

Montari Strike Cruiser

SPECS

Class: HCV
In Service: 2207
Point Value: 650
Ramming Factor: 150
Jump Delay: N/A

Maneuvering:

Turn Cost: 3/4 Speed
Turn Delay: 3/4 Speed
Accel/Deccel: 4 Thrust
Pivot Cost: 3+4 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 15
Stb/Prt Def: 17
Engine Efficiency: 4/1
Extra Power: +9
Initiative: +6

SO-MISSILE RACK

CLASS: BALLISTIC
MISSILES: 12
RANGE PENELTY: NONE
FIRE CON. +2/+2/+2
INTERCEPT: N/A
RATE OF FIRE: 1/2

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

1-4 RETRO'S
5-6 SO MISSILE RACK
7-8 LIGHT RAILGUN
9-10 PARTICLE PROJ.
11-18 STRUCTURE
19-20 PRIMARY

AFT HITS

1-5 MAIN THRUSTERS
6-7 SO MISSILE RACK
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

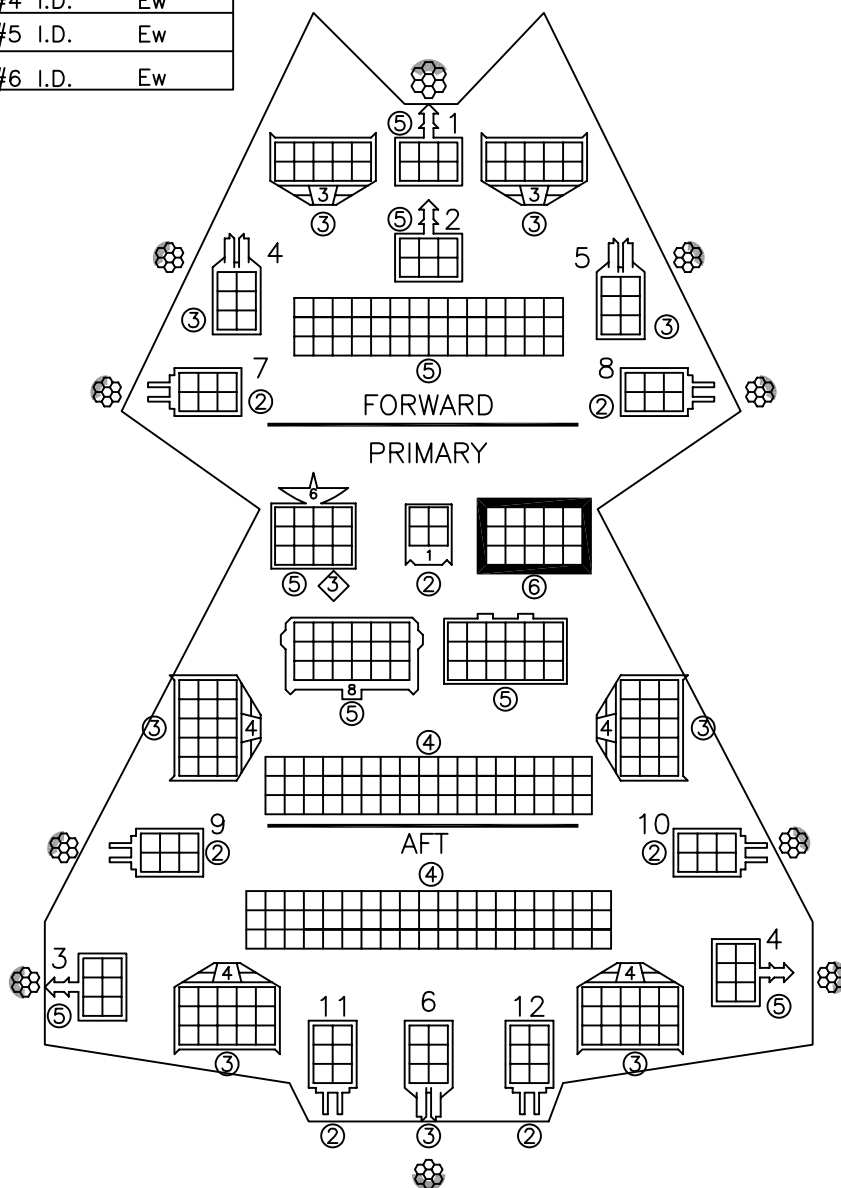
SPECIAL NOTES

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



0 FIGHTERS

4 SHUTTLES THRUST:2
ARMOR:0 DEF: 8/10

MISSILES

Rack #1

1 2 3 4 5 6 7 8 9 10 11 12

Rack #2

1 2 3 4 5 6 7 8 9 10 11 12

Rack #3

1 2 3 4 5 6 7 8 9 10 11 12

Rack #4

1 2 3 4 5 6 7 8 9 10 11 12