

Corillani Llartol Assault Cruiser

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 750
Ramming Factor: 270
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 5/3 Speed
Turn Delay: 5/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 18
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	5	7	9	10	12	14	15	17	19	20
Turn Delay	2	4	5	7	9	10	12	14	15	17	19	20

WEAPON DATA

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Twin Array

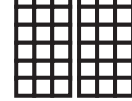
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

CORILLANI DROLLA ASSAULT SHUTTLE

Cost: 35 Defense: 8/8
Thrust: 7 Offense: +2
Armor: 3 Initiative: +9
1 Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+5
Firing Arc:

CORILLANI TURAL BREACHING POD

Cost: 40 Defense: 8/8
Thrust: 7 Offense: 0
Armor: 3 Initiative: +6
No Weapons



FORWARD HITS

1-6: Retro Thrust
7-11: Missile Rack
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-7: Port/Stb Thrust
8-9: Missile Rack
10-12: Twin Array
13: Port/Stb Hangar
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Missile Rack
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

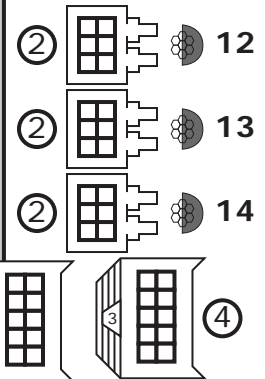
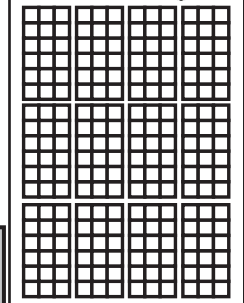
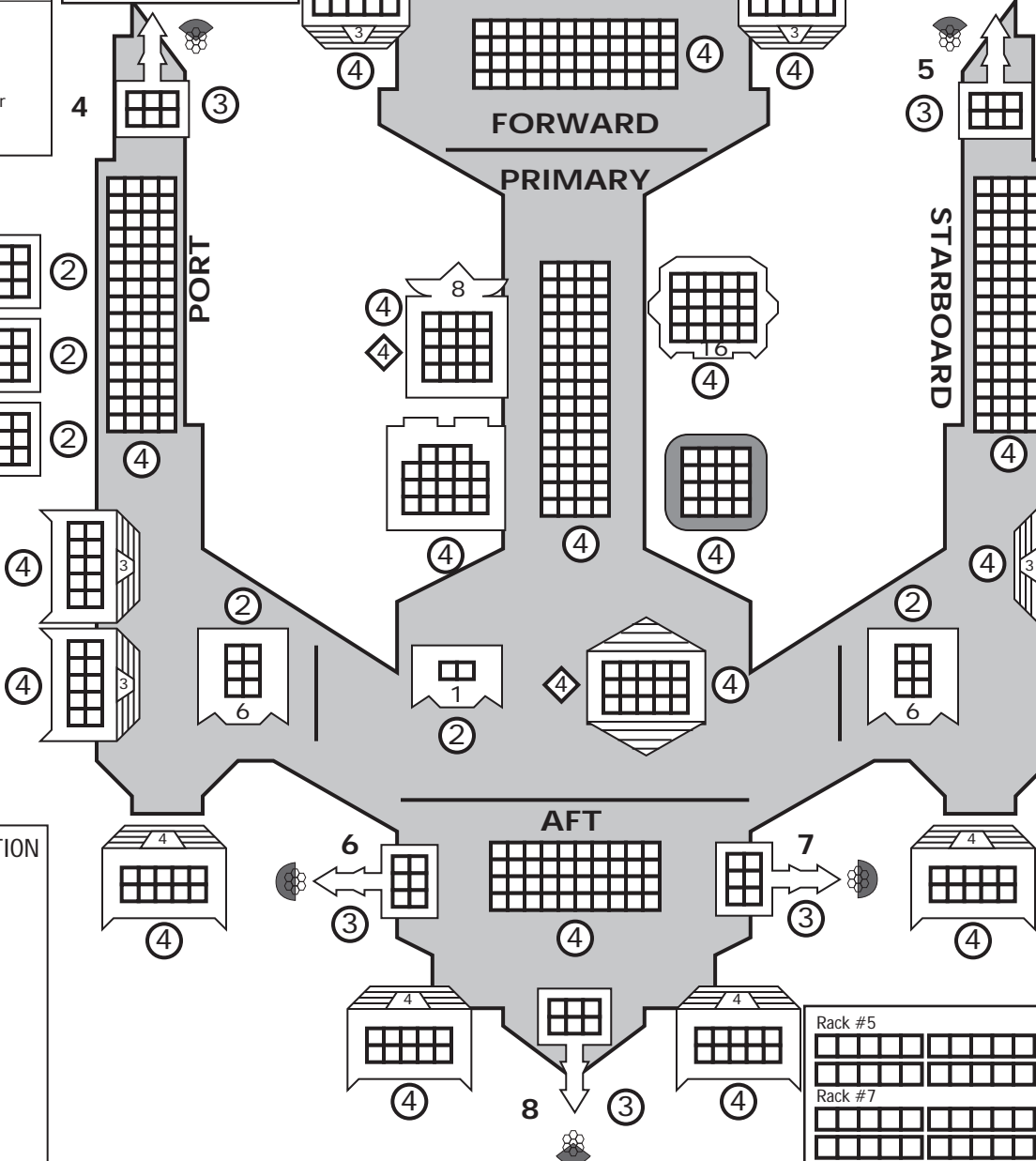
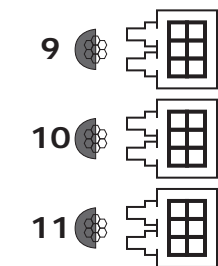
Target #6

MAIN HANGAR

0 Fighters
2 Breaching Pods

SIDE HANGARS

6 Assault Shuttles Each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Twin Array

MISSILES

Rack #1	
Rack #2	
Rack #3	
Rack #4	
Rack #5	
Rack #6	
Rack #7	
Rack #8	