



Trade Federation Battleship

SPECS

Class: Enormous
In Service: -32 ANH
Point Value: 1225
Ramming Factor: 450
Hyper Cost: 20 Power

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 21
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Quad Turbolaser

Turret
Class: Turbolaser
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per hex
Fire Control: +3/+2/+2
Interception Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-3: Retro Thrust
4: Grappling Claw
5-6: Quad Turbolaser
7-10: Hangar
11: Secondary Reactor
12: Tractor Beam
13-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Quad Turbolaser
7: Cargo
8: Secondary Reactor
9-11: Droid Storage
12-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Quad Turbolaser
10: Secondary Reactor
11: Hyperdrive
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: Quad Turbolaser
9-10: Droid Control - Army
11-12: Droid Control - Fighters
13: Sensors
14-15: Shield Generator
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

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

SPECIAL NOTES

Secondary Reactors generate 8 points of power each, if destroyed causes a critical on all remaining reactors at +8
Skindancing attempts on this ship get +4 for success
280 Marine Contingents

SHIELD DATA - Forward

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

PORT HANGAR

160 Ultralight Droid
Starfighters (2 per hangar box)
25 C-9979 LCV Troop
Transports (4 hangar boxes per LCV)

STBD HANGAR

160 Ultralight Droid
Starfighters (2 per hangar box)
25 C-9979 LCV Troop
Transports (4 hangar boxes per LCV)

SHIELD DATA - Port

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Starboard

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Droid Controller
- Hyperdrive
- Shield Generator
- Droid Storage
- Quad Turbolaser Turret
- Grappling Claw

SHIELD DATA - Aft

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

