

# Civilian Heavy Lifter

## SPECS

Class: Hvy Combat Vsl  
In Service: ?  
Point Value: ??  
Ramming Factor: 115  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 14  
Engine Efficiency: 5/1  
Extra Power: +0  
Initiative Penalty: -4

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

Version 2024/1: Fate

## WEAPON DATA

### Rotary Cannon

Class: Projectile  
Modes: Raking (2)  
Damage: 1d3+2  
Range Penalty: -3 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -1  
(vs Ballistic only)  
Rate of Fire: 2 per turn

## SIDE HITS

1-3: Port/Stbd Thrust  
4-5: Side Main Thrust  
6-11: Cargo Pod  
12-18: Port/Stbd Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-13: Retro/Main Thrust  
14: Gatling Cannon  
15: Sensors  
16: Hangar  
17-18: Engine  
19: Reactor  
20: C & C

## SPECIAL NOTES

Ammo Storage Level 1  
Antiquated Sensors  
Fission Reactor  
Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA

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

## HANGAR

0 Fighters  
2 Shuttles  
Thrust: 2 Armor: 0  
Defense: 10/11


## FORWARD









## PORT

## STARBOARD

## PRIMARY

## AFT

## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Cargo Pod
-  Rotary Cannon