

# Naboo Royal Cruisers [2]

SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 12	
In Service: -22 ANH		Turn Delay: 1/3 Speed		Stb/Port Defense: 10	
Point Value: 65 each		Accel/Decel Cost: 1 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 32		Pivot Cost: 1+1 Thrust		Extra Power: +0	
Hyper Cost: 1 Power		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1	2	3	4
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	1	1	1	2
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	1	1	1	2

**HANGAR**  
 0 Fighters (4 on rails)  
 0 Shuttles:

**HIT LOCATIONS**  
 1-7: Structure  
 8-10: Cargo A/B  
 10-12: Hyperdrive  
 13: Droid Repair  
 14-15: Drive  
 16-17: Reactor  
 18-19: Shield Generator  
 20: Control

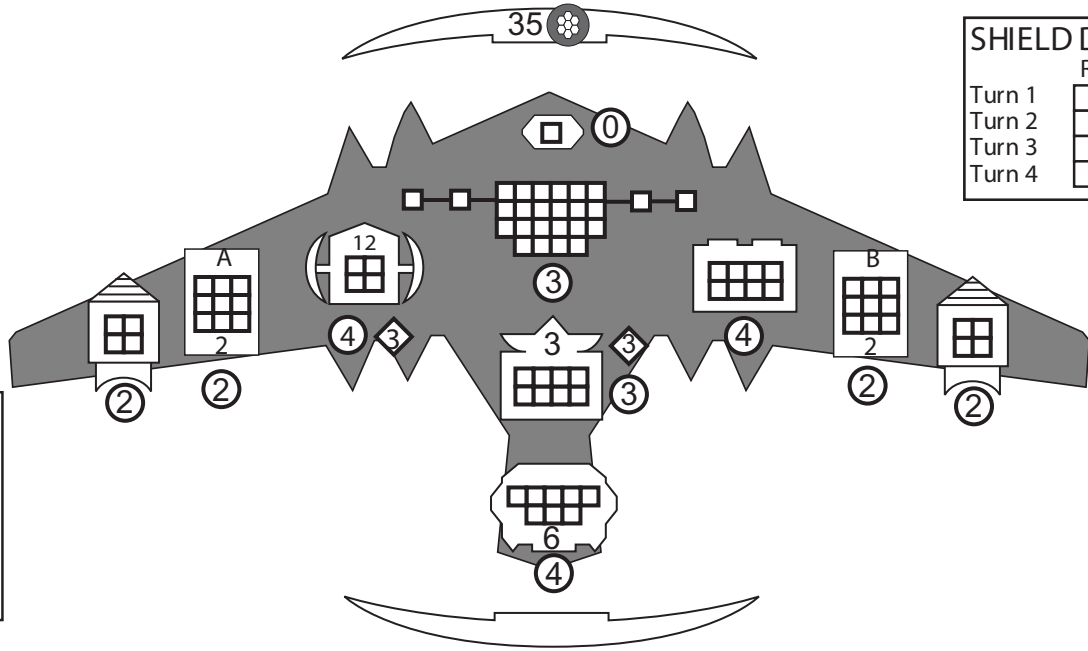
**SHIELD DATA**

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

Royal Cruiser # 1

**SENSOR DATA**

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



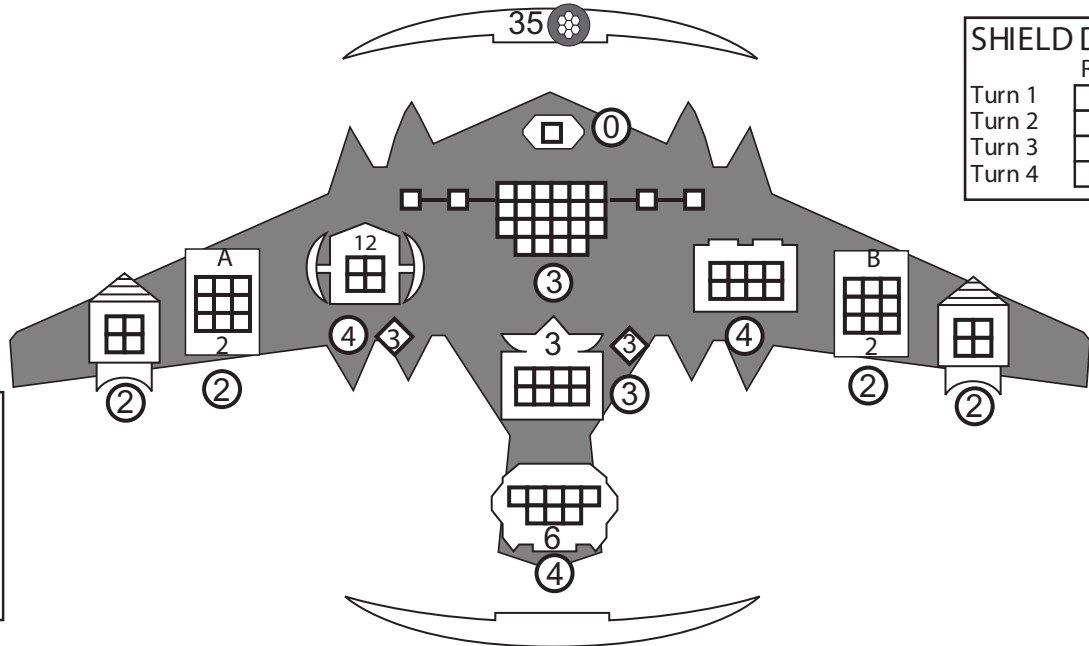
**SHIELD DATA**

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

Royal Cruiser # 2

**SENSOR DATA**

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



**ICON RECOGNITION**

	Control		Reactor		Tractor Beam		Dual Laser
	Drive		Shield Generator		Hyperdrive		Cargo