

Old Republic LAAT/c Carrier

SPECS

Class: Carrier Shuttle In Service: -25 ANH Point Value: 22 each Ramming Factor: 16 Jinking Limit: 2 Levels

MANEUVERING

Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6/7 Stb/Port Defense: 8/9 Free Thrust: 6/4 Offensive Bonus: +2 Initiative Bonus: +10/+6 WEAPON DATA

Dual Linked Blasters
Number of Guns: 1
Class: Pulse Laser
Damage: d6+2
Range Penalty: -3 per hex
Fire Control: n/a
Rate of Fire: Once per turn





SPECIAL NOTES

Atmospheric Carries 1 AT/TE Use stats after slash when loaded with AT/TE Locked on to as indidividual units

