

Civilian Utility Vehicles (4)

SPECS

Class: Lt Combat Vsl
In Service: ?
Point Value: ??
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

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

WEAPON DATA

Grappling Claw
Attaches the Utility Vehicle to the target vessel, so that it may be pushed, boarded, re-fueled, etcetera.

HIT LOCATION

1-8: Structure
9-11: Module Component
12-14: Grappling Claw
15-16: Drive
17-18: Reactor
19-20: Control

SPECIAL NOTES

Antiquated Sensors
Fission Reactor
Agile Ship

Note: Bulkhead may not be used for Module Component.

SENSOR DATA

Defensive EW

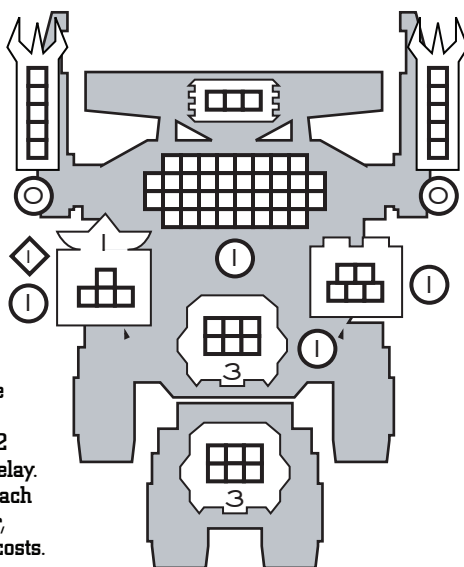
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

TUG Configuration

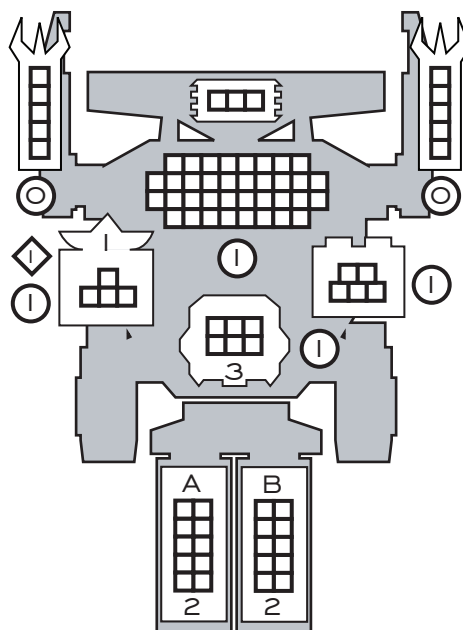
Includes Booster Module.

Rules: When pushing target ship, Tug suffers following:

- Loses Agile
- For every weight class above LCV the target is:
- Accel cost is increased by 2
- Add 1/3 to turn cost and delay.
- One additional Tug may attach to target. If working together, additional Tugs divide these costs.



**BOOST
MODULE**



**REFUELING
MODULE**

SENSOR DATA

Defensive EW

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

Refueling Configuration

Includes Fuel Module.

When attached, may refuel target at listed cargo rate from one Cargo Pod at a time.

SENSOR DATA

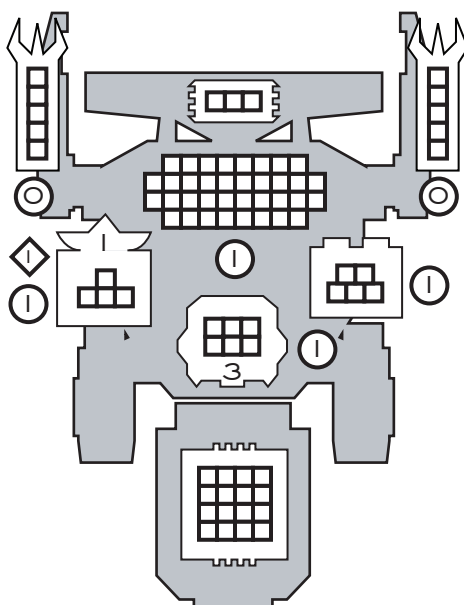
Defensive EW

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

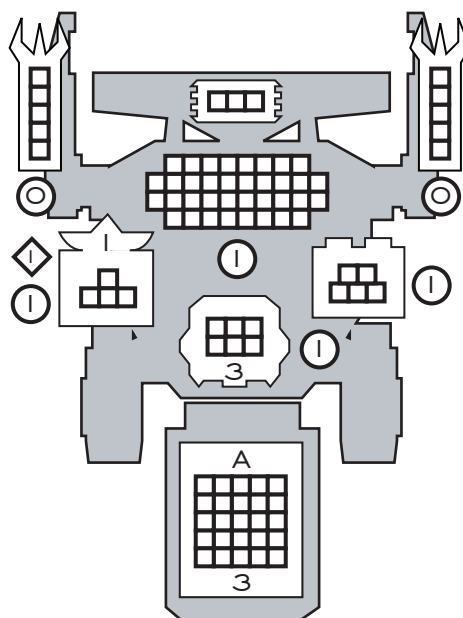
Rescue Configuration

Includes Trauma Module

Has EVA / Medical Team to recover survivors.



**TRAUMA
MODULE**



**CARGO
MODULE**

SENSOR DATA

Defensive EW

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

Salvage Configuration

Includes Cargo Module.

Uses Claws to retrieve debris or components and place into Cargo Bay.

ICON RECOGNITION

- Control
- Drive
- Reactor
- Bulkhead
- Cargo Pod
- Passenger Pod
- Grappling Claw