

Imperial Star Galleon



SPECS

Class: Medium Ship
 In Service: +1 ANH
 Point Value: 375
 Ramming Factor: 100
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1x Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: +0
 Initiative Bonus: +9

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

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

FORWARD HITS	
1-5:	Retro Thrust
6-7:	Turbolaser
8-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Turbolaser
10:	Barracks
11-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Port/Stb Thrust
7-10:	Cargo A/B
11:	Shield Generator
12:	Hyperdrive
13-14:	Sensors
15-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

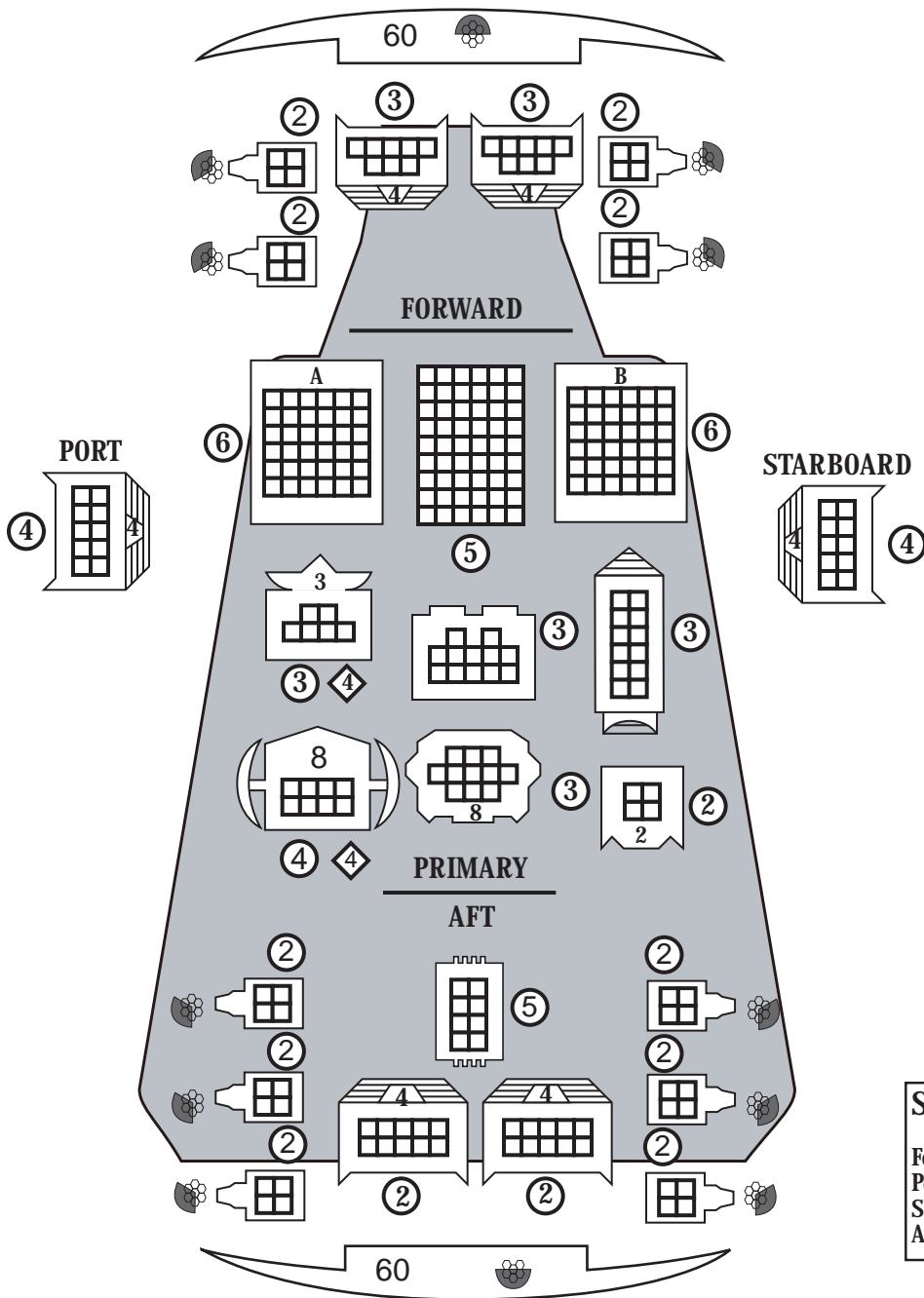
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 4 Shuttles: Thrust: 6
 Armor: 0 Def: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Barracks
- Turbolaser

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		