

# Corellian Action VI Transport

## SPECS

Class: Medium Ship  
In Service: --  
Point Value: 250  
Ramming Factor: 40  
Hyper Cost: 2 Power

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 12  
Sth/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

**Turbolaser Turret**  
Class: Laser  
Mode: Standard  
Damage: 1d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/+1  
Interception Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-10: Twin Turbolaser  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Sth Thrust  
8-9: Engine  
10-11: Sensors  
12-13: Hyperdrive  
14-15: Shield Generator  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Atmosphere Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

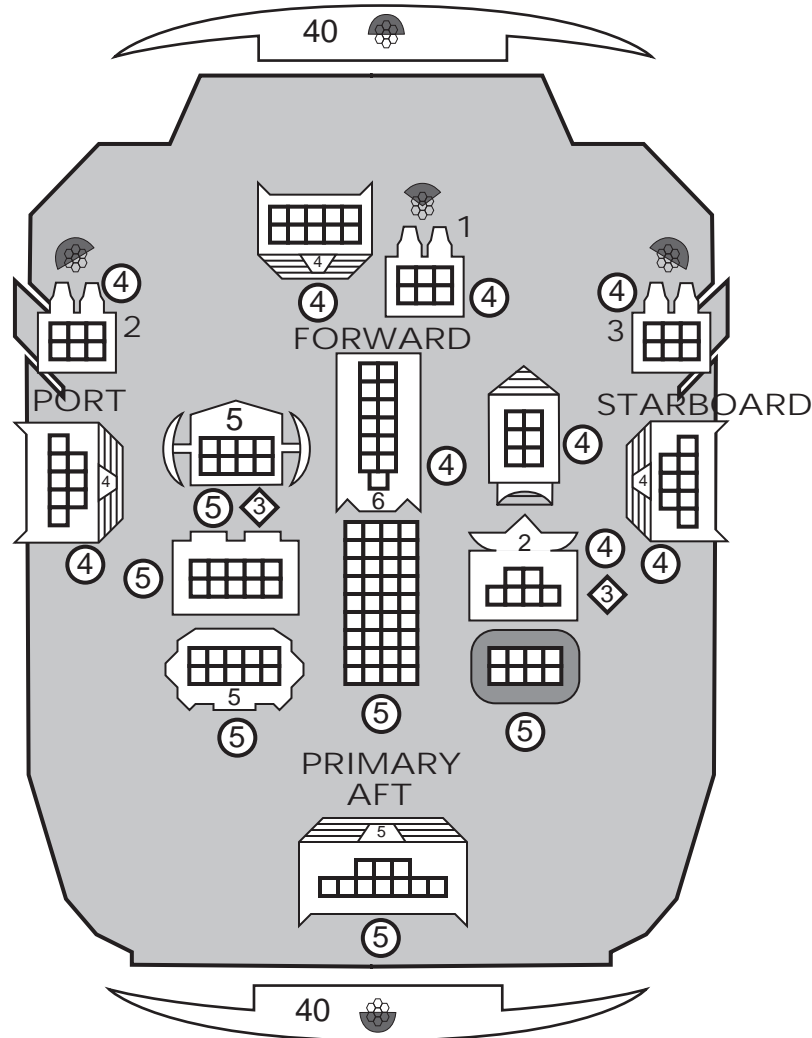
Target #4

Target #5

Target #6

## HANGAR

12 Fighters  
1 Lambda Class Shuttle



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Twin Turbolaser