

# Rebel Transport

## SPECS

Class: Medium Ship  
In Service: --  
Point Value: 110  
Ramming Factor: 90  
Hyper Cost: 4 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: 11  
Sth/Port Defense: 12  
Engine Efficiency: 3/1  
Extra Power: +4  
Initiative Bonus: 0

## WEAPON DATA

### Quad Laser

Class: Laser  
Mode: Standard  
Damage: 2 x 1d10  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+5  
Interception Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Cargo A  
7-8: Cargo B  
9-10: Std Particle Beam  
11: C&C  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Cargo C  
7-8: Cargo D  
9-10: Quad Laser  
14-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-11: Engine  
12-13: Hyperdrive  
14-15: Shield Generator  
16-17: Sensors  
18-20: Reactor

## SENSOR DATA

Defensive EW

Target #1

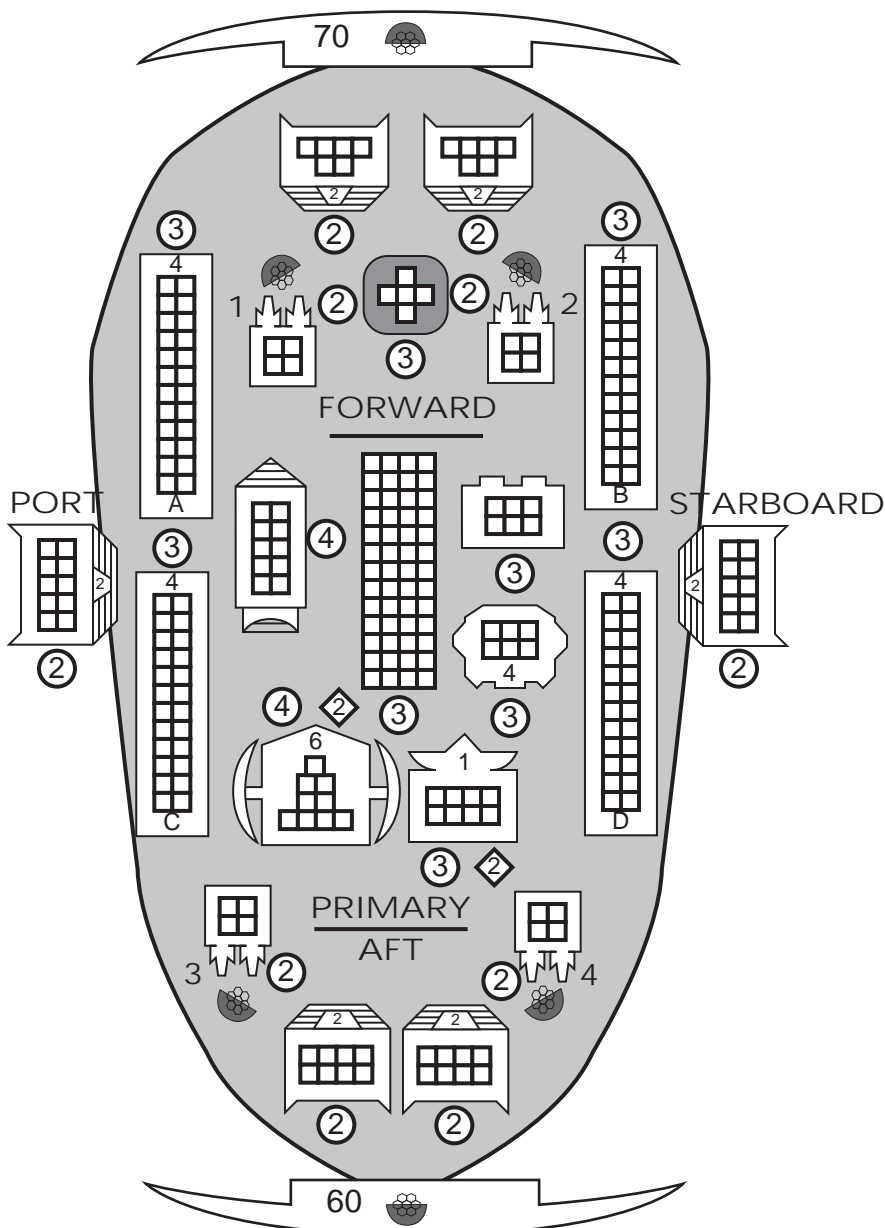
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Cargo
- Quad Laser