Name: \_\_\_\_\_ Counter: \_\_\_\_

# Cıvılıan Heavy Lıfter

### SPECS

Class: Hvy Combat Vsl In Service: ? Point Value: ??

Ramming Factor: 115
Jump Delay: N/A
Speed L

Turn Cost

Turn Delay

Version 2024/1: Fate

## 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

10

8 10 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

**WEAPON DATA** 

Rotary Cannon

2ND EDITION

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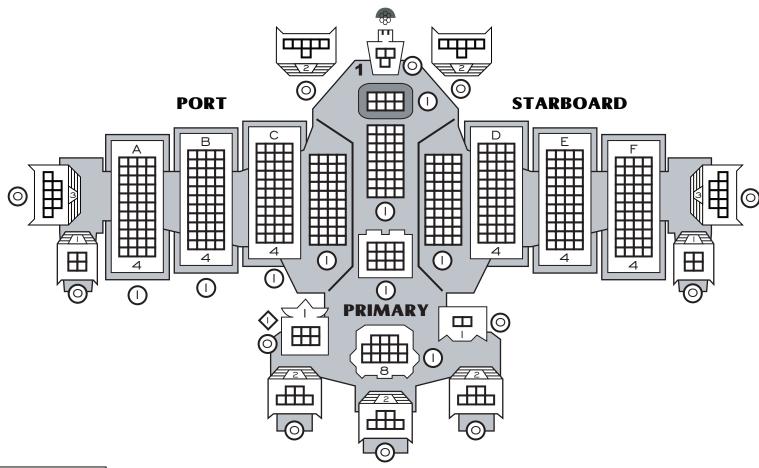
PENSOR DATA				
Defensive EW				
Target #1				
Target #2				
Target #3				
Target #4				
Target #5				
Target #6				

## HANGAR

O Fighters 2 Shuttles

Thrust: 2 Armor: 0 Defense: 10/11

**FORWARD** 



# ICON RECOGNITION

Thruster

C & C
Sensors
Engine

Reactor
Hangar
Cargo Pod

Rotary Cannon

AFT