



Version 1: 2E/SW

Name: _____ Counter: _____

Hutt Modified Space Yacht

SPECS

Class: Medium Ship
In Service: -12 ANH
Point Value: 400
Ramming Factor: 60
Hyper Delay: 8 turns

MANEUVERING

Turn Cost: 1/2 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

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

WEAPON DATA

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

FORWARD HITS

1-5: Retro Thrust
6-7: Turbolaser
8-10: Hangar
11: Tractor Beam
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
7-9: Turbolaser
9-10: Shield Generator
11-12: Hyperdrive
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-17: Reactor
18-20: C & C

SENSOR DATA

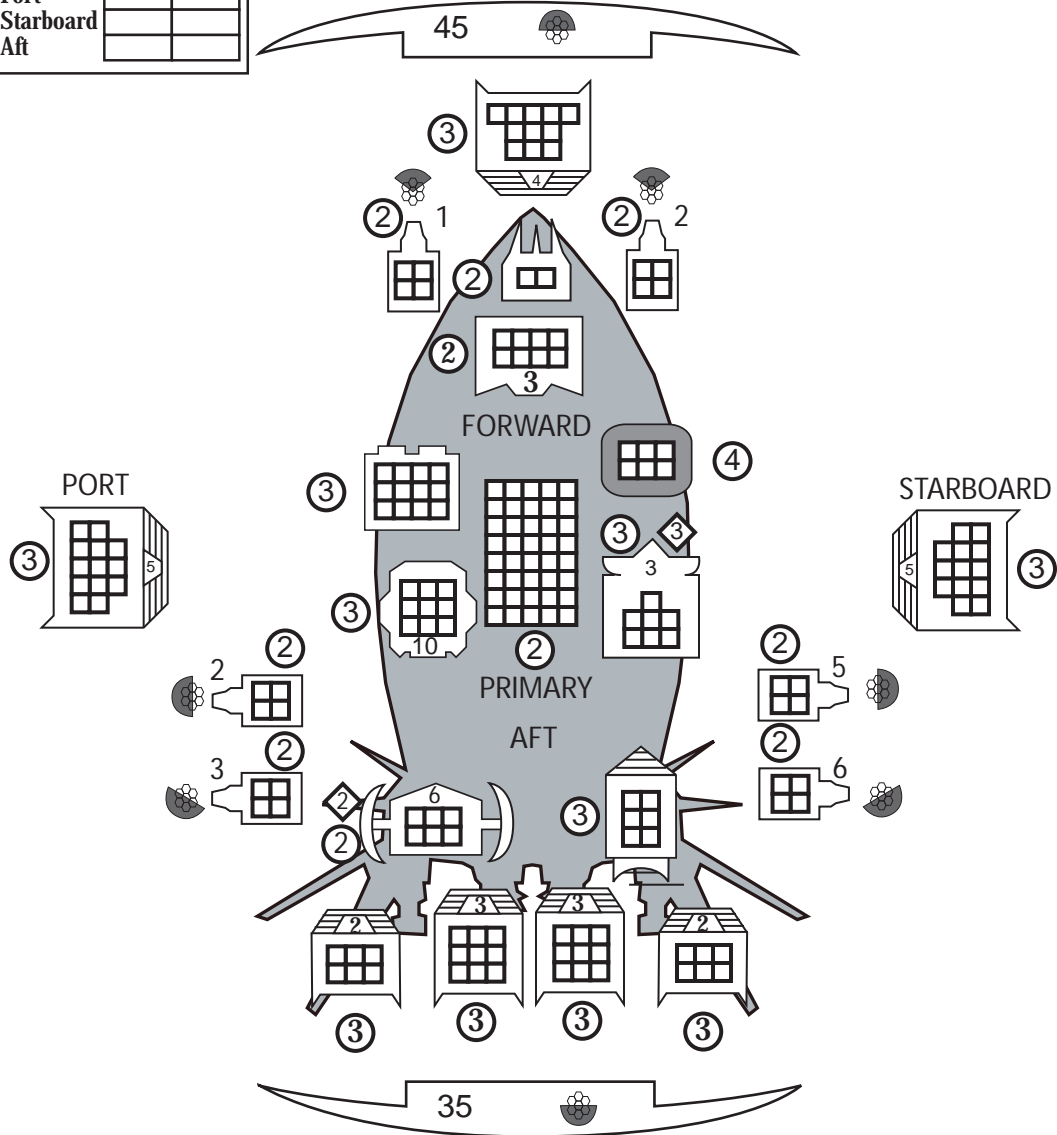
| Defensive EW | |
|--------------|--|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

SHIELD DATA

| | Ray | Particle |
|-----------|-----|----------|
| Forward | | |
| Port | | |
| Starboard | | |
| Aft | | |

HANGAR

6 Fighters
2 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Turbolaser