



Trade Federation Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18
In Service: -32 ANH	Turn Delay: 2 x Speed	Stb/Port Defense: 21
Point Value: 1225	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	

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

FORWARD HITS

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

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-6: Quad Turbolaser
- 7: Cargo
- 8: Secondary Reactor
- 9-11: Droid Storage
- 12-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Quad Turbolaser
- 10: Secondary Reactor
- 11: Hyperdrive
- 12-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Quad Turbolaser
- 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	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

SPECIAL NOTES

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
280 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

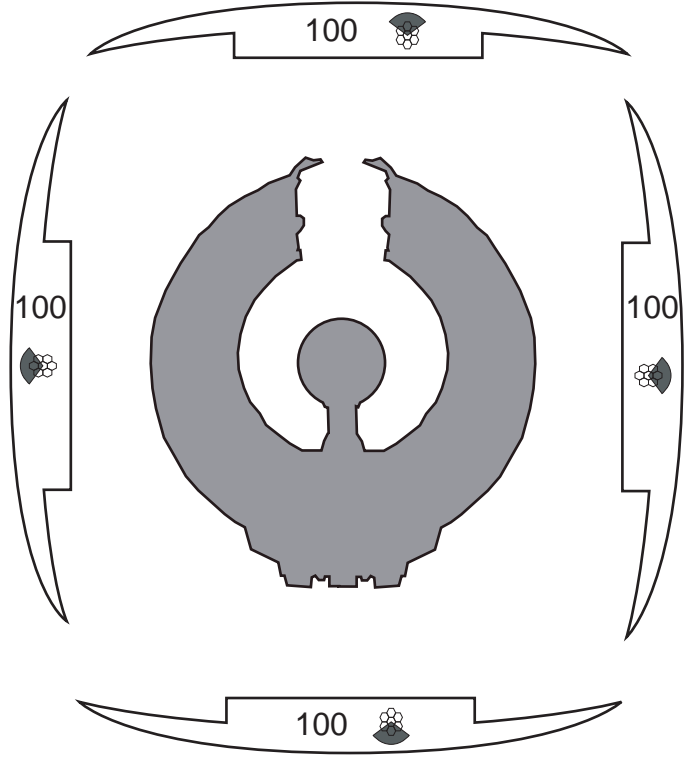
	Ray	Particle Damage	Recharge
Turn 1			
Turn 2			
Turn 3			
Turn 4			

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

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

