



## Corellian YT-1300 Freighters [2]

### SPECS

Class: Lt. Combat Vsl  
In Service: --  
Point Value: 85 each  
Ramming Factor: 35  
Hyper Cost: 1 Power

### MANEUVERING

Turn Cost: 1/4 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 1+1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 9  
Sth/Port Defense: 11  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +8

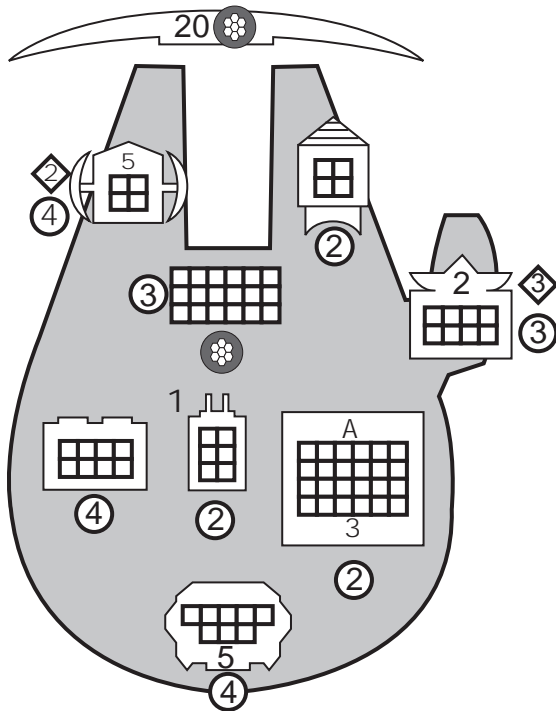
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

### WEAPON DATA

**Quad Laser Turret**  
Class: Laser  
Mode: Standard  
Damage: 2d6+4  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+5  
Interception Rating: -4  
Rate of Fire: 1 per turn

### HIT LOCATIONS

1-7: Structure  
8-9: Hyperdrive  
10: Quad Laser  
11-15: Cargo A  
16-17: Drive  
18: Reactor  
19: Control  
20: Shield Generator



YT-1300 #1

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### SHIELD DATA

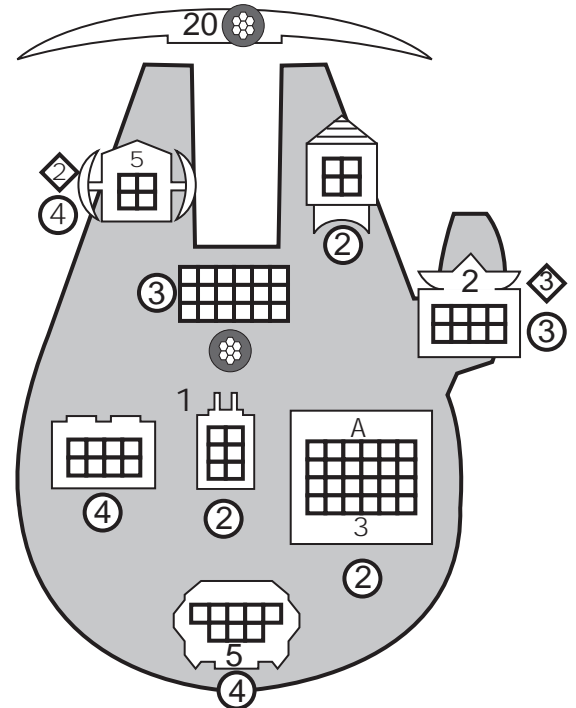
Ray Particle

Forward

Port

Starboard

Aft



YT-1300 #2

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### SHIELD DATA

Ray Particle

Forward

Port

Starboard

Aft

### ICON RECOGNITION

Control Reactor Tractor Beam Dual Laser  
Drive Shield Generator Hyperdrive Cargo