

# Reppu

**Displacement:** 75      **Crew:** 5 (1/1/1)  
**Size:** 2      **Toughness:** 3      **Max G/Comp:** 28/3  
**Maneuver:** P:3(0)      **Jump:** 0      **Power:** 10

<b>Armor Ratings</b>	<b>Base</b> 7	Drives/Def. 7/7	Control/Commo 7/7	Sensor/ECM 7/7	Power/Craft 7/7
		Fac/Cargo 7/7	Fuel/Bridge 7/7	Accom/Life 7/7	Laser 1/2 7/7
		Laser 3/4 7/7	Missile 1/2 7/7	PAW 1/2 7/7	Meson 1/2 7/7

**Bridge/Comp:** No bridge. 3xComputer  
**Commo:** Radio rec:      Radio tran: 1      Laser: 2      Meson:  
**Sensors:** Passive: 1x13      Active: 1x11      LIDAR: 2x14.5  
**ECM:** Passive:      Active:      Area:  
**Decoys:** Passive:      Active:      LIDAR:  
**Signature:** Vis: -1      IR: -1      Active: -0.5      LIDAR: -0.5  
**Fuel:** 0std power/extra fuel.  
**Trps/Sci/FWat:** 0/0/0      **H/M/L Pas:** 0/0/0      **Quarters:** 0/2/0/0  
**Cargo:**  
**Facilities:** 1xLock. 1xArm. 1xGym. 1xGalley  
**Specials:**  
**Hangars:**  
**Other Craft:**  
**Fire Control:**

1xMissile Turret: (+2) Cmd DL 19:14 -6 def. 6.7G, Med.  
1 salvos (3 mis/ea).

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes

Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount perature	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	4 Bay weapon	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	5 Launch port	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	6-8 Turret	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	9-10 Sensor	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	11-13 No effect	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	14 Drop tanks or grappled craft	<b>Penetration</b>	10 Fuel
Note: Meson weapons double evasion factors.				15-17 Power radiator	P<A No pen. P=A DV-3	11 Quarters
<b>To hit, roll under the target number using the dice from above.</b>				18 Weak spot	P=A+1 DV-2 P=A+2 DV-1 P>A+2 DV	12 Power (C)
<b>Target number:</b>						13 Maneuver (C)
Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor						14 Jump (C)
						15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)