



Corellian Gunship

SPECS

Class: Medium Ship

In Service: --

Point Value: 350

Ramming Factor: 45

Hyper Cost: 6 Power

MANEUVERING

Turn Cost: 1/3 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 2 Thrust

Pivot Cost: 1+1 Thrust

Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11

Sth/Port Defense: 14

Engine Efficiency: 2/1

Extra Power: 0

Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Concussion Launcher

Class: Ballistic
 Mode: Pulse
 Damage: 9 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 2
 Range: 30 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Turbolaser Turret

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

Laser Turret

Class: Laser
 Mode: Standard
 Damage: 1d10
 Range Penalty: -1 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: -4
 Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
 5-6: Concussion Launcher
 7-10: Twin Turbolaser
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-10: Laser Cannon
 11-12: Engine
 13-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Sth Thrust
 9-11: Sensors
 12-14: Hyperdrive
 15-16: Shield Generator
 17-19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

Target #1

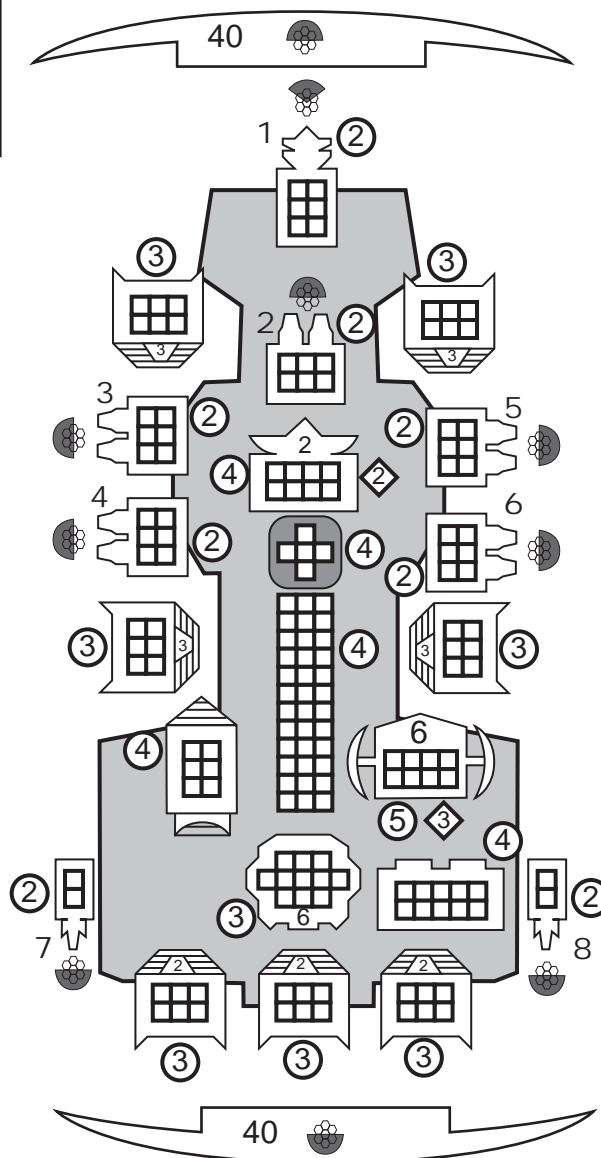
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Laser Cannon
- Twin Turbolaser
- Concussion Launcher