

Coreellian YT-1300 Freighter



SPECS

Class: Lt. Combat Vsl
In Service: Empire
Point Value: 80 each
Ramming Factor: 30
Hyper Delay: 12 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +6

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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Laser Cannon

Class: Ion+Laser
Modes: Standard
Damage: 1d6+6
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

HIT LOCATIONS

1-8: Structure
9-10: Cargo
11-12: Hyper Drive
13-14: Laser Cannon
15-16: Shield System
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

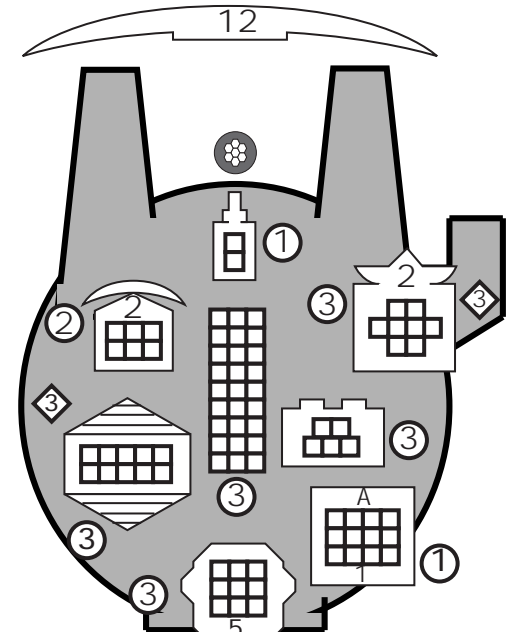
Atmospheric Capable
Ion Drive System
Civilian Shield System



← YT-1300 #1

SENSOR DATA

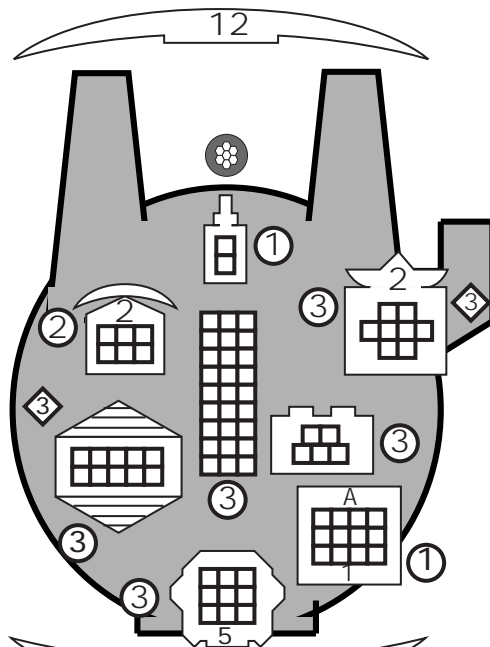
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



YT-1300#2 →

SENSOR DATA

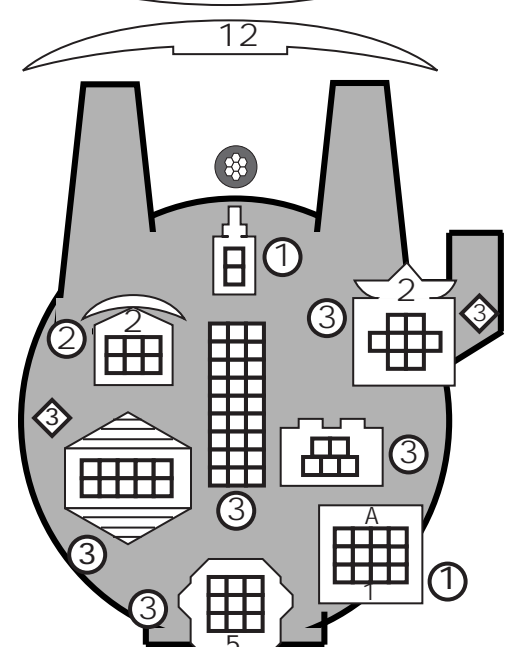
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



← YT-1300 #3

SENSOR DATA

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



YT-1300 #4 →

SENSOR DATA

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

ICON RECOGNITION

Control Reactor Deflector Shield Laser
Drive Hyper Drive Cargo