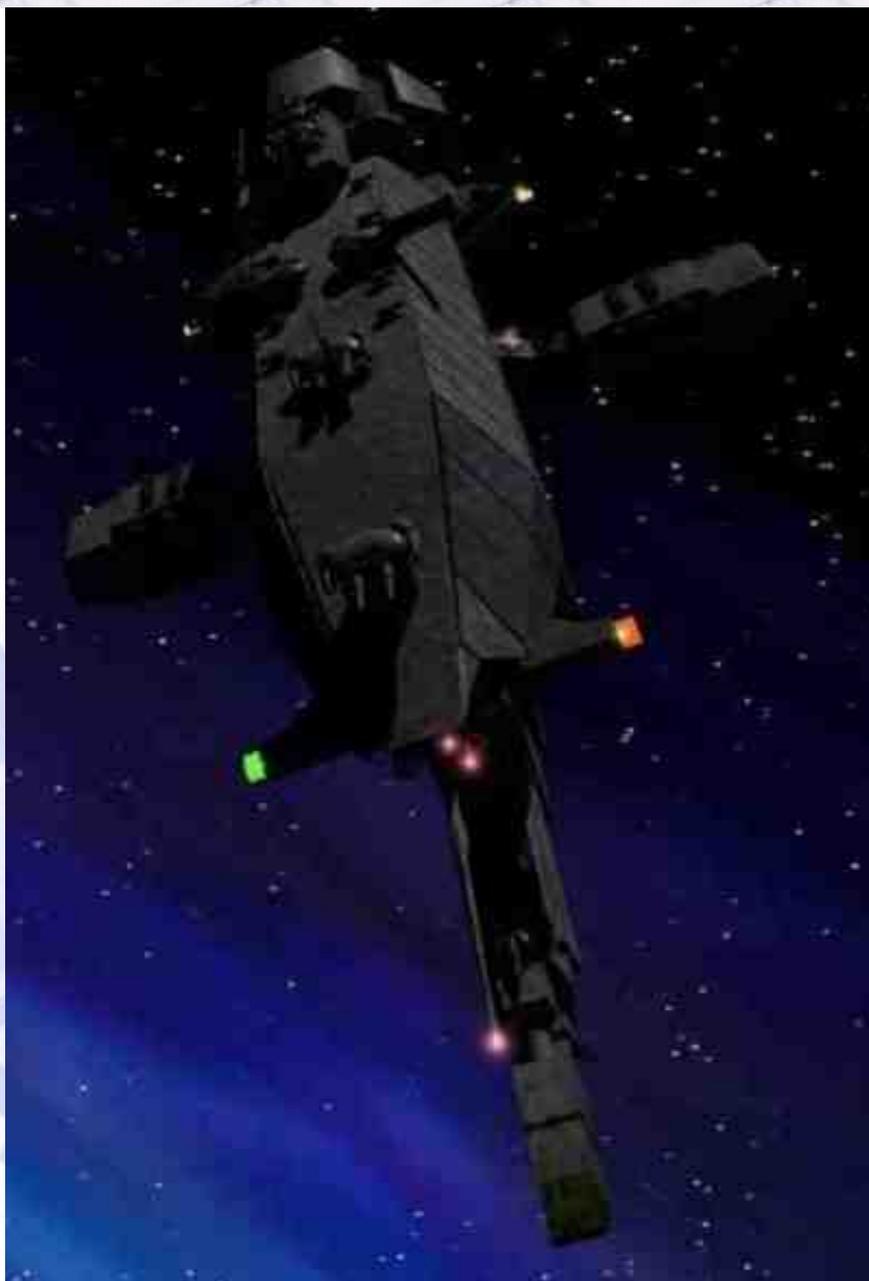


Name: Anvil Heavy Cruiser  
 Type: SoroSuub Anvil Class Heavy  
 Cruiser  
 Scale: Capital  
 Length: 1200 Meters  
 Skill: Capital Ship Piloting: Anvil  
 Crew: 5,000; (skeleton 1200/+10)  
 Passengers/Troops: 3,000  
 Crew Skill: Capital Ship Piloting 6D,  
 Capital Ship Gunnery 6D+2, Starship  
 Shields 5D  
 Consumables: 2 Years  
 Cargo Capacity: 20,000 Tons  
 Hyperdrive Multiplier: X1  
 Hyperdrive Backup: X10  
 Nav Computer: Yes  
 Space: 8  
 Maneuverability: 1D  
 Hull: 7D  
 Shields: 4D  
 Sensors:  
     Passive: 60/1D  
     Scan: 120/3D  
     Search: 180/5D  
     Focus: 10/7D  
 Cloaking Device : No  
 Fighters: 72  
 Transports: 6



Weapons:

- 30 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 15 Front/Left/Back 15 Front/Right/Back
  - Fire Control: 1D+2
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3
  - Damage: 5D
- 24 Medium TurboLaser Cannon Turrets
  - Scale: Capital
  - Fire Arc: 6 Front, 8 Left, 8 Right, 2 Back

Fire Control: 2D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 5D

#### 14 Twin Heavy TurboLaser Cannon Turrets

Scale: Capital

Fire Arc: 6 Front, 2 Left, 2 Right, 4 Back

Fire Control: 2D+1

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 7D

#### 5 Heavy Ion Cannon Turrets

Scale: Capital

Fire Arc: 10 Front

Fire Control: 2D+2

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 5D

#### 4 Treble Concussion Missile Launchers

Scale: Capital

Fire Arc: 40 Front

Fire Control: 4D

Space: 2-10/30/60

Atmosphere Range: 4-24/60/120

Damage: 10D

Description: The Anvil is the heaviest cruiser built by the shipyards of the planet Sullust, and is their main contribution to the fleets of the New Republic. Although lightly armed in comparison to ships such as Star Destroyers, the Anvils weapons are mostly mounted to the ships front, giving it great offensive firepower, although it often needs support in longer more sustained battles, as the weaker fire arcs to its sides and flank can be taken advantage of by smaller more maneuverable opponents. The Anvil is designed to destroy enemy ships, and as such is poorly disadvantaged in other fleet actions, it does however carry a large quantity of fighters, and finds itself forced into the role of a carrier, one it is poorly suited to.

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Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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