

Montari Carrier

SPECS	Maneuvering:	DEFENSE
Class: CAPITAL SHIP	Turn Cost: 1 Speed	Fwd/Aft Def: 16
In Service: 2213	Turn Delay: 1 Speed	Stb/Prt Def: 19
Point Value: 650	Accel/Deccel: 5 Thrust	Engine Efficiency: 5/1
Ramming Factor: 210	Pivot Cost: 4+5 Thrust	Extra Power: +4
Jump Delay: N/A	Roll cost: 3+3 Thrust	Initiative: 0

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

PORT/STARBOARD HITS	RETRO'S
1-4	SIDE THRUSTERS
5-8	HANGER
9-11	PARTICLE PROJ.
12-18	STRUCTURE
19-20	PRIMARY

AFT HITS	RETRO'S
1-5	MAIN THRUSTERS
6	LIGHT RAILGUN
7-10	PARTICLE PROJ.
11-18	STRUCTURE
19-20	PRIMARY

PRIMARY	RETRO'S
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

SIDE HANGERS

24 FIGHTERS EACH

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

