







Trade Federation Droid Control Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18
In Service: -30 ANH	Turn Delay: 2 x Speed	Stb/Port Defense: 21
Point Value: 1600	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 450	Pivot Cost: 3+3 Thrust	Extra Power: 0
Hyper Cost: 20 Power	Roll Cost: 2+2 Thrust	Initiative Bonus: -3
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA

Quad Turbolaser Turret 
 Class: Turbolaser
 Mode: Standard
 Damage: 2d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+2
 Interception Rating: -2
 Rate of Fire: 1 per 2 turns

Quad Laser Turret 
 Class: Turbolaser
 Mode: Standard
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+4
 Interception Rating: -4
 Rate of Fire: 1 per turn

Grappling Claw 
 Attaches to the target vessel so boarding parties can be deposited. 

FORWARD HITS

- 1-3: Retro Thrust
- 4: Grappling Claw
- 5: Quad Turbolaser
- 6: Quad Laser Cannon
- 7-10: Hangar
- 11: Secondary Reactor
- 12: Tractor Beam
- 13-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-7: Quad Turbolaser
- 8: Cargo
- 9: Secondary Reactor
- 10-11: Droid Control - Army
- 12-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Quad Turbolaser
- 9: Control Computer
- 10: Secondary Reactor
- 11: Hyperdrive
- 12-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Quad Laser Cannon
- 9-10: Droid Control - Army
- 11-12: Droid Control - Fighters
- 13: Sensors
- 14-15: Shield Generator
- 16-17: Engine
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

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Target # 1

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Target # 2

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Target # 3

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Target # 4

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Target # 5

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Target # 6

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SPECIAL NOTES

ELINT ship
 Secondary Reactors generate 8 points of power each, if destroyed causes a critical on all remaining reactors at +8
 Skindancing attempts on this ship get +4 for success
 25 Marine Contingents

PORT HANGAR

48 Fighters
 6 C-9979 LCV Troop
 Transports or
 C-9990 Patrol Craft
 (8 boxes per LCV)

STBD HANGAR

48 Fighters
 6 C-9979 LCV Troop
 Transports or
 C-9990 Patrol Craft
 (8 boxes per LCV)

SHIELD DATA - Forward

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Port

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				















SHIELD DATA - Starboard

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Aft

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

ICON RECOGNITION

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|--|------------------|---|------------------------|
|  | Thruster |  | Shield Generator |
|  | C & C |  | Droid Storage |
|  | Sensors |  | Quad Turbolaser Turret |
|  | Engine |  | Quad Laser Turret |
|  | Reactor |  | Grappling Claw |
|  | Hangar |  | Hyperdrive |
|  | Droid Controller | | |
|  | Control Computer | | |

