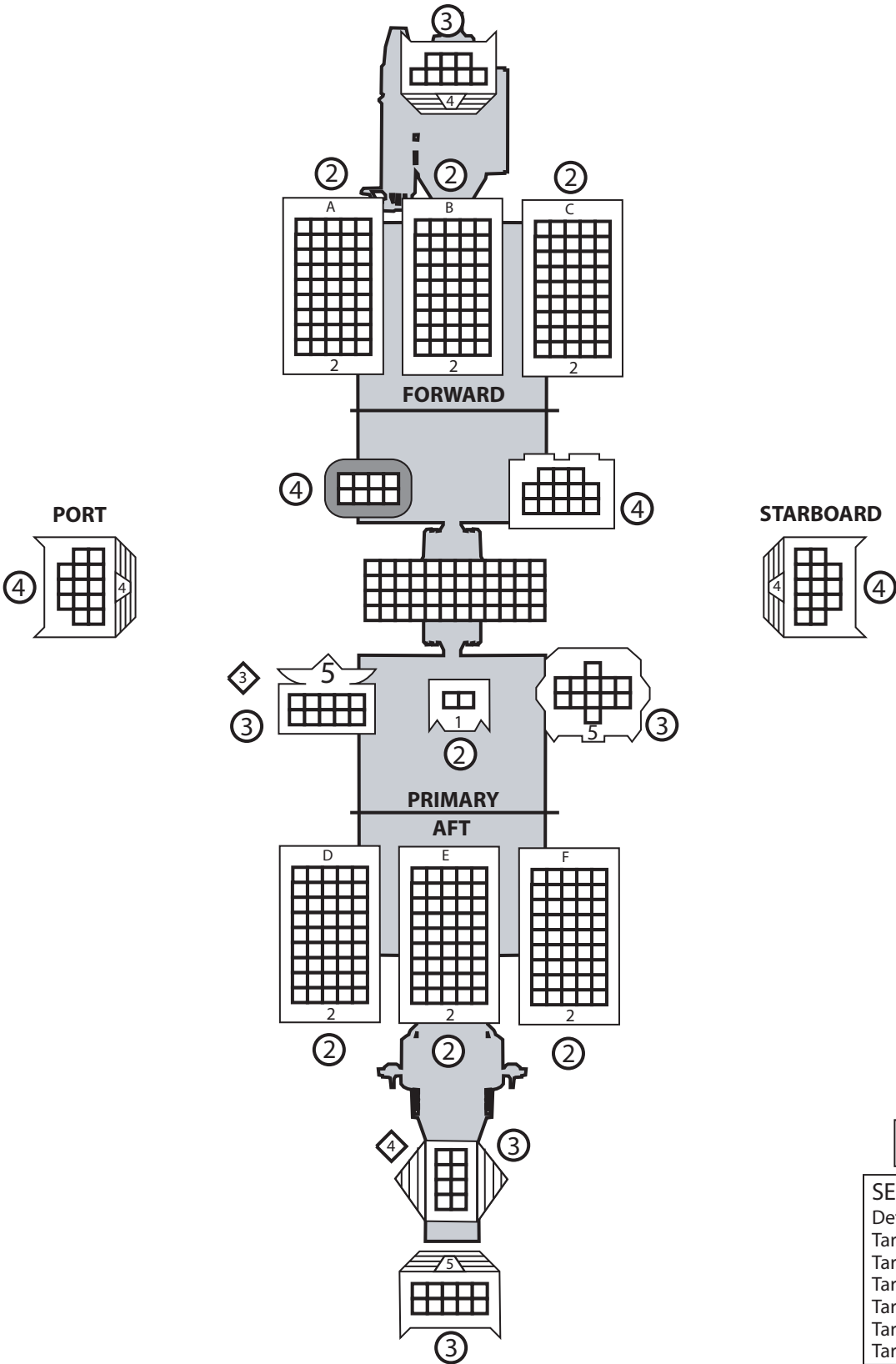


# Colonial Colonial Movers Cargo Ship

SPECS				MANEUVERING				COMBAT STATS				
Class: Medium Ship				Turn Cost: 1 x Speed				Fwd/Aft Defense: 12				
In Service: ----				Turn Delay: 1 x Speed				Stb/Port Defense: 13				
Point Value: 130				Accel/Decel Cost: 4 Thrust				Engine Efficiency: 4/1				
Ramming Factor: 90				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

FORWARD HITS	
1-4:	Retro Thrust
5-7:	Cargo A
8-10:	Cargo B
11-13:	Cargo C
14-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Cargo D
8-9:	Cargo E
10-11:	Cargo F
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



HANGER	
2 Shuttles	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	