

Movement

FTL

Name - **FTL Drive**

Type - FTL

Function - Consume

Hard Points - 6

Integrity - 100

Minimum - 50

Tolerance - 0

Optimal - 500

Maximum - 500

Charge - 20

Bleed - 100

Propulsion

Name - **Main Engines**

Type - Propulsion

Function - Consume

Hard Points 10

Integrity - 400

Minimum - 1

Tolerance - 0

Optimal - 600

Maximum - 600

Charge - 20

Bleed - 1000

Name - **Main Engines (Class 1)**

Type - Propulsion

Function - Consume

Hard Points - 5

Integrity - 100

Minimum - 1

Tolerance - 0

Optimal - 800

Maximum - 800

Charge - 20

Bleed - 1000

Note: Class 1 Engines are designed for fighters with a higher speed.

Maneuvering

Name - **Maneuvering Thrusters**

Type - Maneuver

Function - Consume

Hard Points - 2

Integrity - 150

Minimum - 1

Tolerance - 0

Optimal - 13

Maximum - 13

Charge - 30

Bleed - 1000

Name - **Thrusters X30**

Type - Maneuver

Function - Consume

Hard Points - 2

Integrity - 50

Minimum - 1

Tolerance - 0

Optimal - 30

Maximum - 30

Charge - 30

Bleed - 1000

Note: Thrusters X30 are designed for use in the more maneuverable fighter sized vessels

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