

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

Components : [Power](#) | **Movement** | [Weapons](#) | [Other](#)

From:

<http://wiki.starshiphorizons.com/> - **Starship Horizons Wiki**

Permanent link:

<http://wiki.starshiphorizons.com/canon:components:movement?rev=1643127550>

Last update: **2022/01/25 16:19**

