



Montari Light Carrier


SPECS		Maneuvering:		DEFENSE	
Class:	CAPITAL	Turn Cost:	3/4 Speed	Fwd/Aft Def:	15
In Service:	2210	Turn Delay:	3/4 Speed	Stb/Prt Def:	17
Point Value:	450	Accel/Deccel:	4 Thrust	Engine Efficiency:	5/1
Ramming Factor:	150	Pivot Cost:	4+4 Thrust	Extra Power:	+3
Jump Delay:	N/A	Roll cost:	2+3 Thrust	Initiative:	-2

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

FORWARD HITS	
1-5	RETRO'S
6-7	MDM RAILGUN
9-11	LIGHT RAILGUN
12-18	STRUCTURE
19-20	PRIMARY

PORT/STARBOARD HITS		SIDE TUBELUSTERS	
1	6		

1-6	SIDE THRUSTERS
7-11	HANGER
12-13	PARTICLE PROJ
14-18	STRUCTURE
19-20	PRIMARY

AFT HITS	
1	5
MAIN TURBINE	

1-5	MAIN THRUSTERS
6-8	MDM RAILGUN
9-12	PARTICLE PROJ
13-18	STRUCTURE
19-20	PRIMARY

PRIMARY

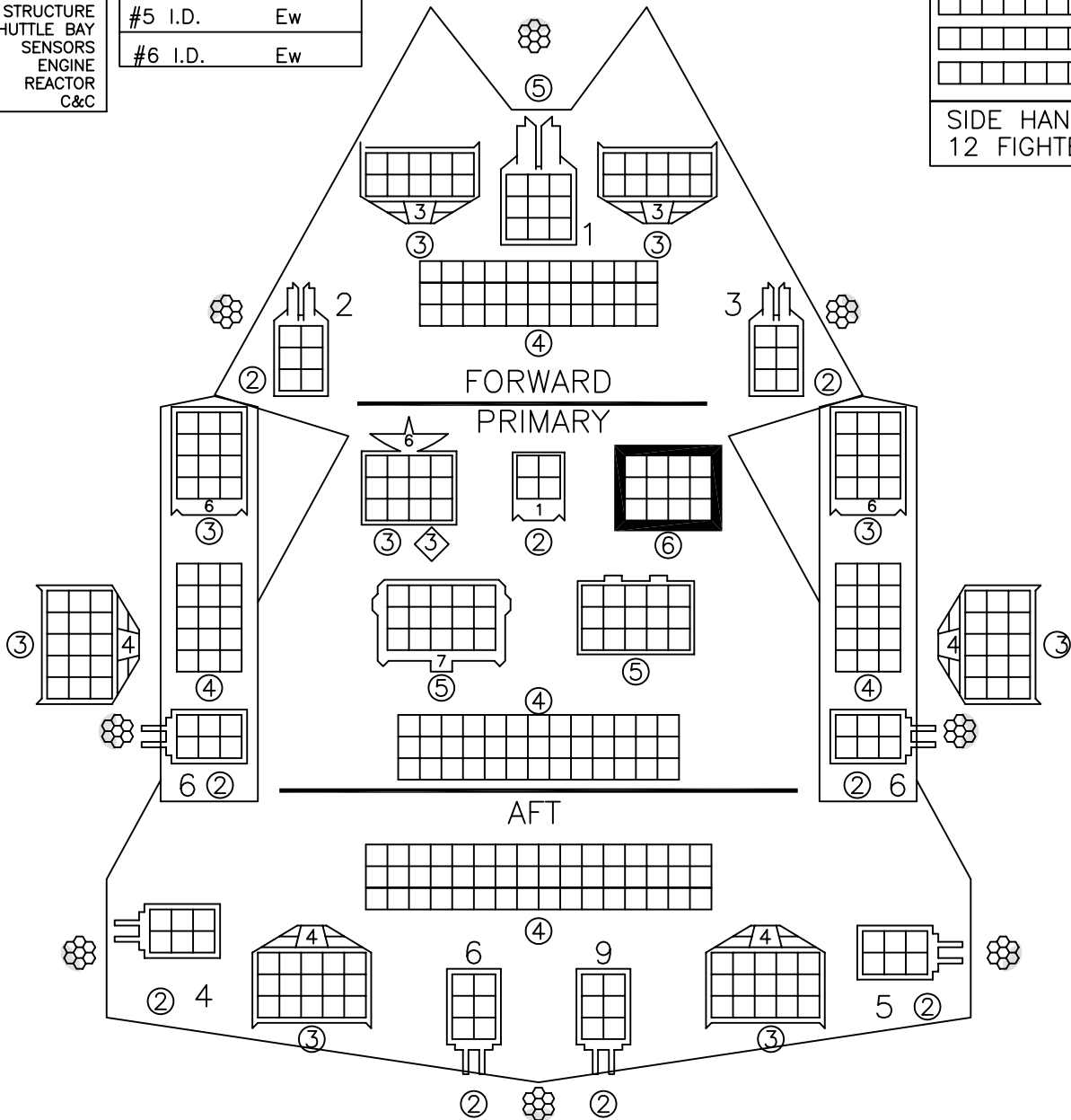
1-9	STRUCTURE
10	SHUTTLE BAY
11-12	SENSORS
13-15	ENGINE
16-18	REACTOR
19-20	C&C

SPECIAL NOTES

ANTIQUATED SENSORS

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



0 FIGHTERS

4 SHUTTLES

ARMOR:0

THRUST:2
DEF: 8/10

SIDE HANGERS
12 FIGHTERS EACH