

# Techno Union Hardcell Transport

## SPECS

Class: Medium Ship  
In Service: -40 ANH  
Point Value: 145  
Ramming Factor: 50  
Hyperdrive Delay: 5

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +9

## WEAPON DATA

**Dual Laser Turret**  
Class: Pulse Laser  
Mode: Standard  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+4  
Interception Rating: -2  
Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## FORWARD HITS

1-4: Retro Thrust  
5: Dual Laser Turret  
6-7: Hyperdrive  
8-9: Cargo A  
10: Tractor Beam  
11: Hangar  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7: Dual Laser Turret  
8-12: Cargo B/C/F  
13-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-10: Shield Generator  
11-12: Sensors  
13-15: Engine  
16-18: Reactor  
19-20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

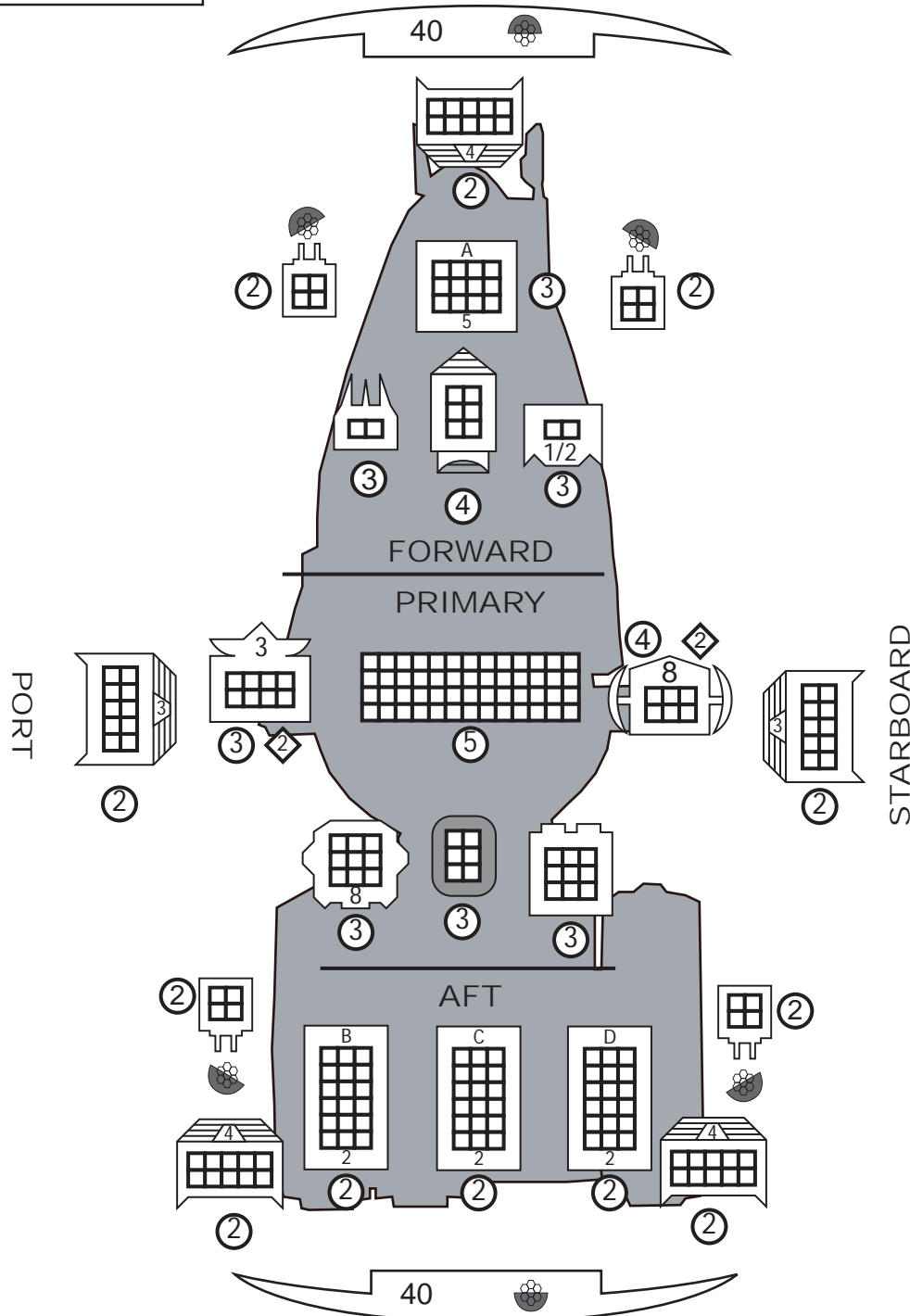
## HANGAR

0 Fighters

2 Cargo Shuttles:

No Weapon Thrust: 3

Armor: 0 Defense: 12/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Cargo
- Dual Laser