

# Starlord Jumpship

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cmbt Vessel	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2735	Turn Delay: 1 x Speed	Sth/Port Defense: 16
Point Value: 200 each	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 112	Pivot Cost: 1 Thrust	Extra Power: 0
KF Delay: 120 turns	Roll Cost: 1 Thrust	Initiative Bonus: +5
Speed 1 2 3 4 5 6 7 8 9 10 11 12		
Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12		
Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12		

FORWARD HITS	
1-3:	Retro Thrust
4-5:	Hangar
6-9:	Cargo A/B
10-11:	Docking Collar
12-18:	Fwd Structure
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Docking Collar
8-10:	KF Drive
11-12:	Cargo E/F
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Struct
7-10:	Prt/Stb Thrust
11-12:	Docking Collar
13-14:	Cargo C/D
14-15:	Sensors
16-17:	Engine
18:	Reactor
19-20:	C & C

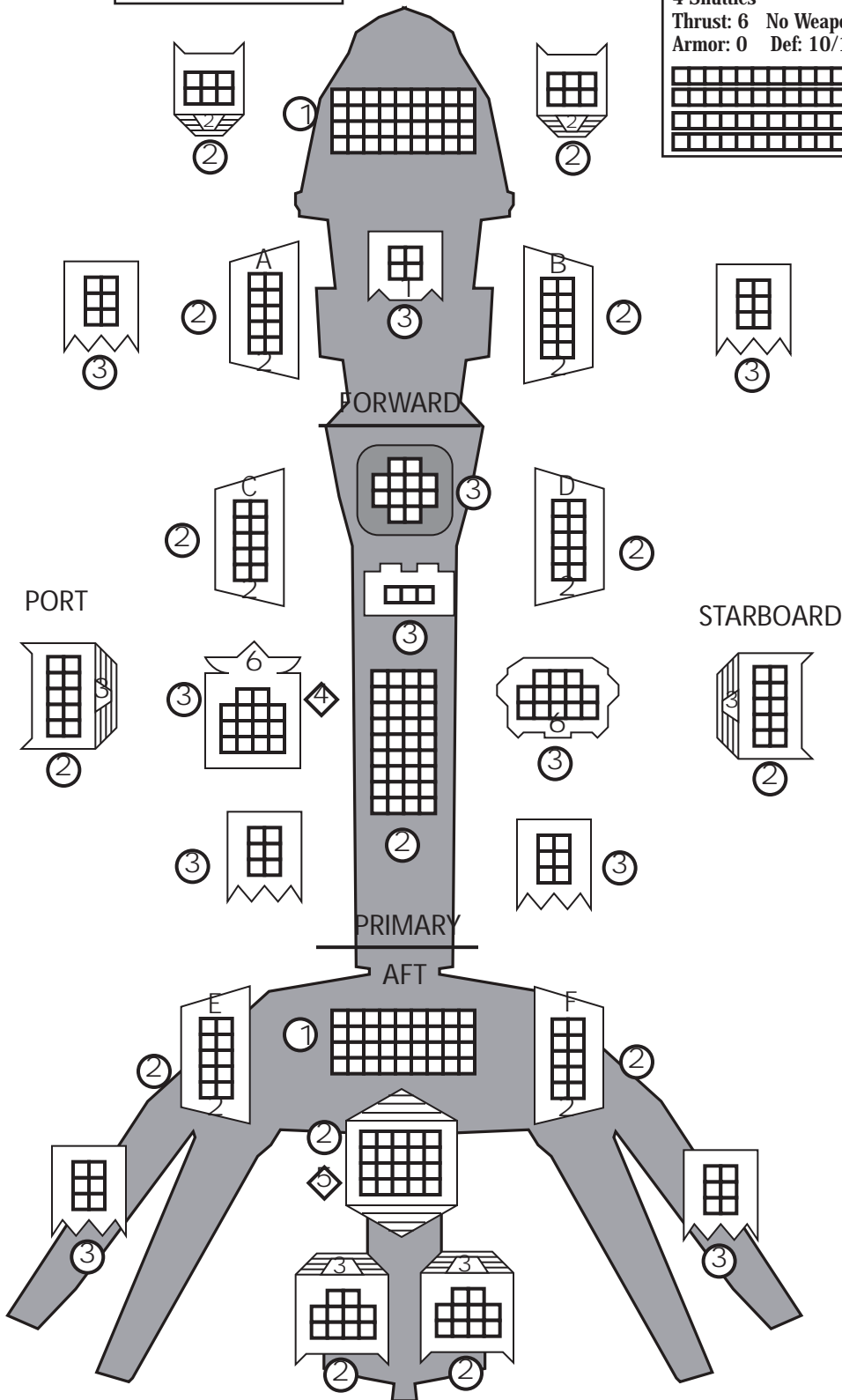
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## Docking Collars

6 Drop Ships

## HANGAR

4 Shuttles  
Thrust: 6 No Weapons  
Armor: 0 Def: 10/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Docking Collar