

# Montari Heavy Cruiser

## SPECS

Class: HCV  
In Service: 2187  
Point Value: 650  
Ramming Factor: 150  
Jump Delay: N/A

## Maneuvering:

Turn Cost: 3/4 Speed  
Turn Delay: 3/4 Speed  
Accel/Deccel: 4 Thrust  
Pivot Cost: 3+4 Thrust  
Roll cost: 2+2 Thrust

## DEFENSE

Fwd/Aft Def: 15  
Stb/Prt Def: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative: +6

## MEDIUM RAILGUN

CLASS: MATTER  
MODES: STANDARD  
DAMAGE: 3D10+3  
RANGE: -1/2 HEXES  
FIRE CON. +2/+2/-3  
INTERCEPT: N/A  
ROF: 1/3

## LIGHT RAILGUN

CLASS: MATTER  
MODES: STANDARD  
DAMAGE: 1D10+5  
RANGE: -1 / HEX  
FIRE CON. +0/+2/+3  
INTERCEPT: N/A  
ROF: 1/2

## PARTICLE PROJECTOR

MODES: STANDARD  
DAMAGE: 1D10+4  
RANGE: -1 / HEX  
FIRE CON. +2/+2/+1  
INTERCEPT: -2  
RECHARGE: 1/2

0 FIGHTERS

4 SHUTTLES

THRUST:2

ARMOR:0

DEF: 8/10


## FORWARD HITS

1-4 RETRO'S  
5-6 MDM RAILGUN  
7-8 LIGHT RAILGUN  
9-10 PARTICLE PROJ.  
11-18 STRUCTURE  
19-20 PRIMARY

## AFT HITS

1-4 MAIN THRUSTERS  
5-7 MDM RAILGUN  
8 LIGHT RAILGUN  
9-11 PARTICLE PROJ.  
12-18 STRUCTURE  
19-20 PRIMARY

## PRIMARY

1-6 STRUCTURE  
7-8 SIDE THRUSTER  
9-11 SHUTTLE BAY  
12-14 SENSORS  
15 ENGINE  
16-18 REACTOR  
19-20 C&C

## SPECIAL NOTES

ANTIQUATED SENSORS  
ATMOSPHERIC CAPABLE

## ELECTRONIC WARFARE

### DEF. ECM

#1 I.D. Ew

#2 I.D. Ew

#3 I.D. Ew

#4 I.D. Ew

#5 I.D. Ew

#6 I.D. Ew

