

INITIATIVE  
SPEED

Name:

Counter:

# REBEL BLOCKADE RUNNER

## SPECS

Class: Medium Ship  
In Service: A Long Time Ago  
Point Value: 525  
Ramming Factor: 60  
Jump Delay: 18 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +10

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

## WEAPON DATA

Deflector Shield  
Subtract Shield Factor from incoming chances to hit and damage.

Laser Cannon  
Class: Laser  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +1/+3/+5  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

Medium Turbo-Laser Battery  
Class: Laser  
Mode: Standard  
Damage: 2d10+5  
Range Penalty: -1 per 2 Hexes  
Fire Control: +4/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Laser Cannon  
8-10: Turbo-Laser Batt  
11: Deflector Shield  
12-17: Structure  
18-20: Primary Hit

**AFT HITS**  
1-9: Main Thrust  
10: Shield  
11-17: Structure  
18-20: Primary Hit

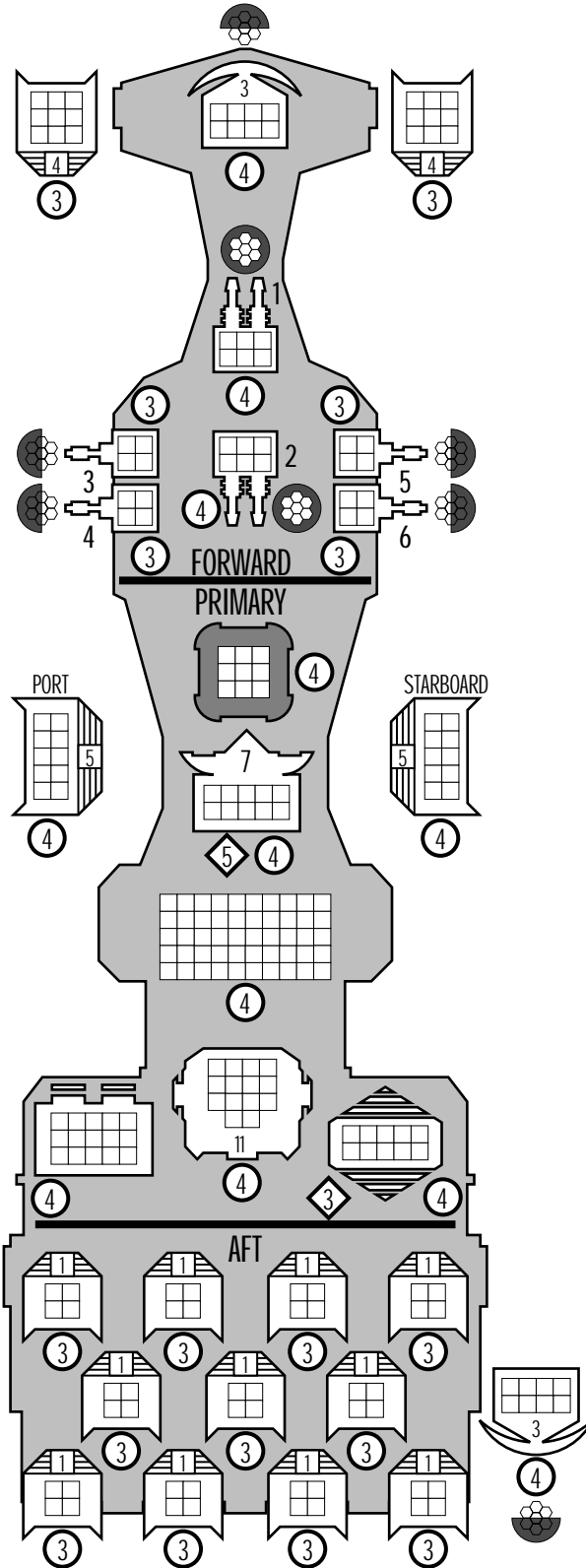
**PRIMARY HITS**  
1-9: Port/Stb Thrust  
10-11: Hyperdrive  
12-13: Sensors  
14-16: Engine  
17-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

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

## TURN DELAY



## ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Laser Cannon
- Shield
- Turbo-Laser Batt