

Montari Light 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:	450	Accel/Deccel:	3 Thrust	Engine Efficiency:	4/1
Ramming Factor:	120	Pivot Cost:	3+3 Thrust	Extra Power:	0
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	MDM RAILGUN
9-11	LIGHT RAILGUN
12-18	STRUCTURE
19-20	PRIMARY

AFT HITS

1-5	MAIN THRUSTERS
6-8	MDM RAILGUN
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

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

4 SHUTTLES

ARMOR:0

THRUST:2
DEF: 8/10

