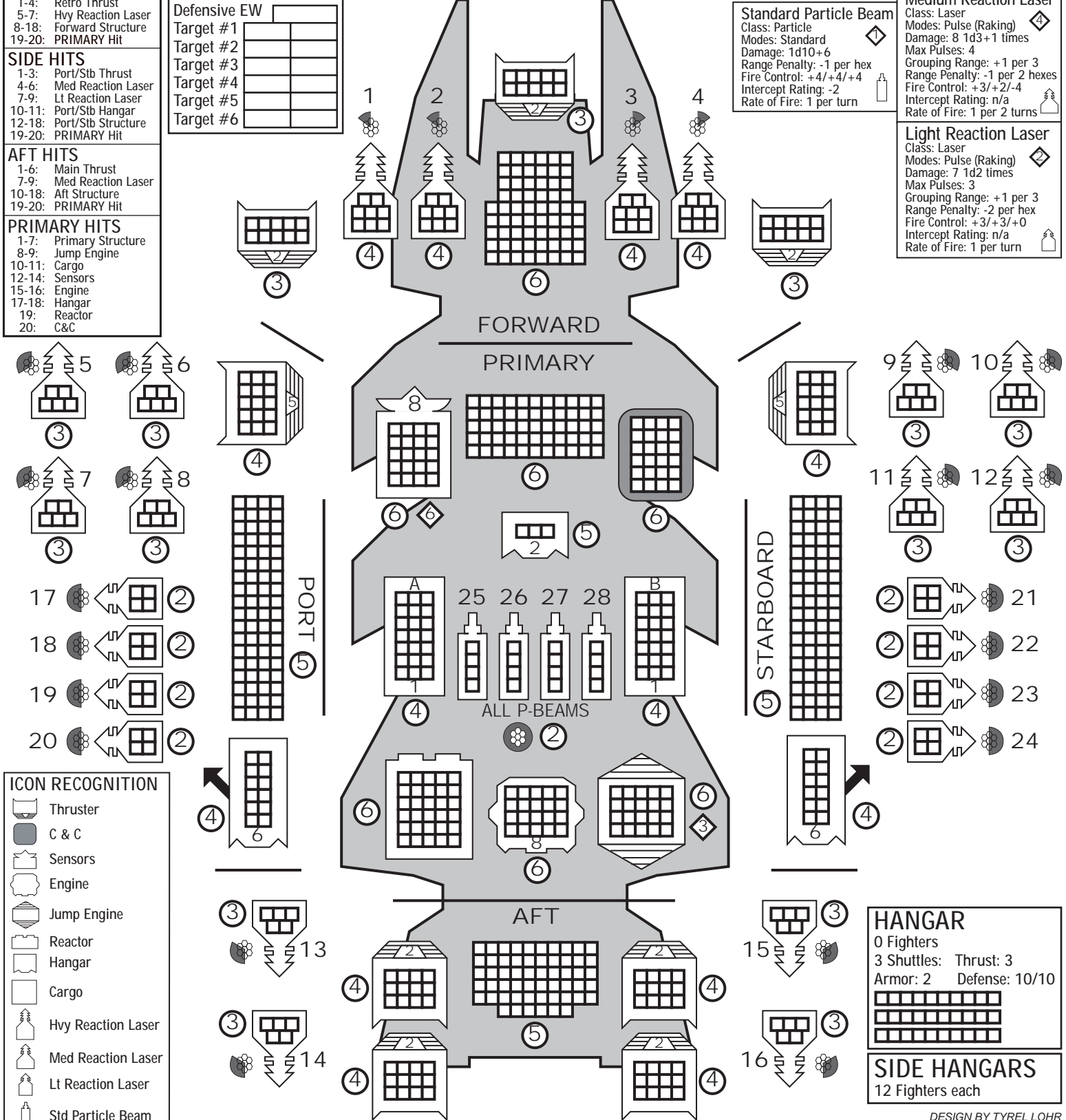
**Standard Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

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

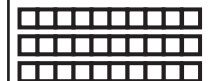


## ICON RECOGNITION

- 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