



Name:

Counter:

# COLONIAL MOVERS FREIGHTER

## SPECS

Class: Medium Ship  
 In Service: 1912  
 Point Value: 130  
 Ramming Factor: 85  
 Jump Delay: n/a

## MANEUVERING



Turn Cost: 1x Speed  
 Turn Delay: 1x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: n/a  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
 Stb/Port Defense: 14  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

## WEAPON DATA

**Point Diverter**   
 Each diverter on a section may be used to force a single volley that hits that section to re-roll its hit location once per turn. 

## FORWARD HITS

- 1-3: Retro Thrust
- 4: Point Diverter
- 5-7: Cargo A
- 8-10: Cargo B
- 11-13: Cargo C
- 14-17: Structure
- 18-20: Primary Hit

## SENSOR DATA

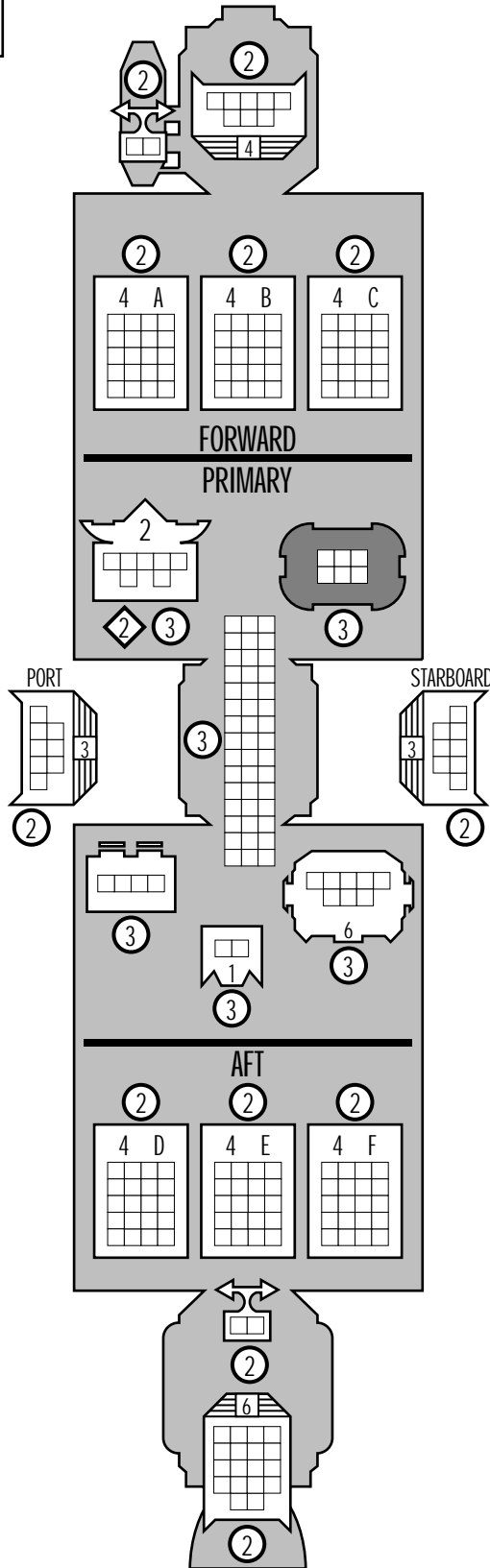
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## AFT HITS









- 1-5: Main Thrust
- 6-7: Point Diverter
- 8-9: Cargo D
- 9-11: Cargo E
- 12-14: Cargo F
- 10-17: Structure
- 18-20: Primary Hit

## PRIMARY HITS

- 1-7: Port/Stb Thrust
- 8-9: Sensors
- 10-13: Engine
- 14-16: Hangar
- 17-19: Reactor
- 20: C&C



## ICON RECOGNITION

-  C&C
-  Sensors
-  Reactor
-  Engine
-  Hangar
-  Thruster
-  Point Diverter
-  Cargo

## hangar

2 Shuttles: Thrust: 4  
 Armor: 1 Defense: 10/12
