



Rebel Bulk Carrier

SPECS

Class: Capital Ship
 In Service: -4 ANH
 Point Value: 570
 Ramming Factor: 180
 Hyper Cost: 16 Power
Speed 1 2 3 4 5 6 7 8 9 10 11 12

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 4/3 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

Quad Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 2d6+2
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Interception Rating: -3
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-3: Retro Thrust
- 4: Tractor Beam
- 5-8: Quad Laser
- 9-10: Hangar
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-10: Quad Laser
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Hangars
- 10-12: Cargo A/B
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Hyperdrive
- 11-12: Shield Generator
- 13-14: Sensors
- 15-16: Engine
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

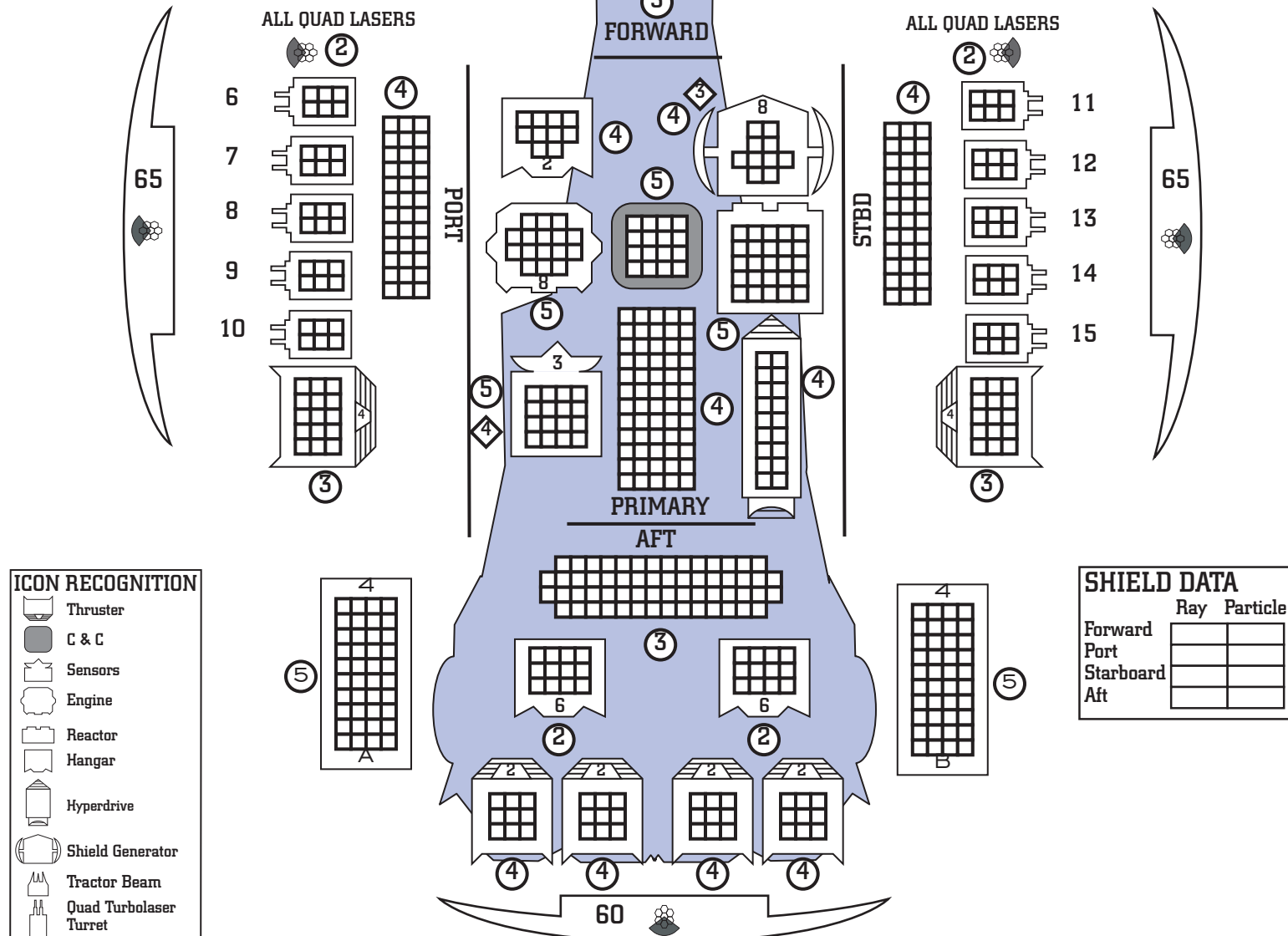
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES

Hyperdrive Multiplier x2
 Unreliable Ship:
 Vulnerable to Criticals

HANGARS

36 Fighters
 8 Support Craft
 2 Lambda Class Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Turbolaser Turret

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		