



# Republic Consular Cruiser [2]

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 11
In Service: -60	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 200 each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 55	Pivot Cost: 1+1 Thrust	Extra Power: +0
Hyper Cost: 4 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 2 2 3 4 4 5	6 6 7 8 8
Turn Delay	1 2 2 3 4 4 5	6 6 7 8 8

WEAPON DATA
<b>Dual Lt Turbolaser</b>
Class: Turbolaser
Mode: Standard
Damage: 2x 1d10+3
Range Penalty: -1 per hex
Fire Control: +3/+2/+2
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Assault Concussion Launcher
Class: Ballistic
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range: 15 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

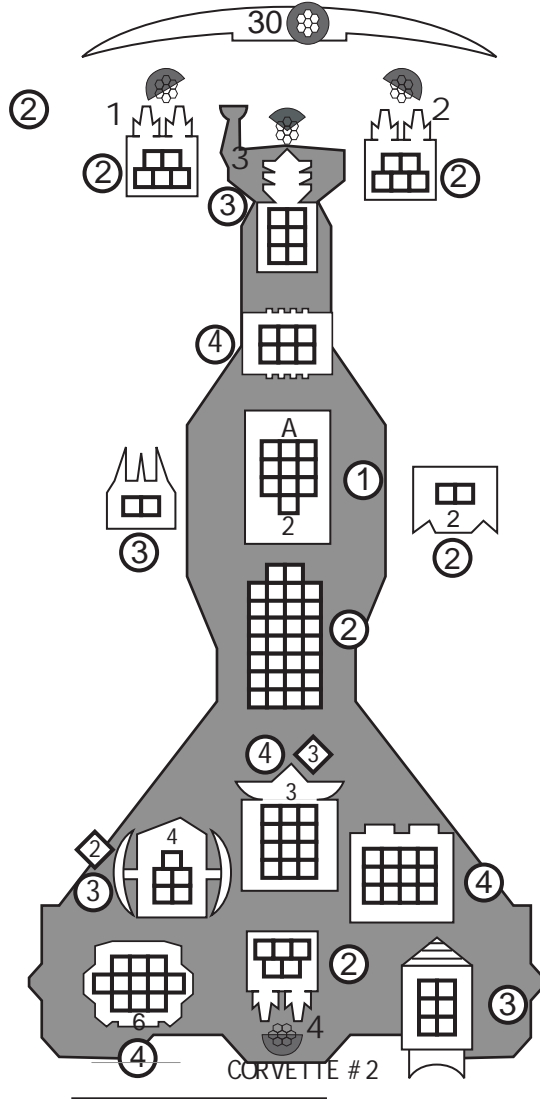
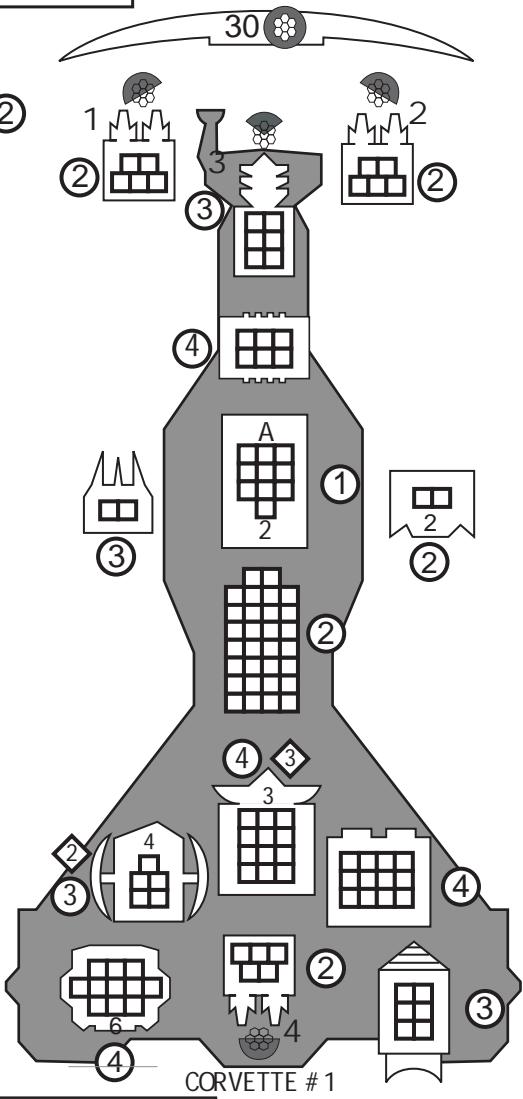
- HIT LOCATIONS**
- 1-6: Structure
  - 7: Concussion Misiile
  - 8-9: Dual Lt Turbolaser
  - 10-11: Cargo
  - 12: Hyperdrive
  - 13: Diplomatic Salon
  - 14: Hangar
  - 15: Tractor Beam
  - 16-17: Drive
  - 18: Reactor
  - 19: Control
  - 20: Shield Generator

**HANGAR**

2 Shuttles: Thrust: 6

Armor: 2 Defense: 8/9

█	█	█	█	█	█	█	█
█	█	█	█	█	█	█	█



**SENSOR DATA**

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

**SHIELD DATA**

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

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	Target # 1
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**ICON RECOGNITION**

Control	Reactor	Tractor Beam	Cargo	Diplomatic Salon
Drive	Shield Generator	Hyperdrive	Dual Lt Turbolaser	Assault Concussion Launcher