Version 1: 2E/SW Name: Counter: CSA Invincible Picket Cruiser **WEAPON DATA SPECS MANEUVERING COMBAT STATS** Turbolaser Class: Capital Ship Turn Cost: 2 x Speed Fwd/Aft Defense: 15 Class: TurboLaser Mode: Standard In Service: -4000 ANH Turn Delay: 2 x Speed Stb/Port Defense: 20 Damage: 1d10+7
Range Penalty: -1 per 2 hexe
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per 2 turn Accel/Decel Cost: 6 Thrust Engine Efficiency: 4/1 Point Value: 620 Extra Power: -4 Ramming Factor: 420 Pivot Cost: 5+5 Thrust Hyperdrive delay: 25 Roll Cost: 2+2 Thrust Initiative Bonus: -2 5 Turn Cost Turn Delay 12 14 16 12 14 16 **Dual Laser Turret** 8 4 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 SENSOR DATA FORWARD HITS Defensive EW [Retro Thrust Dual Laser Turret Target #1 Turbolaser Tractor Beam Target #2 10-11: Sensors 12-18: Forward Struct 19-20: PRIMARY Hit Target #3 Assault Concussion Target #4 Launcher Class: Ballistic Mode: Pulse Target #5 SIDE HITS Port/Stb Thrust Target #6 Damage: 12 1d5 Times Maximum Pulses: 4 6-8 **Dual Laser Turret** Turbolaser Grouping Range: +1 per 3
Range: 20 hexes
Fire Control: +3/+2/+1 SPECIAL NOTES 12-18: Port/Stb Struct 19-20: PRIMARY Hit Unreliable Ship: AFT HITS
1-6: Main Thrust Intercept Rating: n/a
Rate of Fire: 1 per 3 turns Vulnerable to Criticals Weapon Misfirings Engine Dual Laser Turret Shield Fluctuations 9-10 Turbolaser Hyperdrive Multiplier x2 12: Tractor Beam 13-18: Aft Struct 19-20: PRIMARY Hit PRIMARY HITS ۱۸۱۱ 1-9: Primary Struct 10-12: Shield Generator 13-15: Hyperdrive 16. Hangar 17-18: Reactor 20: C & C **FORWARD** 50 50 *** (3) \mathfrak{T} **ICON RECOGNITION** Thruster **PRIMARY** C & C SHIELD DATA Sensors Ray Particle Engine Forward Port Reactor Starboard Hangar oxplusAft Ш Hyperdrive Shield Generator 4 Tractor Beam Turbolaser **Dual Laser** Assault Concussion Launcher (4)