



Version 1: 2E/SW

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

## 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

### HANGAR

6 Ultralight Fighters

### 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

#### Light Turbolaser

Class: Turbolaser  
Mode: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +3/+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

### SHIELD DATA

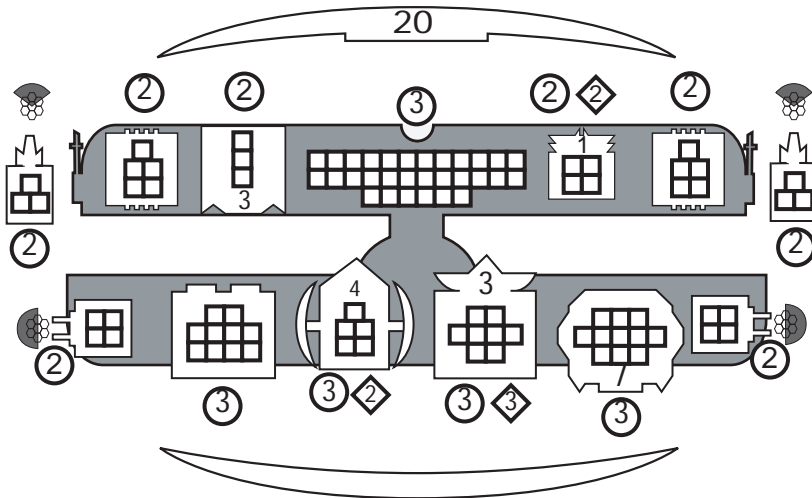
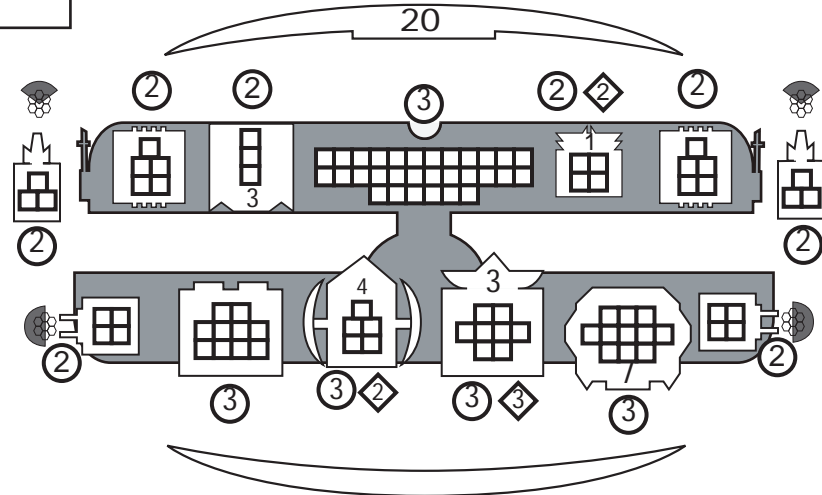
	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		

C-9990 #1 →

### SENSOR DATA

Defensive EW

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



← C-9990 #2

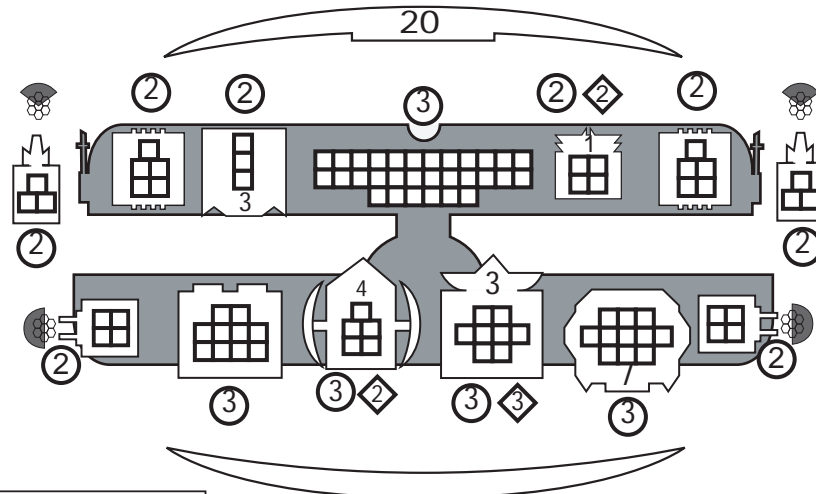
### SENSOR DATA

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		