

# Montari Attack Cruiser

SPECS		Maneuvering:	DEFENSE
Class:	HCV	Turn Cost: 3/4 Speed	Fwd/Aft Def: 15
In Service:	2187	Turn Delay: 3/4 Speed	Stb/Prt Def: 17
Point Value:	675	Accel/Deccel: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor:	150	Pivot Cost: 3+4 Thrust	Extra Power: +4
Jump Delay:	N/A	Roll cost: 2+2 Thrust	Initiative: +6

Heavy Particle Proj.	
MODES	STANDARD
DAMAGE	2D10+8
RANGE	-1/2 HEX
FIRE CON.	+3/+2/-1
INTERCEPT	-1
R.O.F.	1/2

## Heavy Cruiser Variant (Rare)

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

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

