



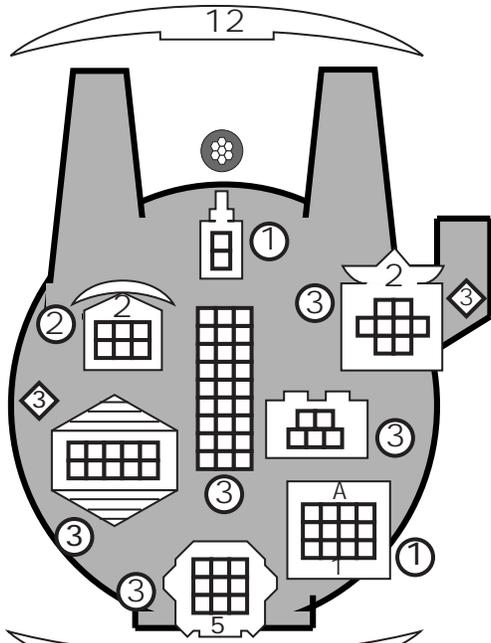
Corellian YT-1300 Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: Empire	Turn Delay: 1/3 Speed	Stb/Port Defense: 11
Point Value: 80 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1+1 Thrust	Extra Power: +0
Hyper Delay: 12 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Laser Cannon	
Class: Ion+Laser	◆
Modes: Standard	
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: n/a	☼
Rate of Fire: 1 per turn	

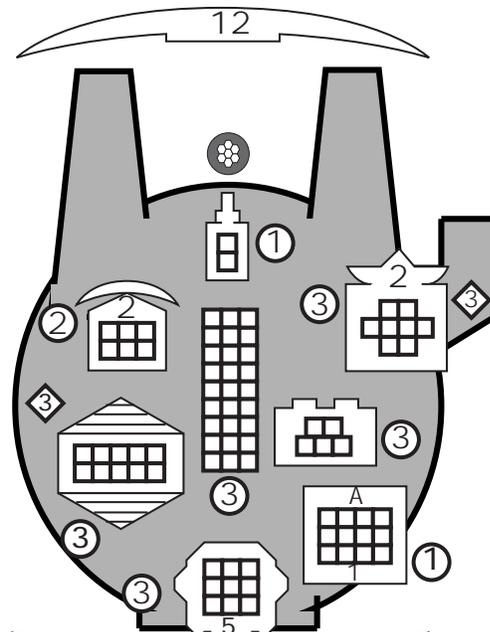
HIT LOCATIONS	
1-8:	Structure
9-10:	Cargo
11-12:	Hyper Drive
13-14:	Laser Cannon
15-16:	Shield System
17-18:	Drive
19:	Reactor
20:	Control

SPECIAL NOTES	
Atmospheric Capable	
Ion Drive System	
Civilian Shield System	



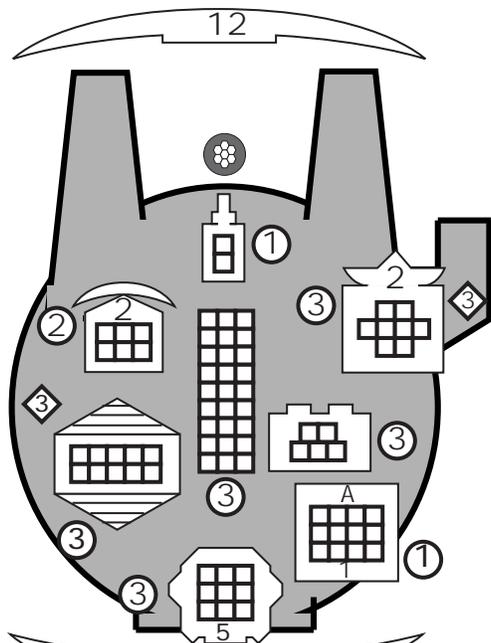
← YT-1300 #1

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



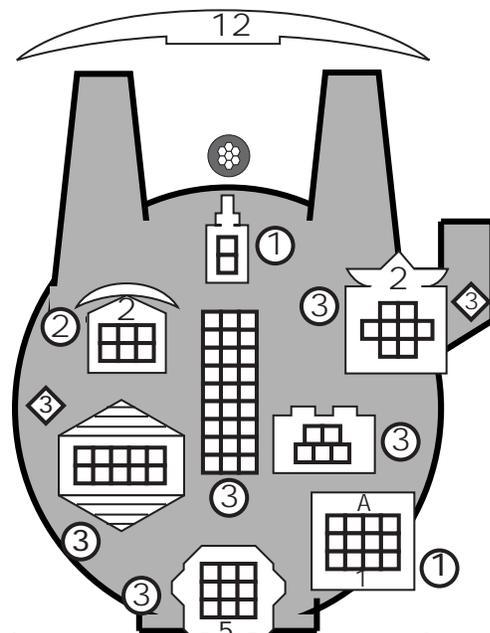
YT-1300#2 →

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



← YT-1300 #3

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



YT-1300 #4 →

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

ICON RECOGNITION			
	Control		Reactor
	Drive		Deflector Shield
	Hyper Drive		Laser
	Cargo		