

Old Republic Dreadnought Cruiser

SPECS

Class: Capital Ship
In Service: -40 ANH
Point Value: 700
Ramming Factor: 250
Hyperdrive delay: 12

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Turbolaser
Class: Turbolaser
Mode: Standard
Damage: 1d10+7
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Dual Laser Turret

Class: Laser
Mode: Standard
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Interception Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Dual Laser Turret
8-9: Turbolaser
10: Tractor Beam
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Dual Laser Turret
9-11: Turbolaser
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Engine
10: Dual Laser Turret
11: Turbolaser
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Shield Generator
13-15: Hyperdrive
16-17: Sensors
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

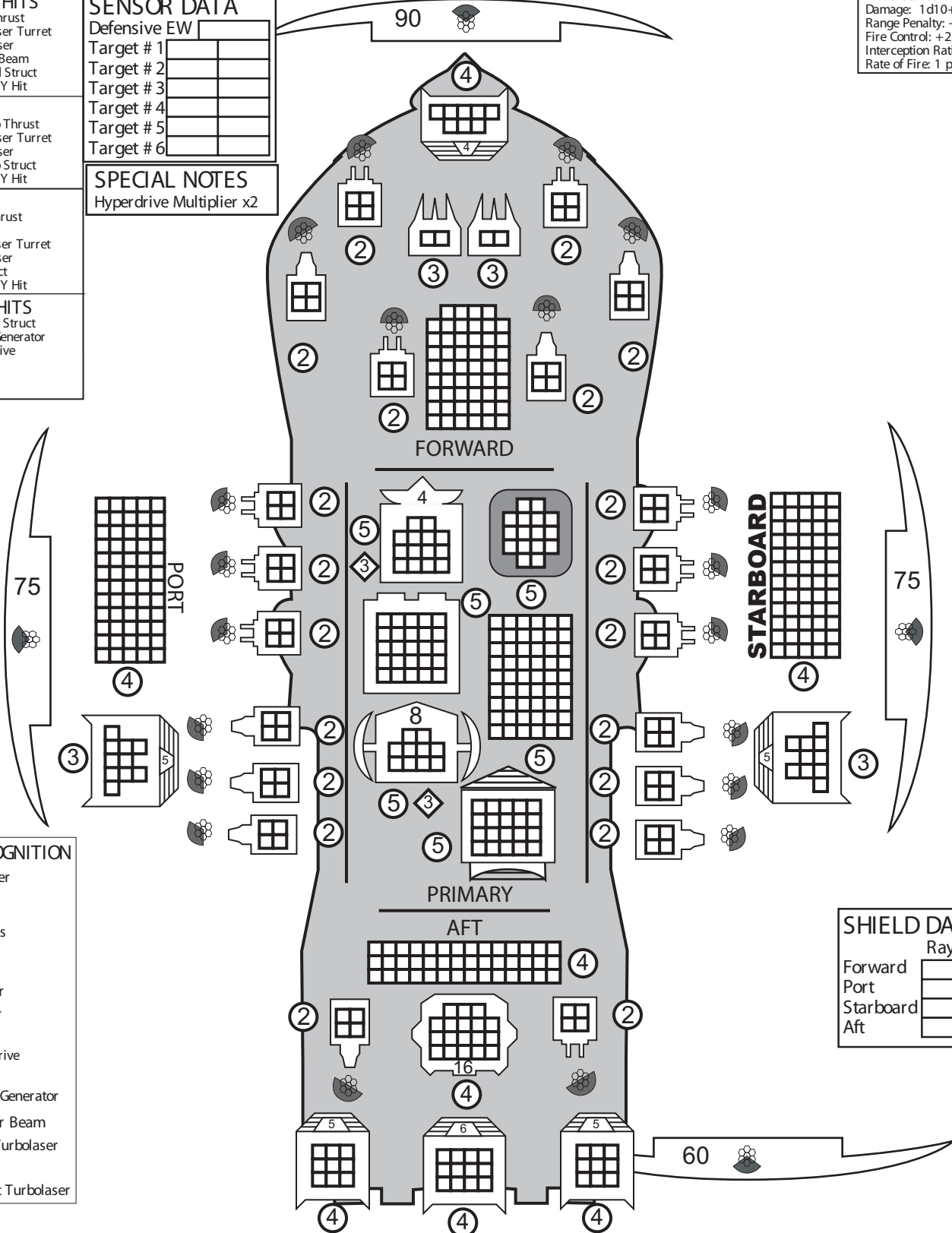
Target #5

Target #6

SPECIAL NOTES

Hyperdrive Multiplier x2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Turbolaser
- Dual Lt Turbolaser

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		