Version 2: 2E/Starwars Name: _____ Counter: _____

Republic Armed Cruiser [2]

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 11
In Service: -25 ANH	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 180 each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: +0
Hyper Cost: 6 Power	Roll Cost: 1+1 Thrust	Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

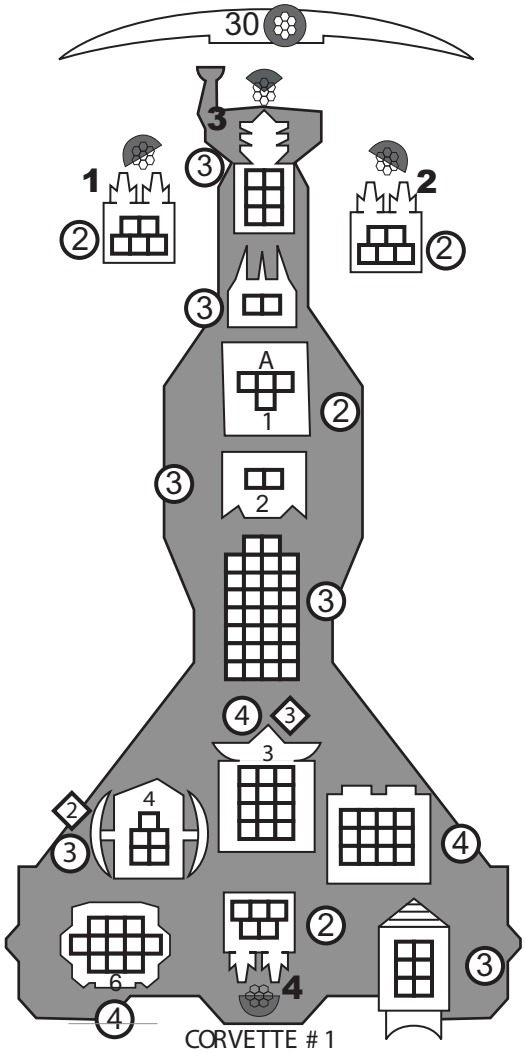
Dual Lt Turbolaser ◇2
Class: Turbolaser
Mode: Standard
Damage: 2x 1d10+3
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Concussion Missile Launcher ◇6
Class: Ballistic
Mode: Pulse
Damage: 14 1d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 3
Range: 20 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

HIT LOCATIONS

1-6:	Structure
7:	Concussion Misiile
8-9:	Dual Lt Turbolaser
10-11:	Cargo
12:	Hyperdrive
13:	Hangar
14:	Tractor Beam
15-16:	Drive
17-18:	Reactor
19:	Control
20:	Shield Generator

HANGAR
2 Shuttles: Thrust: 6
Armor: 2 Defense: 8/9



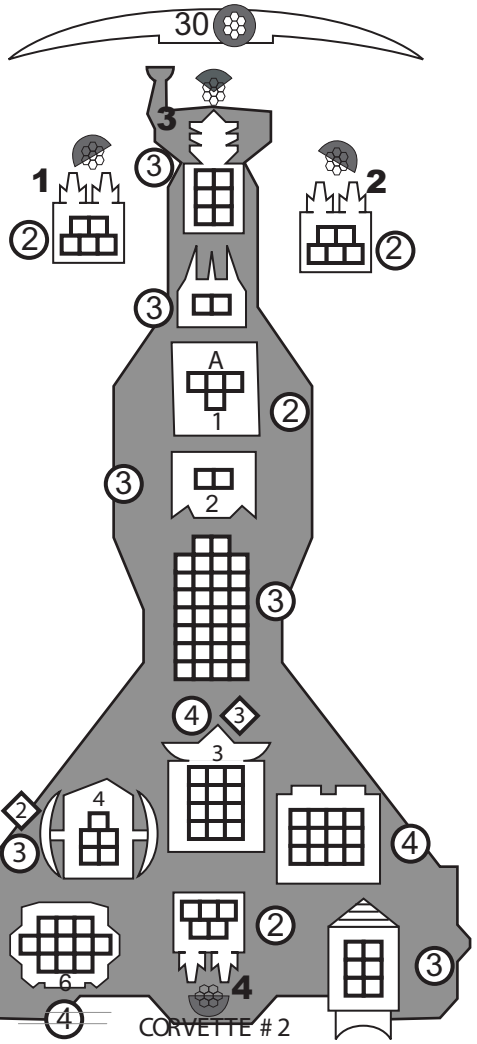
CORVETTE # 1

SENSOR DATA

Defensive EW		
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SHIELD DATA

	Ray	Particle
Turn # 1		
Turn # 2		
Turn # 3		
Turn # 4		



CORVETTE # 2

SENSOR DATA

Defensive EW		
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SHIELD DATA

	Ray	Particle
Turn # 1		
Turn # 2		
Turn # 3		
Turn # 4		

ICON RECOGNITION

Control · Reactor · Tractor Beam · Cargo
Drive · Shield Generator · Hyperdrive · Dual Lt Turbolaser · Concussion Missile Launcher