

Montari Frigate

SPECS		Maneuvering:		DEFENSE	
Class:	MCV	Turn Cost:	1/3 Speed	Fwd/Aft Def:	12
In Service:	2180	Turn Delay:	1/3 Speed	Stb/Prt Def:	14
Point Value:	300	Accel/Deccel:	1 Thrust	Engine Efficiency:	2/1
Ramming Factor:	40	Pivot Cost:	2 Thrust	Extra Power:	0
Jump Delay:	N/A	Roll cost:	1 Thrust	Initiative:	+12

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

SPECIAL NOTES

ANTIQUATED SENSORS
ATMOSPHERIC CAPABLE
AGILE SHIP
SPECIAL HULL ARRAIMENT
(NO FOR AFT HITS)

HIT LOCATION

PORT/STARBOARD	
1-5	SIDE THRUSTER
6-8	PARTICAL PROJ.
9-17	STRUCTURE
18-19	PRIMARY
PRIMARY	
1-7	FORE/AFT THRUSTERS
8-9	LIGHT RAILGUN
10-11	PART. PROJ. #4
12	SHUTTLE BAY
13-14	SENSORS
15-16	ENGINE
17-18	REACTOR
19-20	C&C

ELECTRONIC WARFARE

DEF. ECM		
#1	I.D.	Ew
#2	I.D.	Ew
#3	I.D.	Ew
#4	I.D.	Ew
#5	I.D.	Ew

0 FIGHTERS	
1 SHUTTLES	THRUST:2
ARMOR:0	DEF: 8/10
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