

Montari Dreadnought

SPECS	Maneuvering:	DEFENSE
Class: CAPITAL SHIP	Turn Cost: x1 Speed	Fwd/Aft Def: 16
In Service: 2205	Turn Delay: x1 Speed	Stb/Prt Def: 19
Point Value: 1100	Accel/Deccel: 5 Thrust	Engine Efficiency: 5/1
Ramming Factor: 240	Pivot Cost: 4+5 Thrust	Extra Power: 0
Jump Delay: 36	Roll cost: 2+3 Thrust	Initiative: 0

HEAVY RAILGUN
CLASS: MATTER
MODES: STANDARD
DAMAGE: 5D10+7
RANGE: -1/3 HEXES
FIRE CON: +2/+2/-3
INTERCEPT: N/A
ROF: 1/4

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: +0/+2/+1
INTERCEPT: -2
RECHARGE: 1/2

SPECIAL NOTES

ANTIQUATED SENSORS

FORWARD HITS	RETRO'S
1-4	HEAVY RAILGUN
5-7	LIGHT RAILGUN
8-10	PARTICLE PROJ.
11-12	STRUCTURE
13-18	PRIMARY
19-20	

PORT/ STARBOARD HITS	
1-4	P/S THRUSTERS
5-6	PARTICAL PROJ.
7	LIGHT RAILGUN
8-9	HEAVY RAILGUN
10-18	STRUCTURE
19-20	PRIMARY

AFT HITS	MAIN THRUSTERS
1-7	LIGHT RAILGUN
8-9	PARTICLE PROJ.
10-11	STRUCTURE
12-18	PRIMARY
19-20	

PRIMARY	
1-6	STRUCTURE
7-8	HANGER C
9-10	SENSOR
11-13	ENGINE
14-16	JUMP DRIVE
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
#6 I.D. Ew

12 FIGHTERS
3 SHUTTLES THRUST:2
ARMOR:0 DEF: 8/10

