



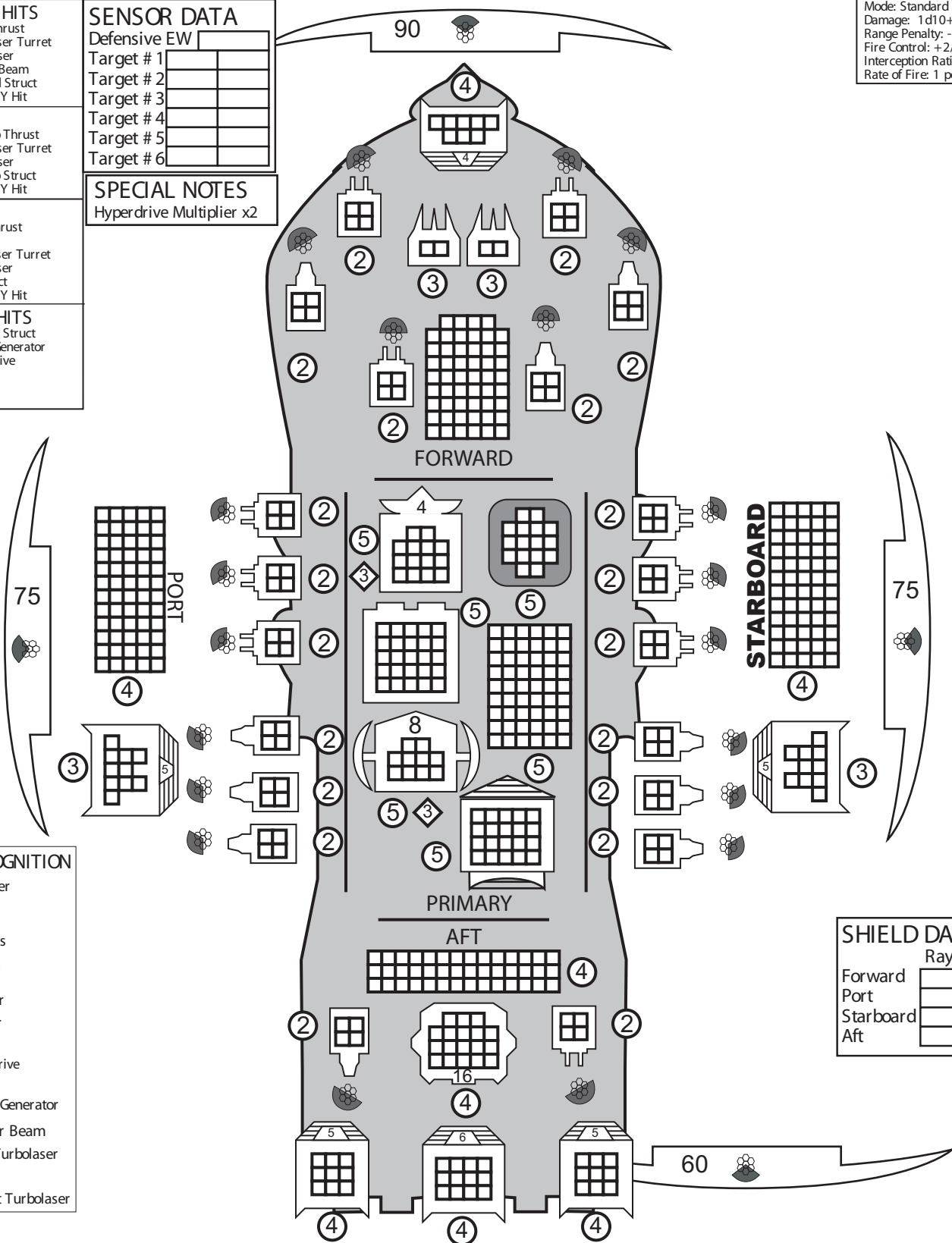
# Old Republic Dreadnought Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: -40 ANH Point Value: 700 Ramming Factor: 250 Hyperdrive delay: 12	Turn Cost: 2 x Speed Turn Delay: 2 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/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	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA	
<b>Turbolaser</b> Class: Turbolaser Mode: Standard Damage: 1d10+7 Range Penalty: -1 per 2 hexes Fire Control: +3/+1/+1 Interception Rating: -1 Rate of Fire: 1 per 2 turns	
<b>Dual Laser Turret</b> Class: Laser Mode: Standard Damage: 1d10+2 Range Penalty: -2 per hex Fire Control: +2/+2/+4 Interception Rating: -2 Rate of Fire: 1 per turn	

FORWARD HITS
1-5: Retro Thrust 6-7: Dual Laser Turret 8-9: Turbolaser 10: Tractor Beam 11-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust 6-8: Dual Laser Turret 9-11: Turbolaser 12-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust 7-9: Engine 10: Dual Laser Turret 11: Turbolaser 12-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct 10-12: Shield Generator 13-15: Hyperdrive 16-17: Sensors 18-19: Reactor 20: C & C

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	
SPECIAL NOTES	
Hyperdrive Multiplier x2	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Tractor Beam
	Quad Turbolaser Turret
	Dual Lt Turbolaser

SHIELD DATA		
	Ray	Particle
Forward		
Port		
Starboard		
Aft		