



Version 1: 2ED SW

Name: _____

Counter: _____

Republic Acclamator-B Assault Carrier

SPECS

Class: Capital Ship
In Service: -22 ANH
Point Value: 930
Ramming Factor: 190
Hyper Delay: 8 turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
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	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

Quad Turbolaser Turret

Class: TurboLaser
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Dual Laser Turret

Class: Pulse Laser
Mode: Standard
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +1/+2/+4
Interception Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Quad Turbolaser
7-9: Dual Laser Turret
10-12: Hangar
13-18: Fwd Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Starboard Thrust
5-6: Quad Turbolaser
7-9: Dual Laser Turret
10-11: Barracks
12-18: Starboard Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Quad Turbolaser
8-9: Dual Laser Turret
10-11: Hyperdrive
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-14: Engine
15-17: Shield Generator
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

HANGAR

48 Fighters
30 LAAT Shuttles
2 Theta Shuttles

