

Civilian Orbital Shuttles (4)

SPECS

Class: Lt Combat Vsl
In Service: ?
Point Value: ??
Ramming Factor: 25
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 10
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

None

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

Version 2024/1: Fate

HIT LOCATION

1-7: Structure
8-12: Passengers
13-14: Cargo
15-17: Drive
18-19: Reactor
20: Control

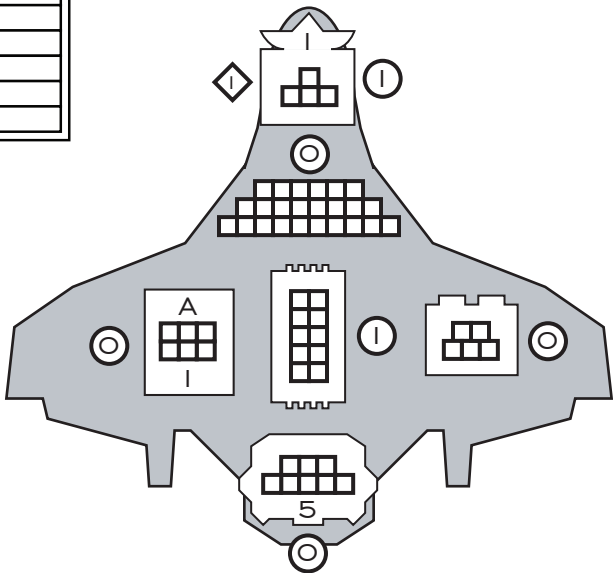
SPECIAL NOTES

Antiquated Sensors
Fission Reactor
Agile Ship
Atmosphere Capable

SENSOR DATA

Defensive EW

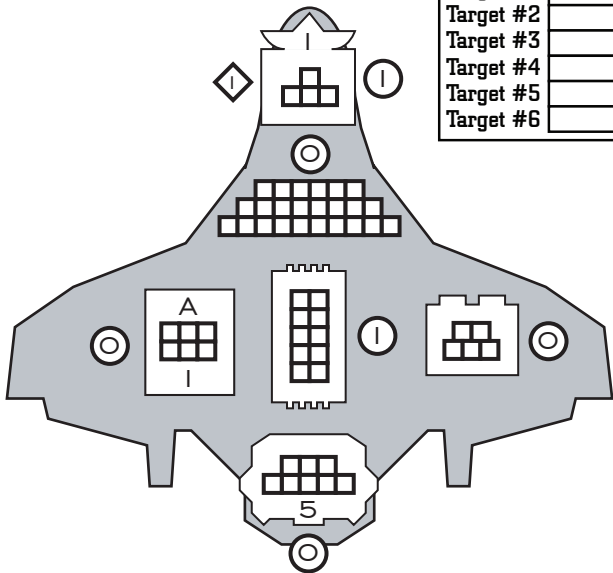
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



SENSOR DATA

Defensive EW

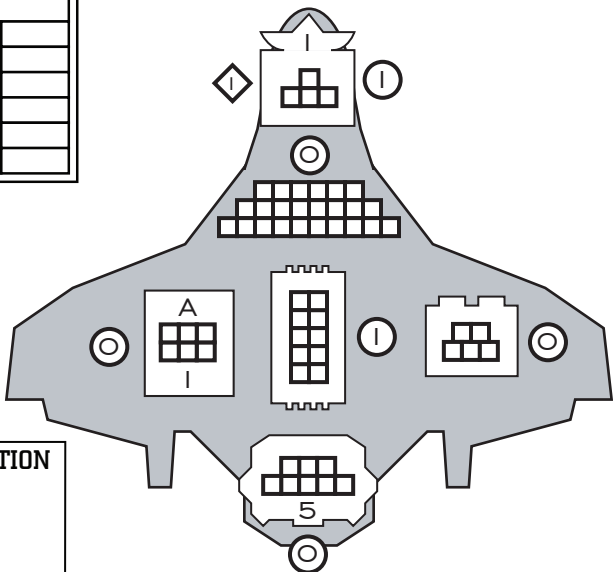
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



SENSOR DATA

Defensive EW

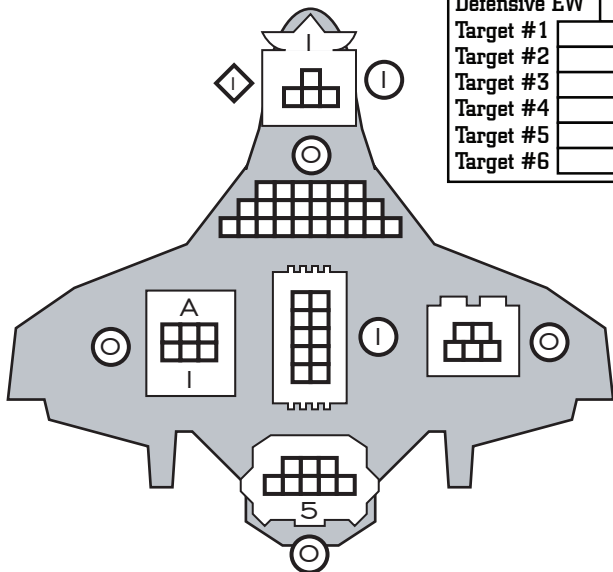
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Passengers