Version 1: 2E/SW

Name: _____ Counter: _____

Rebel Dreadnought Cruiser

SPECS
Class: Capital Ship
In Service: --
Point Value: 925
Ramming Factor: 250
Hyper Cost: 16 Power

MANEUVERING
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

COMBAT STATS
Fwd/Aft Defense: 13
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

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

Ion Cannon
Class: Ion
Mode: Standard
Damage: 4/+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-2
Interception Rating: n/a
Rate of Fire: 1 per turn

Light Ion Cannon
Class: Ion
Mode: Standard
Damage: 2/+8
Range Penalty: -1 per hex
Fire Control: +3/+1/-1
Interception Rating: n/a
Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-7: Twin Turbolaser
8-9: Light Ion Cannin
10-11: Ion Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-9: Twin Turbolaser
10-18: Port/Stb Struct
19-20: PRIMARY Hit

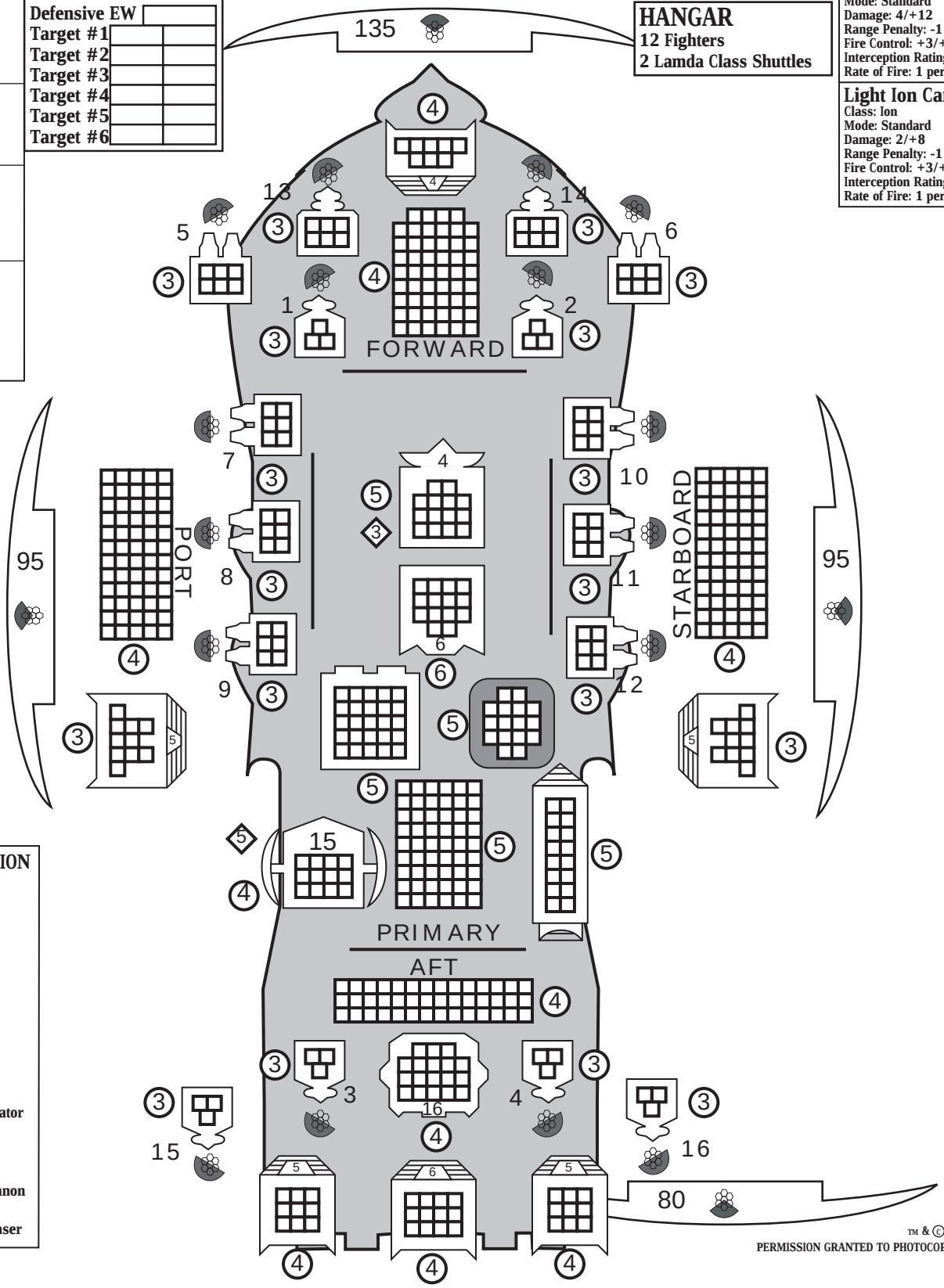
AFT HITS
1-6: Main Thrust
7-9: Engine
10-13: Light Ion Cannon
14-18: Aft Struct
19-20: PRIMARY Hit

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

SENSOR DATA
Defensive EW

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

HANGAR
12 Fighters
2 Lamda Class Shuttles



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Ion Cannon
- Light Ion Cannon
- Twin Turbolaser

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