

# Movement

## FTL

Name - **FTL Drive** Type - FTL Function - Consume Hard Points - 6

Integrity - 100 Minimum - 50 Tolerance - 0

Optimal - 500 Maximum - 500 Charge - 20 Bleed - 100

## Propulsion

## Maneuvering

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Components : [Power](#) | **Movement** | [Weapons](#) | [Other](#)

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