

Civilian Lambda Cargo Shuttle

SPECS

Class: Shuttle
In Service: Empire
Point Value: 20
Ramming Factor: 20
Jinking Limit: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 9
Free Thrust: 6
Offensive Bonus: +2
Initiative Bonus: +9

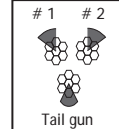
WEAPON DATA

Blaster Cannon
Number of Guns: 2 +1 tail gun
Class: Particle
Damage: 1d3+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

SPECIAL NOTES

Shield: Factor 2
Hyper Delay: 12 turns
Locked-onto as individual units.

ARMOR



Tail gun

Shuttle #1



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #2



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #3



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #4



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #5



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #6



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #7



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #8



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #9



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #10



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #11



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #12



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #13



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #14



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes

Shuttle #15



Shield ☐
Dropped Out ☐
Shtl Destroyed ☐

Initiative	Speed
Thrust Used	Notes