

Civilian Orbital Lifter

SPECS

Class: Medium Ship
In Service: ?
Point Value: ??
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 5/4 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 12(13)
Engine Efficiency: 5/1
Extra Power: +0
Initiative Penalty: -4

WEAPON DATA

None

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

Version 2024/2: Fate

FORWARD HITS

1-2: C & C
8-10: Cargo Pod
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
8: Reactor (Booster)
9-10: Engine (Booster)
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Retro Thrust
7-13: Port/Stbd Thrust
14-16: Engine
17-18: Sensors
19-20: Reactor

Note: Booster pod optional, for heavy loads and/or high gravity. Destruction of reactor destroys only the Booster.

SPECIAL NOTES

Antiquated Sensors
Fission Reactor
Atmosphere Capable

SENSOR DATA

Defensive EW

Target #1

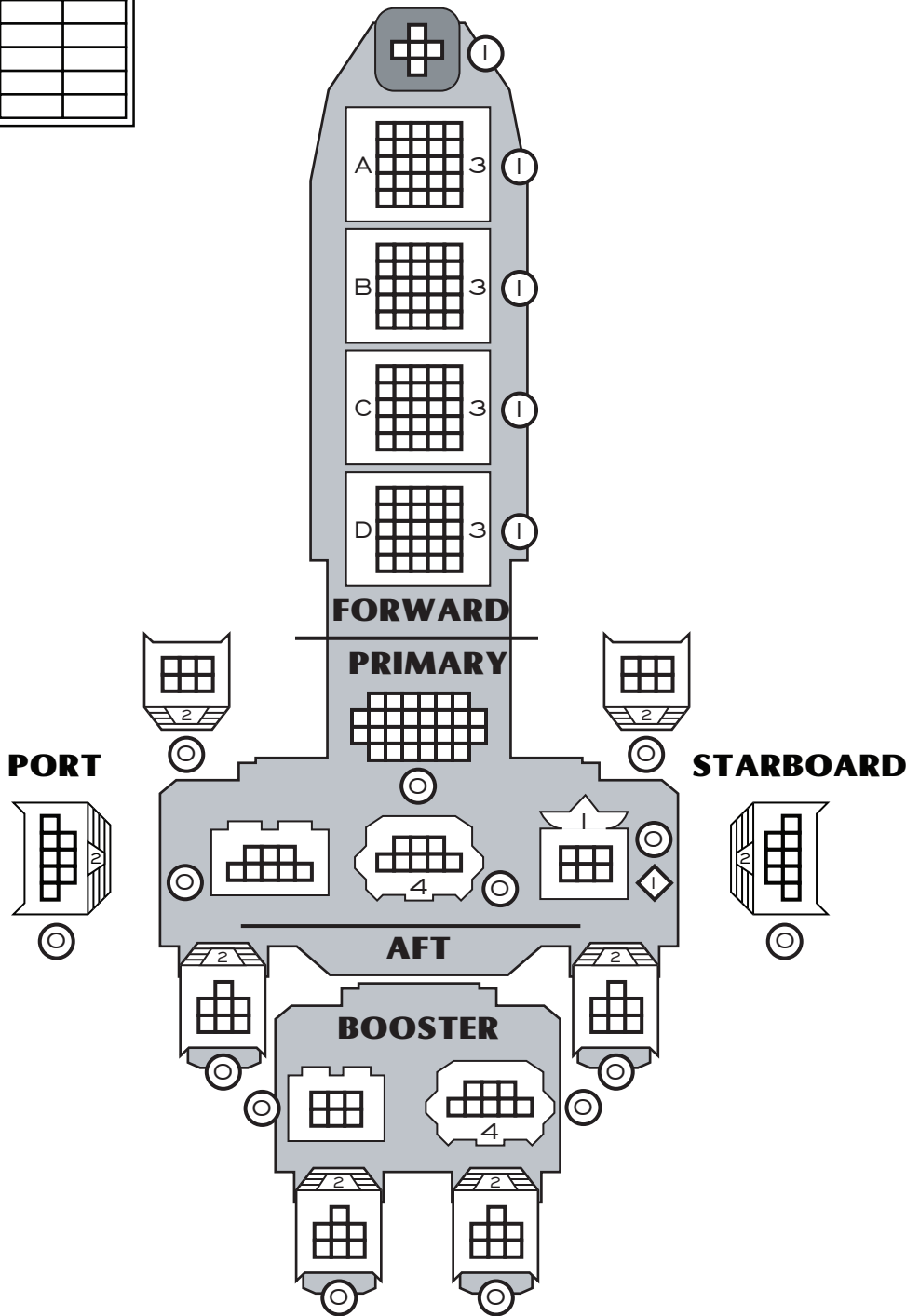
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Cargo Pod