

Republic Acclamator-B Assault Carrier

SPECS

Class: Capital Ship
 In Service: -22 ANH
 Point Value: 930
 Ramming Factor: 190
 Hyper Delay: 8 turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Sth/Port Defense: 17
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +0

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

WEAPON DATA

Quad Turbolaser Turret

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

Dual Laser Turret

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Quad Turbolaser
- 7-9: Dual Laser Turret
- 10-12: Hangar
- 13-18: Fwd Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Starboard Thrust
- 5-6: Quad Turbolaser
- 7-9: Dual Laser Turret
- 10-11: Barracks
- 12-18: Starboard Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Quad Turbolaser
- 8-9: Dual Laser Turret
- 10-11: Hyperdrive
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-12: Sensors
- 13-14: Engine
- 15-17: Shield Generator
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

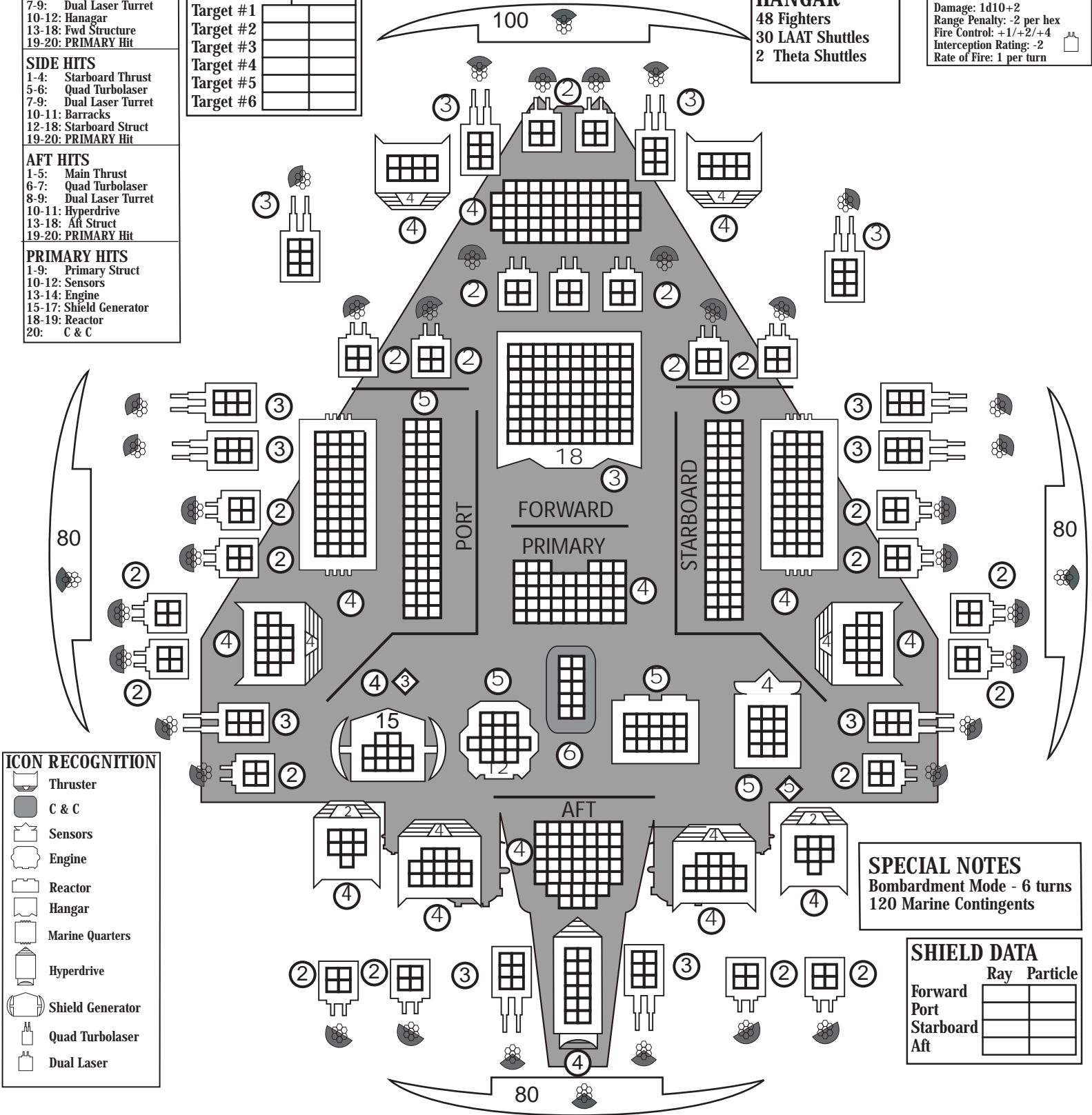
Target #4

Target #5

Target #6

HANGAR

48 Fighters
 30 LAAT Shuttles
 2 Theta Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Quarters
- Hyperdrive
- Shield Generator
- Quad Turbolaser
- Dual Laser

SPECIAL NOTES
 Bombardment Mode - 6 turns
 120 Marine Contingents

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		