

Montari Merchant Cruiser

SPECS	Maneuvering:	DEFENSE
Class: HCV	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2195	Turn Delay: 2/3 Speed	Stb/Prt Def: 16
Point Value: 225	Accel/Deccel: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 120	Pivot Cost: 3+3 Thrust	Extra Power: +4
Jump Delay: N/A	Roll cost: 1+2 Thrust	Initiative: +6

SPECIAL NOTES

ANTIQUATED SENSORS
ATMOSPHERIC CAPABLE

FORWARD HITS

1-5 RETRO'S
6-7 CARGO A
9-11 LIGHT RAILGUN
12-18 STRUCTURE
19-20 PRIMARY

AFT HITS

1-5 MAIN THRUSTERS
6-8 CARGO B & C
9-12 PARTICLE PROJ
13-18 STRUCTURE
19-20 PRIMARY

PRIMARY

1-8 STRUCTURE
9-10 SIDE THRUSTER
11 SHUTTLE BAY
12-13 SENSORS
14-16 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

#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: 3 1/2

PARTICLE PROJECTOR

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

0 FIGHTERS

4 SHUTTLES

ARMOR:0

THRUST:2

DEF: 8/10

