



Corellian Gunships [2]

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: --	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 350 each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	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	

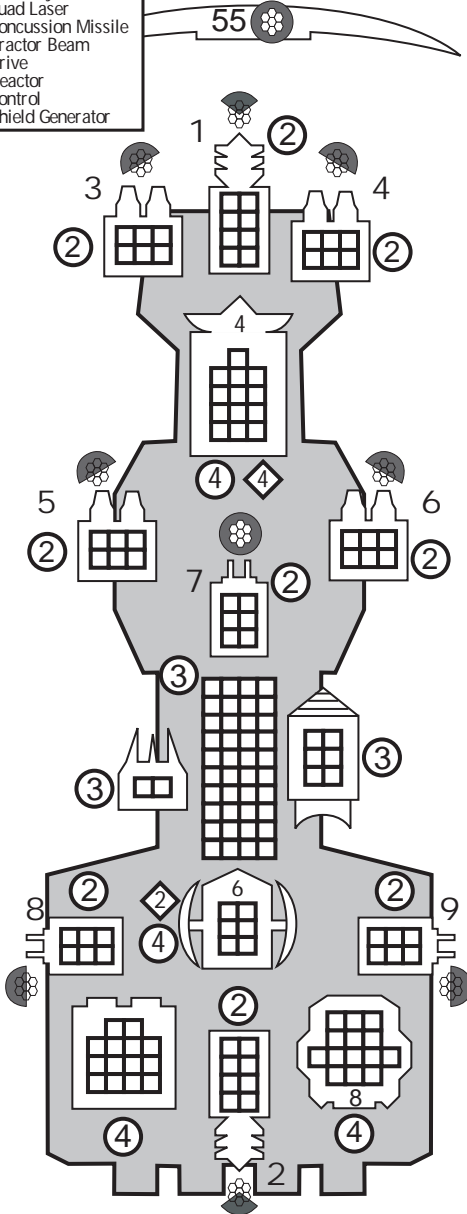
WEAPON DATA	
Assault Concussion Launcher	
Class: Ballistic	⑥
Mode: Pulse	
Damage: 12 1d5 Times	
Maximum Pulses: 4	
Grouping Range: +1 per 3	
Range: 20 hexes	
Fire Control: +3/+2/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

Quad Laser Turret	
Class: Laser	②
Mode: Standard	
Damage: 2d6+4	
Range Penalty: -2 per hex	
Fire Control: +2/+3/+5	
Interception Rating: -4	
Rate of Fire: 1 per turn	

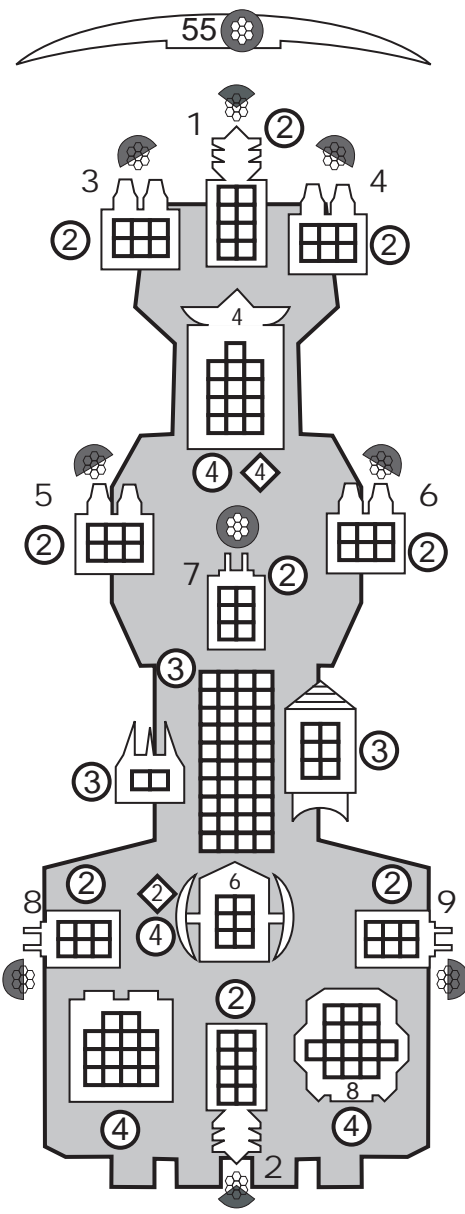
Twin Turbolaser	
Class: TurboLaser	②
Mode: Standard	
Damage: 2x 1d10+8	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+1/+0	
Interception Rating: -2	
Rate of Fire: 1 per 2 turns	

HIT LOCATIONS	
1-7:	Structure
8:	Hyperdrive
9-11:	Dual Hvy Turbolaser
12-13:	Quad Laser
14:	Concussion Missile
15:	Tractor Beam
16-17:	Drive
18:	Reactor
19:	Control
20:	Shield Generator

SPECIAL NOTES
Hyperdrive Multiplier x2



GUNSHIP # 1



GUNSHIP # 2

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

SHIELD DATA	
	Ray Particle
Forward	
Port	
Starboard	
Aft	

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

SHIELD DATA	
	Ray Particle
Forward	
Port	
Starboard	
Aft	

ICON RECOGNITION					