



## Trade Federation C-9990 Perimeter Patroller

### SPECS

Class: Lt. Combat Vsl  
 In Service: -32 ANH  
 Point Value: 150 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/+4  
 Interception Rating: -2  
 Rate of Fire: 1 per turn

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

### HIT LOCATIONS

- 1-6: Structure
- 7-8: Droid Storage
- 9-10: Light Turbolaser
- 11-12: Dual Laser Turret
- 13: Hangar
- 14: Shield Generator
- 15-16: Engine
- 17-18: Reactor
- 19-20: Control

### SPECIAL NOTES

Atmospheric Capable  
 Carries 12 Droid Contingents

### HANGAR

6 Ultralight Fighters

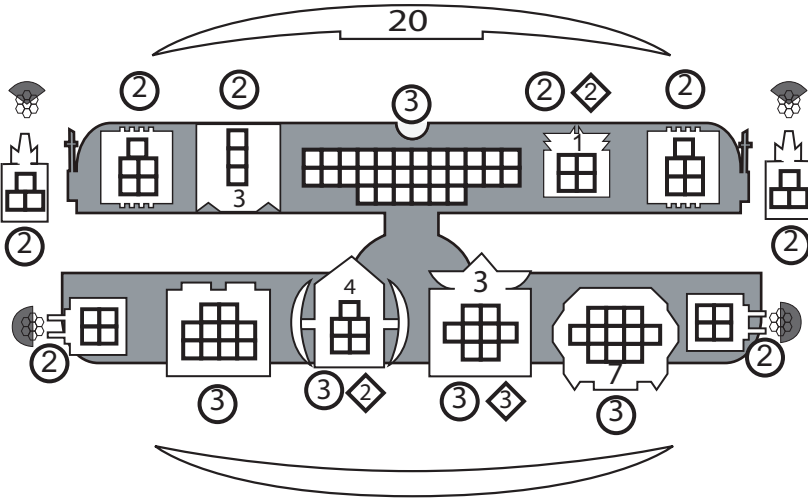
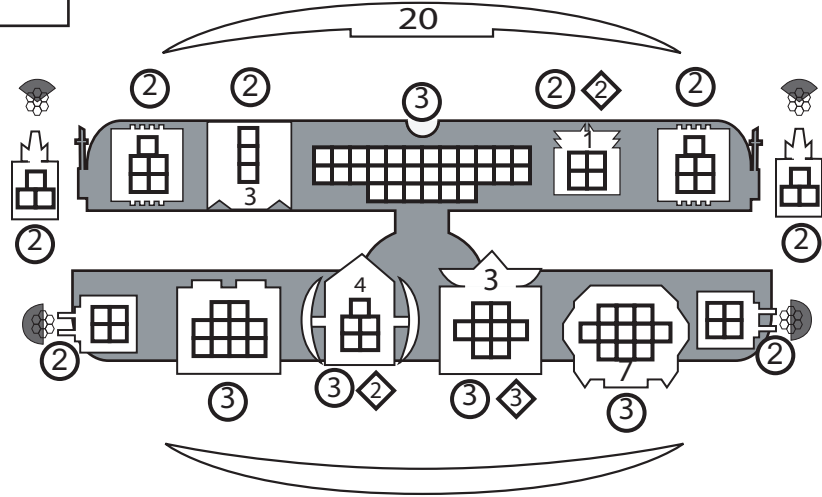
### SHIELD DATA

	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

C-9990 #1 →

### SENSOR DATA

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



← C-9990 #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		

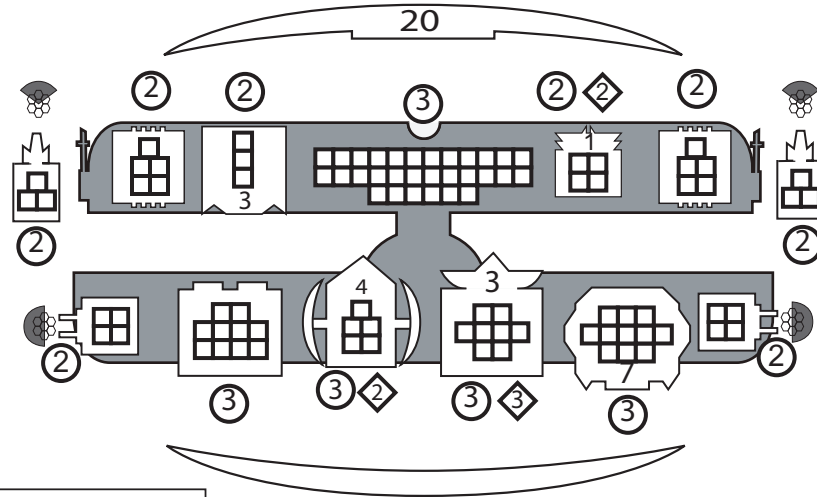
C-9990 #3 →

### 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

- Control
- Reactor
- Dual Laser
- Light Turbolaser
- Drive
- Marine Barracks
- Shield Generator
- Hangar
- Droid Controller