

# 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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