



Civilian Firefly Class Transport

SPECS

Class: Lt Combat Vsl
In Service:
Point Value: 85
Ramming Factor: 30
FTL Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 10
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +12

WEAPON DATA

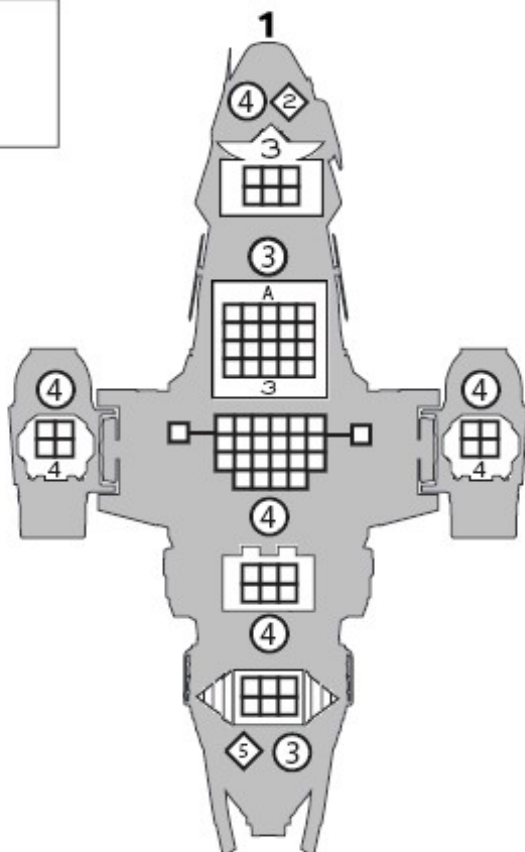
UNARMED

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Ignores LCV EW Restrictions
Can jink up to 4 levels using the pivot cost per level

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

Hit Locations
1-7: Structure
8-12: Cargo
13-15 FTL Drive
16-17: Drive
18-19: Reactor
20: Control



1 SENSOR DATA

Defensive EW

Target #1

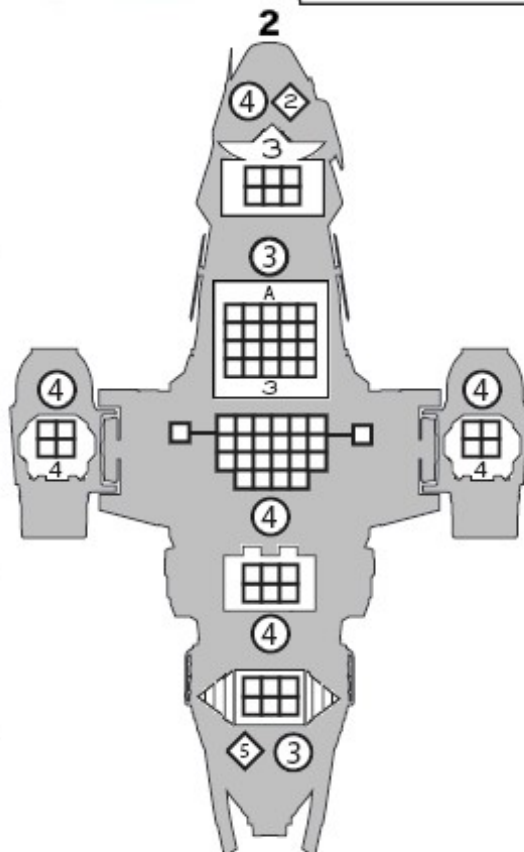
Target #2

Target #3

RAILS

Hvy. Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



2 SENSOR DATA

Defensive EW

Target #1

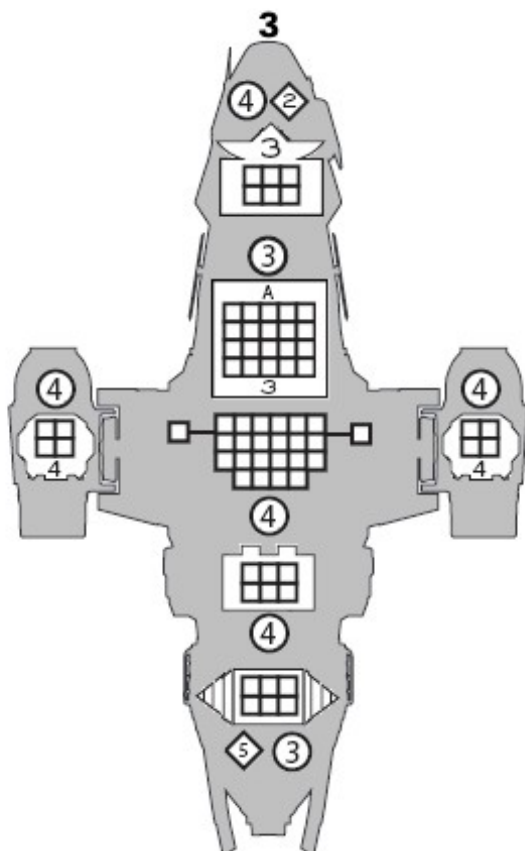
Target #2

Target #3

RAILS

Hvy. Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



3 SENSOR DATA

Defensive EW

Target #1

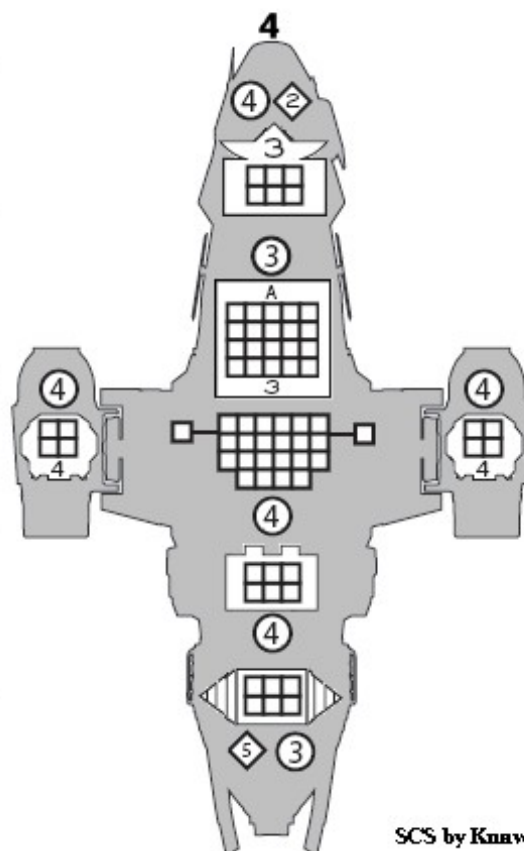
Target #2

Target #3

RAILS

Hvy. Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



4 SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

RAILS

Hvy. Shuttles: Thrust: 3

Armor: 1 Defense: 8/10