



Trade Federation C-9979 Landing Transport (3)

SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 13	
In Service: -32 ANH		Turn Delay: 1/2 Speed		Stb/Port Defense: 10	
Point Value: 95 each		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 1/1	
Ramming Factor: 30		Pivot Cost: 1 Thrust		Extra Power: +0	
Hyper Delay: na		Roll Cost: 1 Thrust		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: 1d10+2	
Range Penalty: -2 per hex	
Fire Control: +1/+2/+4	
Interception Rating: -2	☐
Rate of Fire: 1 per turn	

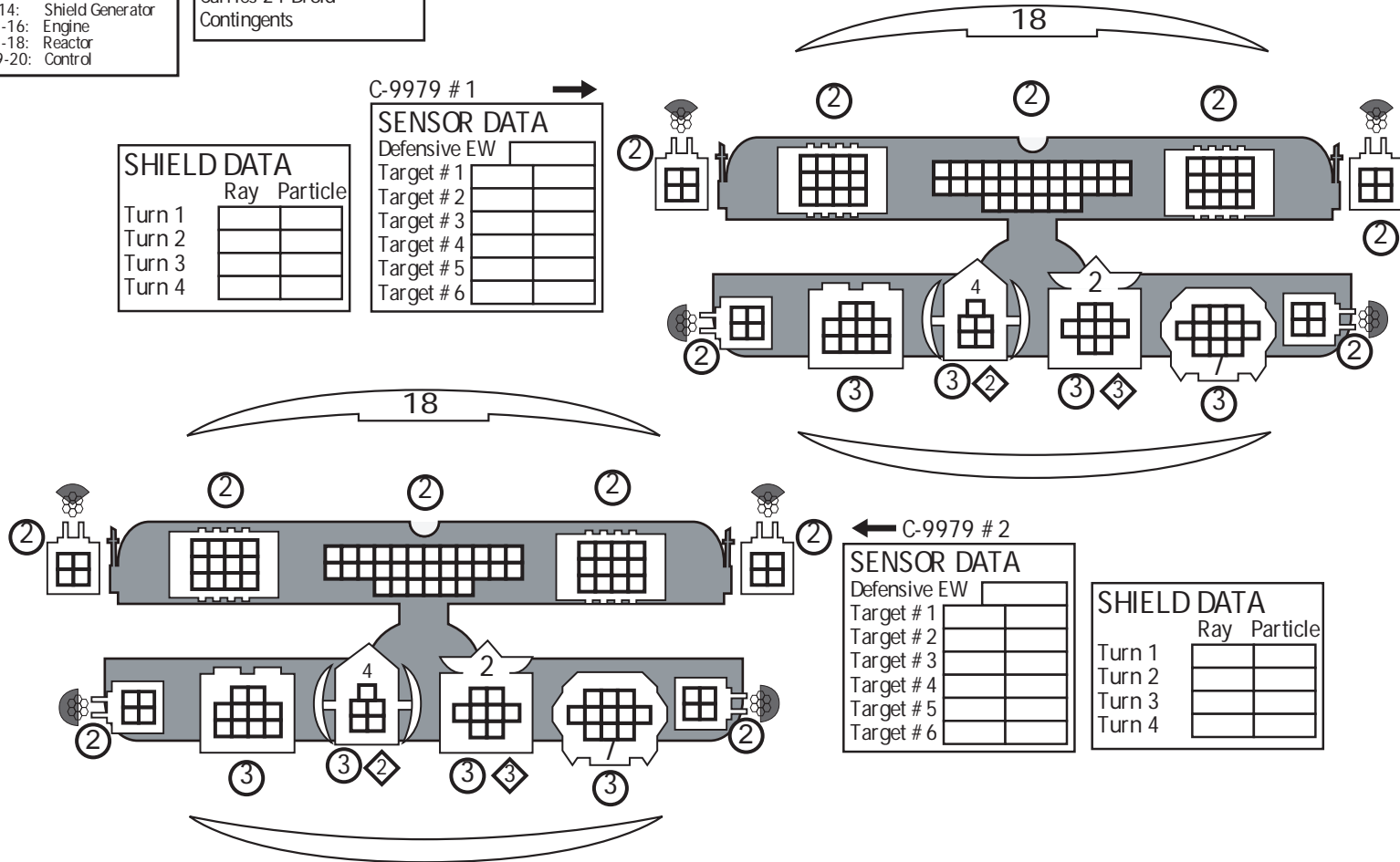
HIT LOCATIONS	
1-6:	Structure
7-11:	Droid Storage
12-13:	Dual Laser Turret
14:	Shield Generator
15-16:	Engine
17-18:	Reactor
19-20:	Control

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	

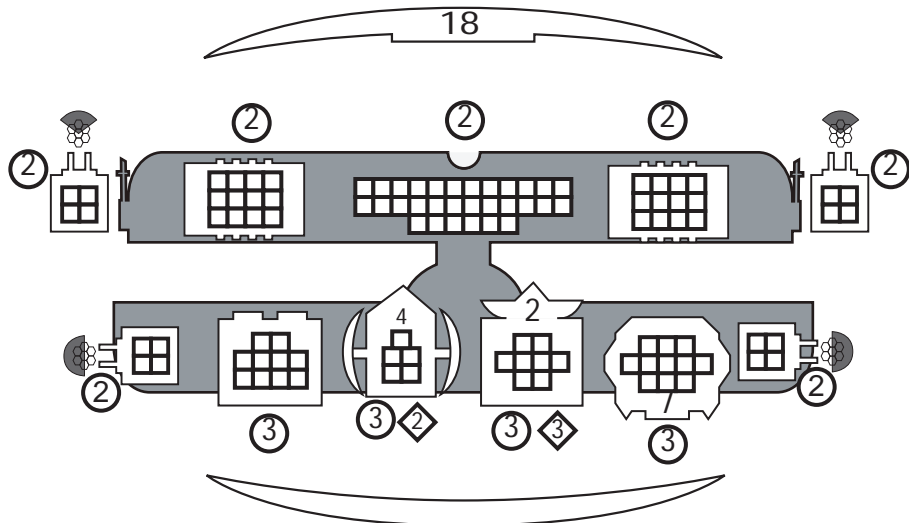
SHIELD DATA		
	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

C-9979 #3 →

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	



ICON RECOGNITION			
	Control		Reactor
	Dual Laser		Shield Generator
	Drive		Marine Barracks