

SPECIAL NOTES ANTIQUATED SENSORS

FORWARD HITS

1-3	RETRO'S
4	MISSILE RACK 1
5	LIGHT RAILGUN
6	PARTICLE PROJ.
7	LT. PART. PROJ.
8	SHUTTLE BAY A
9-10	CARGO A
11-12	BARRACK A
13-19	STRUCTURE
20	PRIMARY

PORT/ STARBOARD HITS

1-2	P/S THRUSTERS
3	MISSILE RACK 2/3
4	LIGHT RAILGUN
5-6	PARTICLE PROJ.
7	LT. PART. PROJ.
8	SHUTTLE BAY B/C
9-10	CARGO B/C
11-13	BARRACKS B/C
14-19	STRUCTURE
20	PRIMARY

AFT HITS

1-5	P/S THRUSTERS
6	MISSILE RACK 5/6
7	LIGHT RAILGUN
8	PARTICLE PROJ.
9	LT. PART. PROJ.
10	SHUTTLE BAY D
11-12	CARGO D
13-14	BARRACKS D
15-19	STRUCTURE
20	PRIMARY

PRIMARY HIT TABLE

1-7	STRUCTURE
10-11	CARGO E
9-10	BARRACKS E/F
12	HANGER
13	SENSOR
14-15	JUMP DRIVE
16-17	ENGINE
18-19	REACTOR
20	C&C

Montari Colony Ship

SPECS

Class: ENORMOUS SHIP
In Service: 2147
Point Value: 1100
Ramming Factor: 360
Jump Delay: 36

Maneuvering:

Turn Cost: x2 Speed
Turn Delay: x2 Speed
Accel/Deccel: 8 Thrust
Pivot Cost: 6+6 Thrust
Roll cost: 6+6 Thrust

DEFENSE

Fwd/Aft Def: 20
Stb/Prt Def: 22
Engine Efficiency: 8/1
Extra Power: 0
Initiative: 0

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

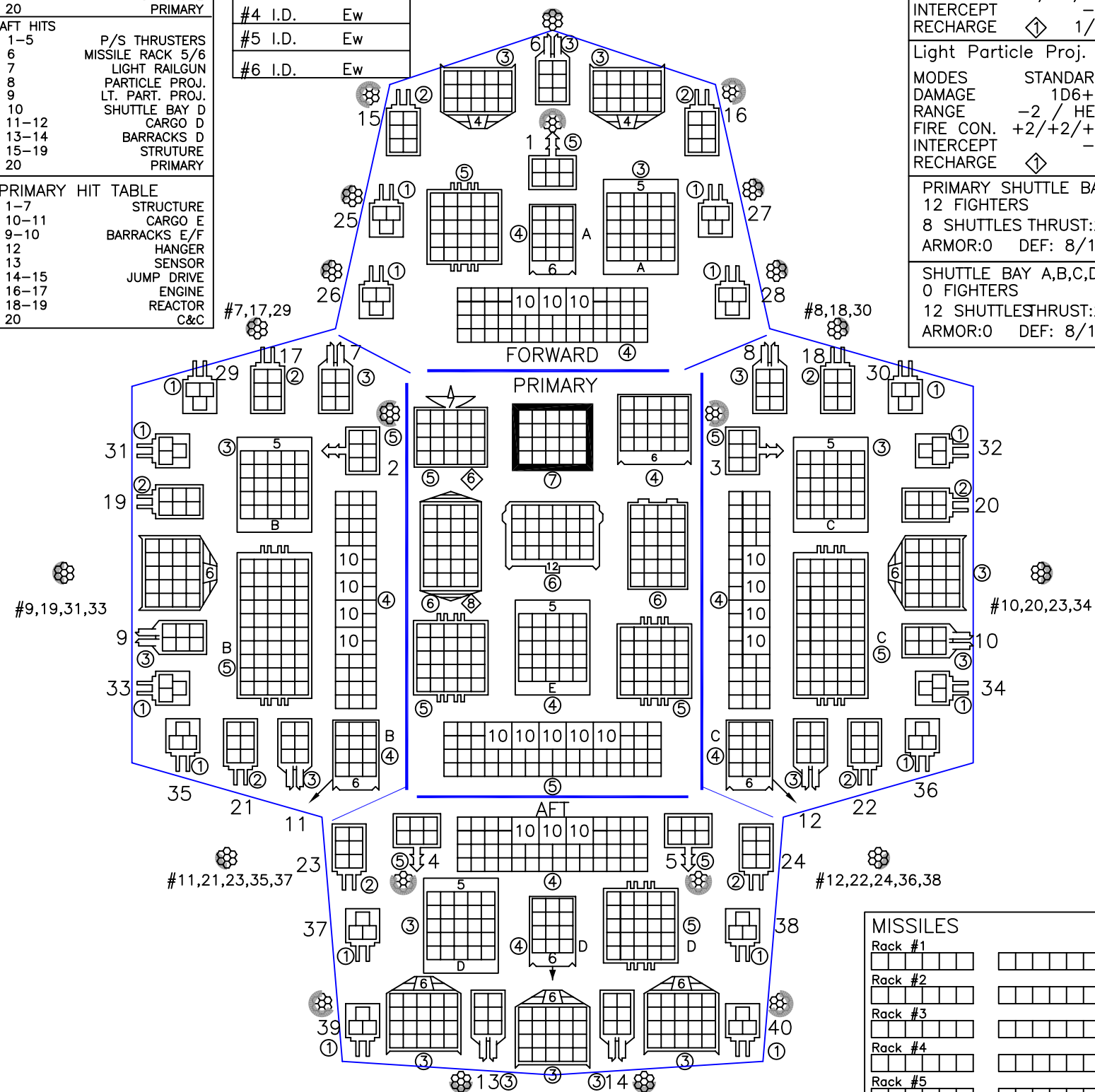
MODES: STANDARD
DAMAGE: 1D10+4
RANGE: -1 / HEX
FIRE CON. +2/+2/+1
INTERCEPT: -2
RECHARGE: 1/2

Light Particle Proj.

MODES: STANDARD
DAMAGE: 1D6+4
RANGE: -2 / HEX
FIRE CON. +2/+2/+3
INTERCEPT: -2
RECHARGE: 1

PRIMARY SHUTTLE BAY
12 FIGHTERS
8 SHUTTLES THRUST:2
ARMOR:0 DEF: 8/10

SHUTTLE BAY A,B,C,D
0 FIGHTERS
12 SHUTTLES THRUST:2
ARMOR:0 DEF: 8/10



MISSILES

Rack #1					
Rack #2					
Rack #3					
Rack #4					
Rack #5					