



Republic Consular Cruiser [2]

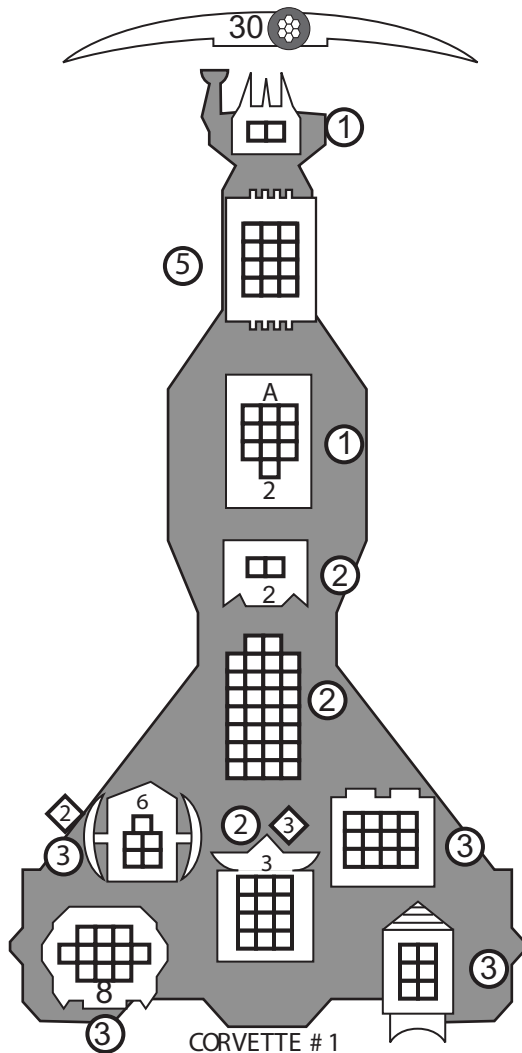
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: -60 ANH	Turn Delay: 1/2 Speed	Sthb/Port Defense: 13
Point Value: 100 each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: +0
Hyper Cost: 6 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 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

HIT LOCATIONS

- 1-6: Structure
- 7-9: Cargo
- 10: Hyperdrive
- 11-13: Diplomatic Salon
- 14: Hangar
- 15: Tractor Beam
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Shield Generator

HANGAR

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

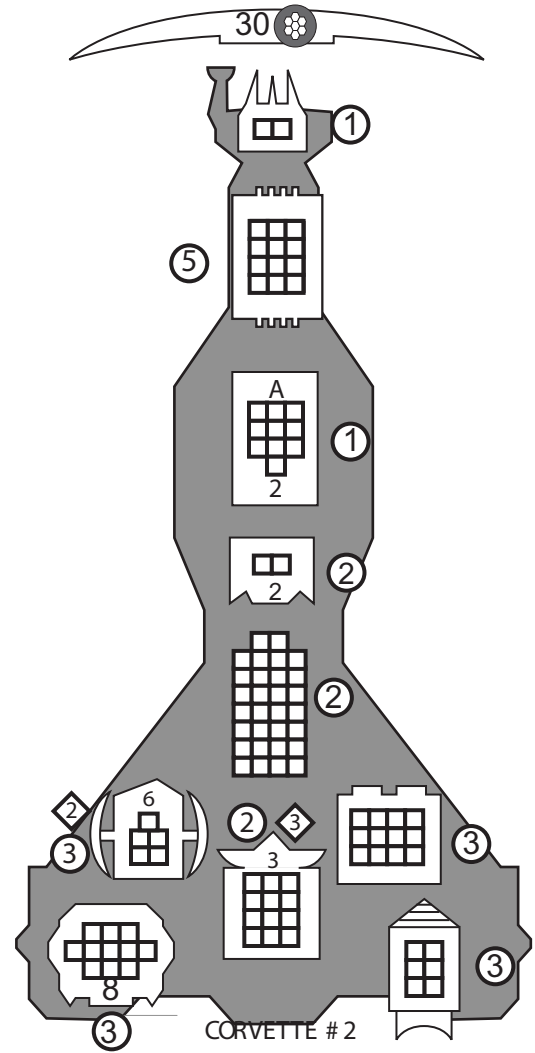


SENSOR DATA

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		



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ICON RECOGNITION

