



Version 1: 2E/SW

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

## Trade Federation C-9979 Landing Transport (2)

### SPECS

Class: Lt. Combat Vsl  
In Service: -32 ANH  
Point Value: 110 each  
Ramming Factor: 30  
Hyper Delay: na

### MANEUVERING



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

### COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 10  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +10

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	1	2	2	3	3	4	4	5	5	6	6

### WEAPON DATA

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

### HIT LOCATIONS

1-6: Structure  
7-11: Droid Storage  
12-13: Dual Laser Turret  
14: Shield Generator  
15-16: Engine  
17-18: Reactor  
19-20: Control

### SPECIAL NOTES

Atmospheric Capable  
Carries 24 Droid Contingents

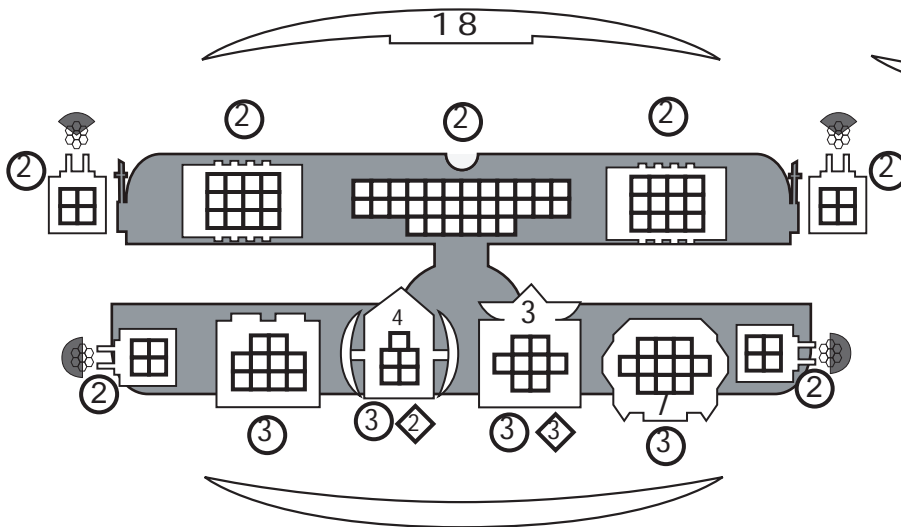
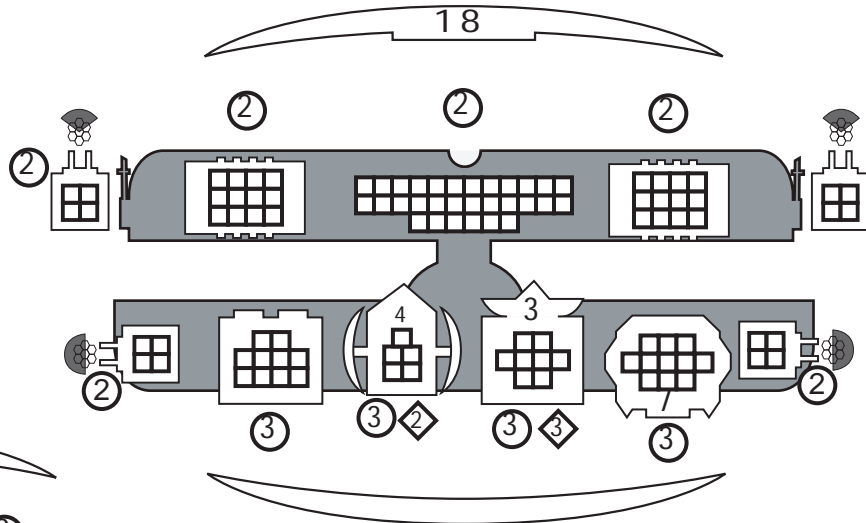
### SHIELD DATA

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

C-9979 #1 →

### SENSOR DATA

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



← C-9979 #2

### SENSOR DATA

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

### SHIELD DATA

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

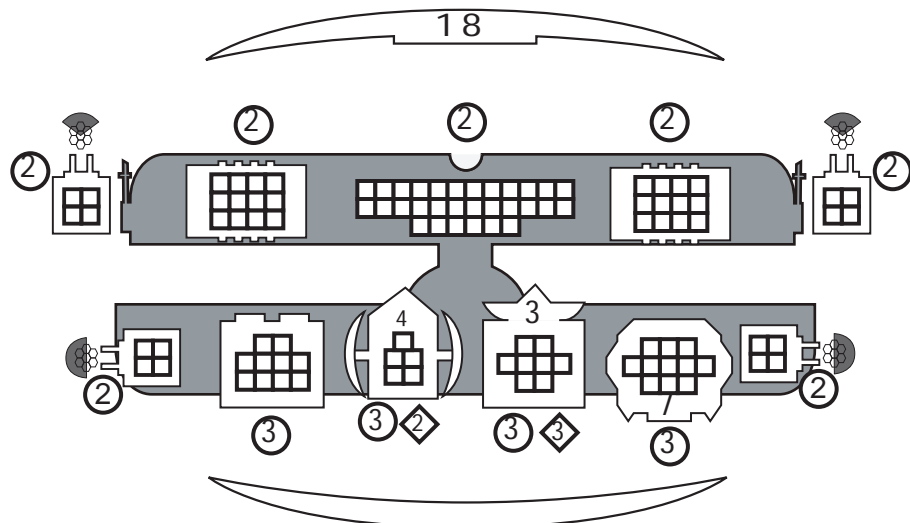
C-9979 #3 →

### SENSOR DATA

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

### SHIELD DATA

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		



### ICON RECOGNITION

