

Montari Destroyer

SPECS		Maneuvering:		DEFENSE	
Class:	MCV	Turn Cost:	1/2 Speed	Fwd/Aft Def:	13
In Service:	2190	Turn Delay:	1/2 Speed	Stb/Prt Def:	15
Point Value:	350	Accel/Deccel:	2 Thrust	Engine Efficiency:	3/1
Ramming Factor:	60	Pivot Cost:	3 Thrust	Extra Power:	0
Jump Delay:	N/A	Roll cost:	2 Thrust	Initiative:	+12

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

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

HIT LOCATION

PORT/STARBOARD	
1-4	SIDE THRUSTER
5-6	PARTIAL PROJ.
7-8	LIGHT RAILGUN
9-17	STRUCTURE
18-19	PRIMARY
PRIMARY	
1-6	FORE/AFT THRUSTERS
7-8	MED. RAILGUN
9	PART. PROJ. #6
10	SHUTTLE BAY
11-12	SENSORS
13-15	ENGINE
16-18	REACTOR
19-20	C&C

SPECIAL NOTES

ANTIQUATED SENSORS
ATMOSPHERIC CAPABLE
AGILE SHIP
SPECIAL HULL ARRAIMENT
(NO FOR AFT HITS)

ELECTRONIC WARFARE

DEF. ECM	
#1 I.D.	Ew
#2 I.D.	Ew
#3 I.D.	Ew
#4 I.D.	Ew
#5 I.D.	Ew

