

Name: GVFr Satis

Type: Parliamentary Vasudan Alliance Satis Class Freighter

Scale: Capital

Length: 107 Meters

Skill: Capital Ship Piloting - Satis

Crew: 3

Crew Skill: Capital Ship Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Month

Cargo Capacity: 900 Tonnes

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 6

Atmosphere: 225;800kmh

Maneuverability: 1D

Hull: 5D

Shields: 0D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

5 Laser Cannon Turrets (Fire Linked)

Fire Arc: Turret

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D



Description: The dreaded Satis freighter was thought to be a warship when it was first encountered in the Aldebaran Encounter. It has five turrets and a strong hull, making it quite dangerous to the inexperienced pilot. However, most experienced pilots in the GTA know enough to attack the Satis' main weakness: its weak plating around the turrets. Disarming a Satis is most often the best way to destroy it.

While capturing supply ships is often an intelligent plan, the Satis has been considered dangerous enough to rank as a Class C threat. Treat it as one.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).