

Colonial Mineralship Mining Platform

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

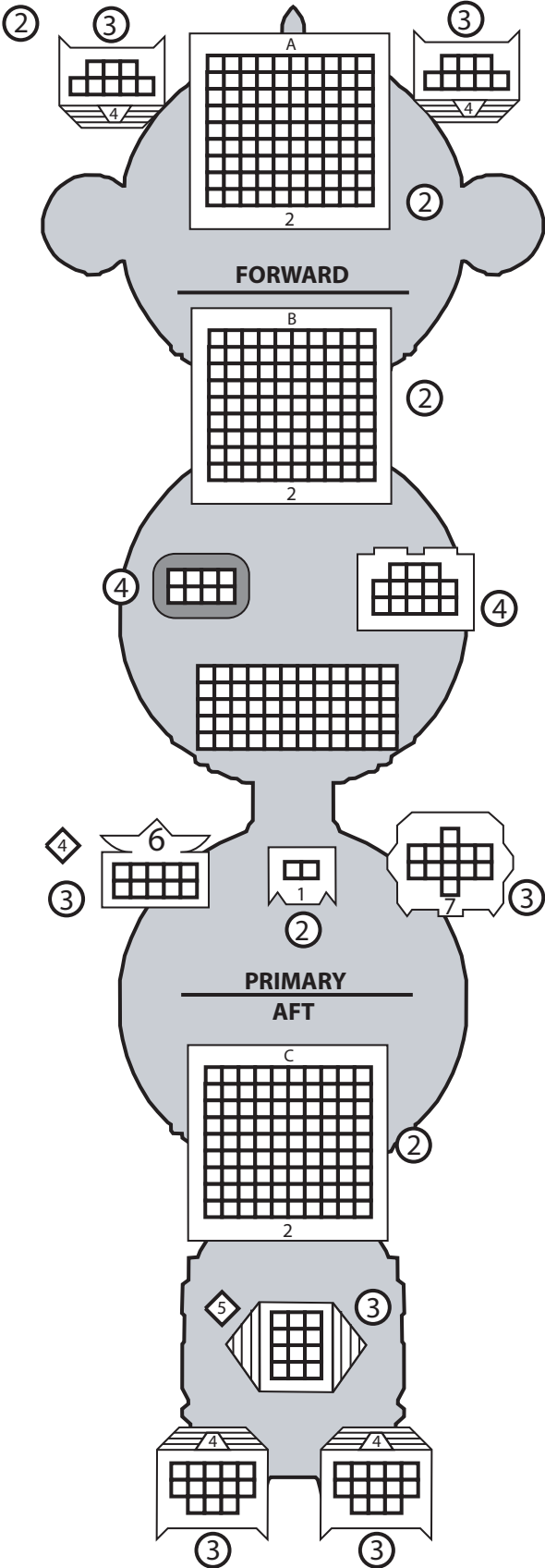
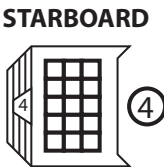
- 1-4: Retro Thrust
- 5-9: Cargo A
- 10-13: Cargo B
- 14-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Cargo B
- 9-12: Cargo C
- 13-14: 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

- Thruster
- C&C
- Sensor
- Engine
- FTL Drive
- Reactor
- Hanger
- Cargo

HANGER

2 Shuttles

SENSOR DATA

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