SHIP NAME Radiant IX

MAKE / MODEL Consular Class Light Cruiser

HARD POINTS 2 (6)

ENCUMBRANCE CAPACITY 4000

STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

PLAYER

CHARACTERISTICS

SILHOUETTE	SPEED	HANDLING
5	2	-3

ARMOR	HULL TRAUMA		SYSTEM STRAIN	
4	30		16	
	THRESHOLD	CURRENT	THRESHOLD	CURRENT

DEFENSE

FORE	PORT	STARBOARD	AFT
2	1	1	0

WEAPONS

WEAPON	FIRING ARC	DAMAGE	RANGE	CRIT	SPECIAL
Twin Concussion	Forward	6	Short	3	Blast 4, Breach 4, Guided 3
Missile Launchers					Limited Ammo 3, Linked 1, Slow Firing
Port + Starboard (Ventral)	' + S (Ventra	6	Short	3	Linked 1
Turret-Mounted					
Heavy Laser Cannons					

ATTACHMENTS

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO HOLD

CREW Captain, Pilot, Co-Pilot, Navigator, Comms Operator, 4 Engineers

PASSENGERS 24

CONSUMABLES One year

HYPERDRIVE Primary: Class 2, Backup: Class 14

SENSOR RANGE Extreme (Non-Operational)

VEHICLE SHEET

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