



Civilian - Firefly Class Transport

SPECS

Class: Medium Ship
In Service: 2517
Point Value: 185
Ramming Factor: 60
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Sth/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +3

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

SIDE HITS

1-3: Hanger
4-7: Port/Sth. Thrust
8-15: Vector Thruster
16-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Cargo
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Agile Ship

Atmospheric Capable

Special Hull Arrangement

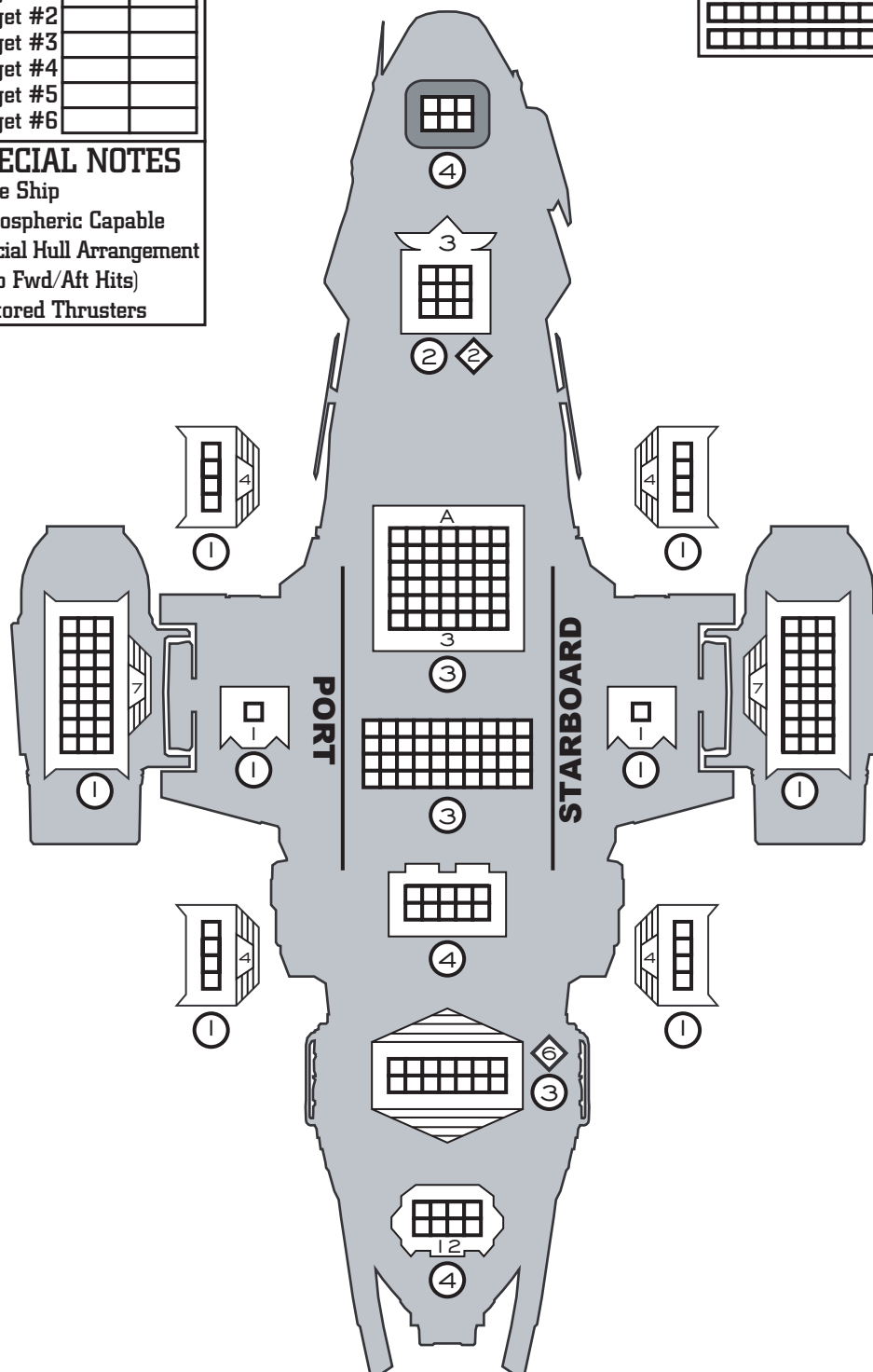
(No Fwd/Aft Hits)

Vectored Thrusters

SIDE HANGERS

Hvy. Shuttle: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

