

Colonial Geminon Freighter

| | | | | | | | | | | | | |
|---------------------|---|---|---|----------------------------|---|---|---|------------------------|---|----|----|----|
| SPECS | | | | MANEUVERING | | | | COMBAT STATS | | | | |
| Class: Medium Ship | | | | Turn Cost: 1 x Speed | | | | Fwd/Aft Defense: 13 | | | | |
| In Service: ---- | | | | Turn Delay: 1 x Speed | | | | Stb/Port Defense: 15 | | | | |
| Point Value: 200 | | | | Accel/Decel Cost: 4 Thrust | | | | Engine Efficiency: 4/1 | | | | |
| Ramming Factor: 120 | | | | Pivot Cost: 3+3 Thrust | | | | Extra Power: + 0 | | | | |
| FTL Delay: 24 Turns | | | | Roll Cost: 3+3 Thrust | | | | Initiative Bonus: + 0 | | | | |
| 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 |

WEAPONS DATA

FORWARD HITS

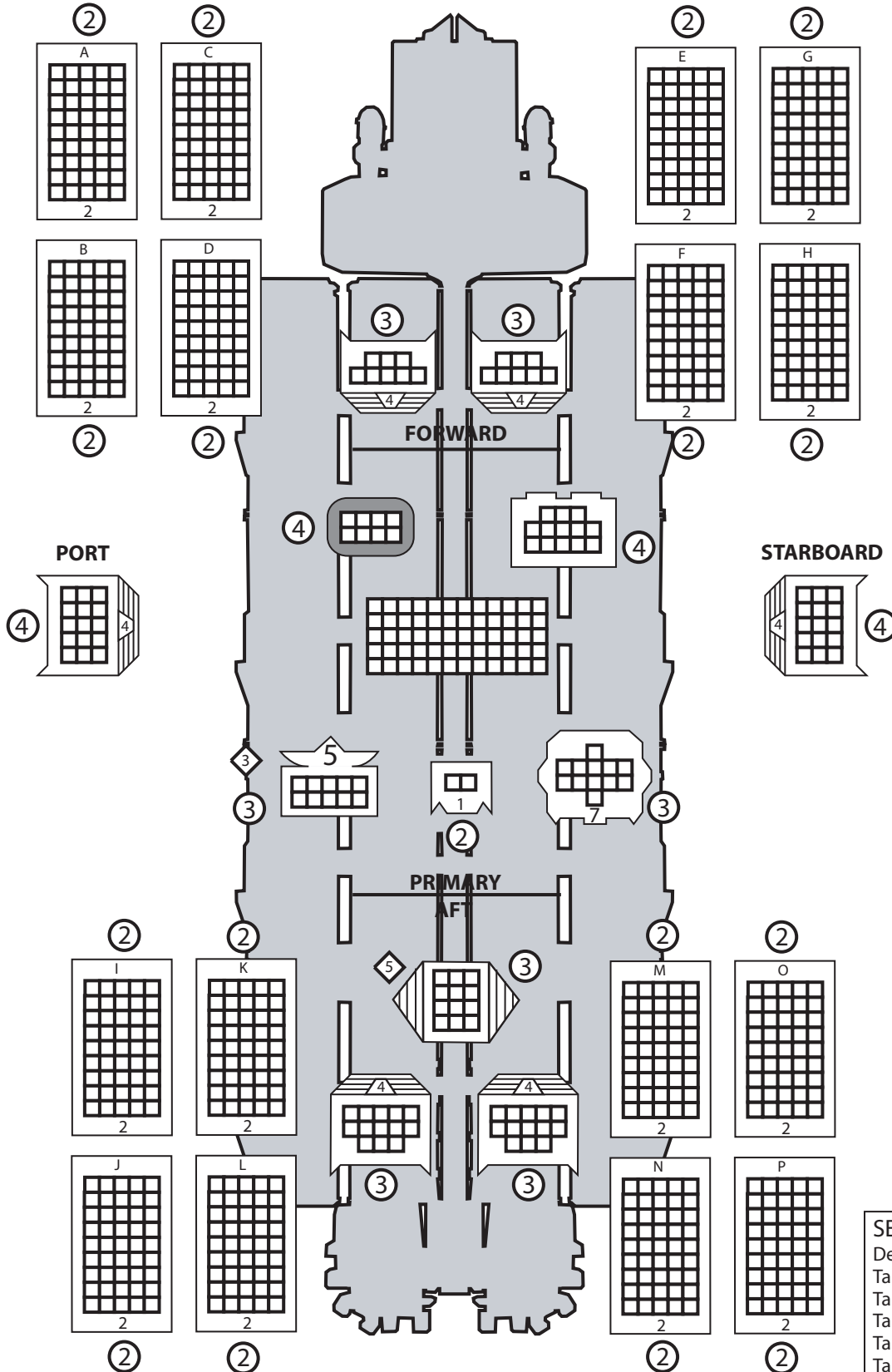
| | |
|--------|--------------|
| 1-4: | Retro Thrust |
| 5-13: | Cargo |
| 14-17: | Structure |
| 18-20: | PRIMARY Hit |

AFT HITS

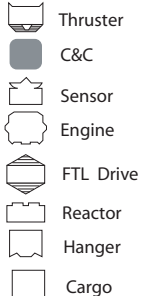
1-5: Main Thrust
6-11: Cargo
12-14: FTL Drive
15-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

| | |
|--------|-------------------|
| 1-7: | Primary Structure |
| 8-9: | Stb/Port Thrust |
| 10-12: | Sensors |
| 13: | Hanger |
| 14-16: | Engine |
| 17-18: | Reactor |
| 19-20: | C & C |



ICON RECOGNITION



HANGER
2 Shuttles

SENSOR DATA

| Defensive EW | | |
|--------------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |