



Version 2: 2ED SW

Name: _____

Counter: _____

Republic Acclamator Assault Ship

SPECS

Class: Capital Ship
In Service: -22 ANH
Point Value: 850
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/+1/+1
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Dual Laser Turret

Class: Pulse Laser
Mode: Standard
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Interception Rating: -2
Rate of Fire: 1 per turn

Assault Concussion Launcher

Class: Ballistic
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 5
Grouping Range: +1 per 4
Range: 15 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Assault Concussion
7-8: Quad Turbolaser
9-10: Dual Laser Turret
11-12: Hangar
13-18: Fwd Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Starboard Thrust
5: Assault Concussion
6-7: Quad Turbolaser
8-9: Dual Laser Turret
10-12: Barracks
13-18: Starboard Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct
10-11: Sensors
12-13: Hyperdrive
14-15: Engine
16-17: Shield Generator
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

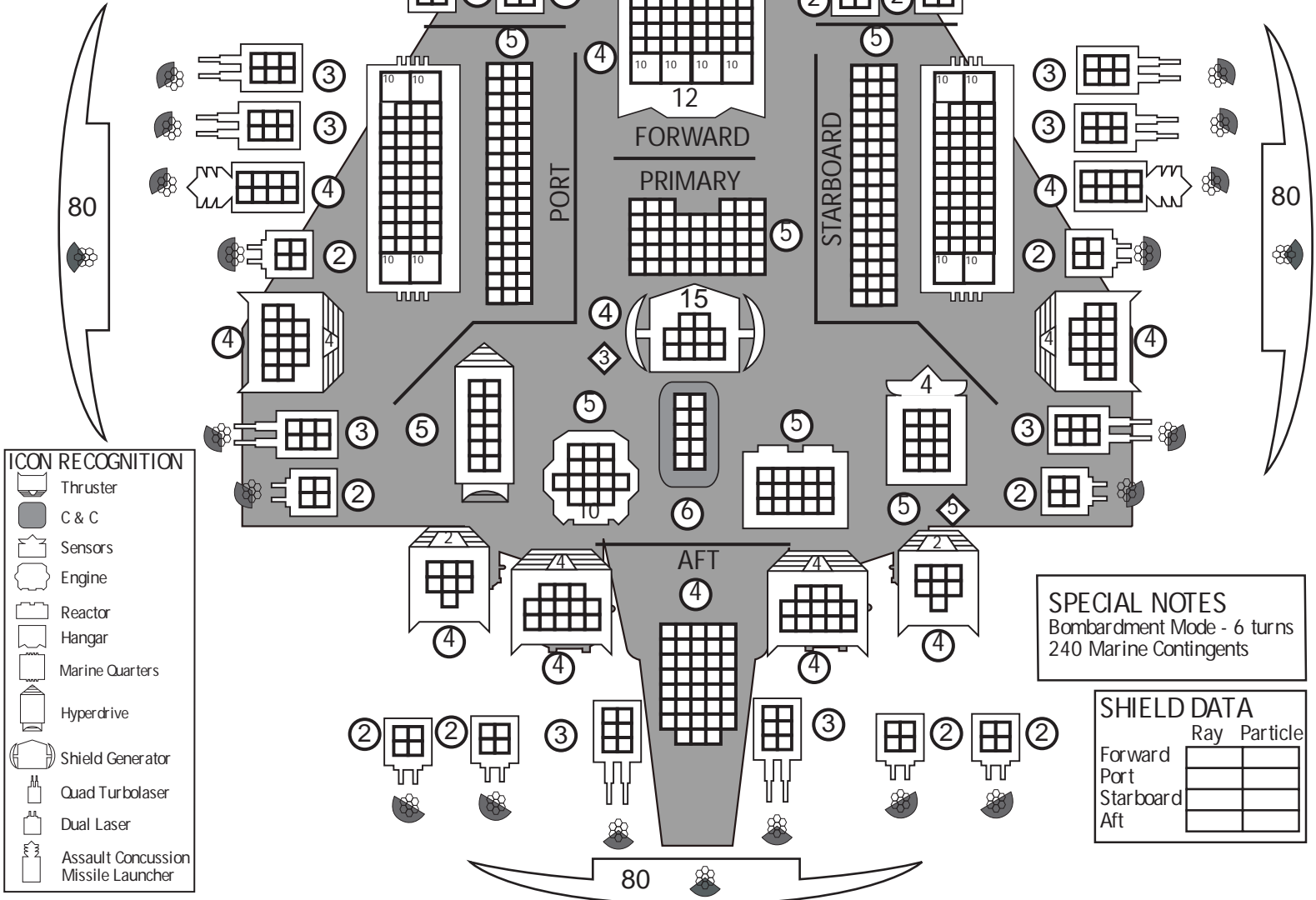
Target # 4

Target # 5

Target # 6

HANGAR

40 LAAT/i Gunships
40 LAAT/c Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Quarters
- Hyperdrive
- Shield Generator
- Quad Turbolaser
- Dual Laser
- Assault Concussion Missile Launcher

SPECIAL NOTES

Bombardment Mode - 6 turns
240 Marine Contingents

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		