

Montari Heavy Carrier

SPECS

Class: CAPITAL SHIP
In Service: 2225
Point Value: 800
Ramming Factor: 240
Jump Delay: 36

Maneuvering:

Turn Cost: x1 Speed
Turn Delay: x1 Speed
Accel/Deccel: 5 Thrust
Pivot Cost: 4+5 Thrust
Roll cost: 2+3 Thrust

DEFENSE

Fwd/Aft Def: 16
Stb/Prt Def: 19
Engine Efficiency: 5/1
Extra Power: +3
Initiative: 0

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
5-9 HANGER A/B
10 LIGHT RAILGUN
11-13 PARTICLE PROJ.
14-18 STRUCTURE
19-20 PRIMARY

PORT/ STARBOARD HITS

1-3 P/S THRUSTERS
4-6 HANGER D/E
7 LIGHT RAILGUN
8-10 PARTICLE PROJ.
12-18 STRUCTURE
19-20 PRIMARY

AFT HITS

1-4 MAIN THRUSTERS
5-7 MDM RAILGUN
8 LIGHT RAILGUN
9-11 PARTICLE PROJ.
12-18 STRUCTURE
19-20 PRIMARY

PRIMARY

1-6 STRUCTURE
7-8 HANGER C
9-10 SENSOR
11-13 ENGINE
14-16 JUMP DRIVE
17-18 REACTOR
19-20 C&C

ELECTRONIC WARFARE

DEF. ECM

#1 I.D. Ew

#2 I.D. Ew

#3 I.D. Ew

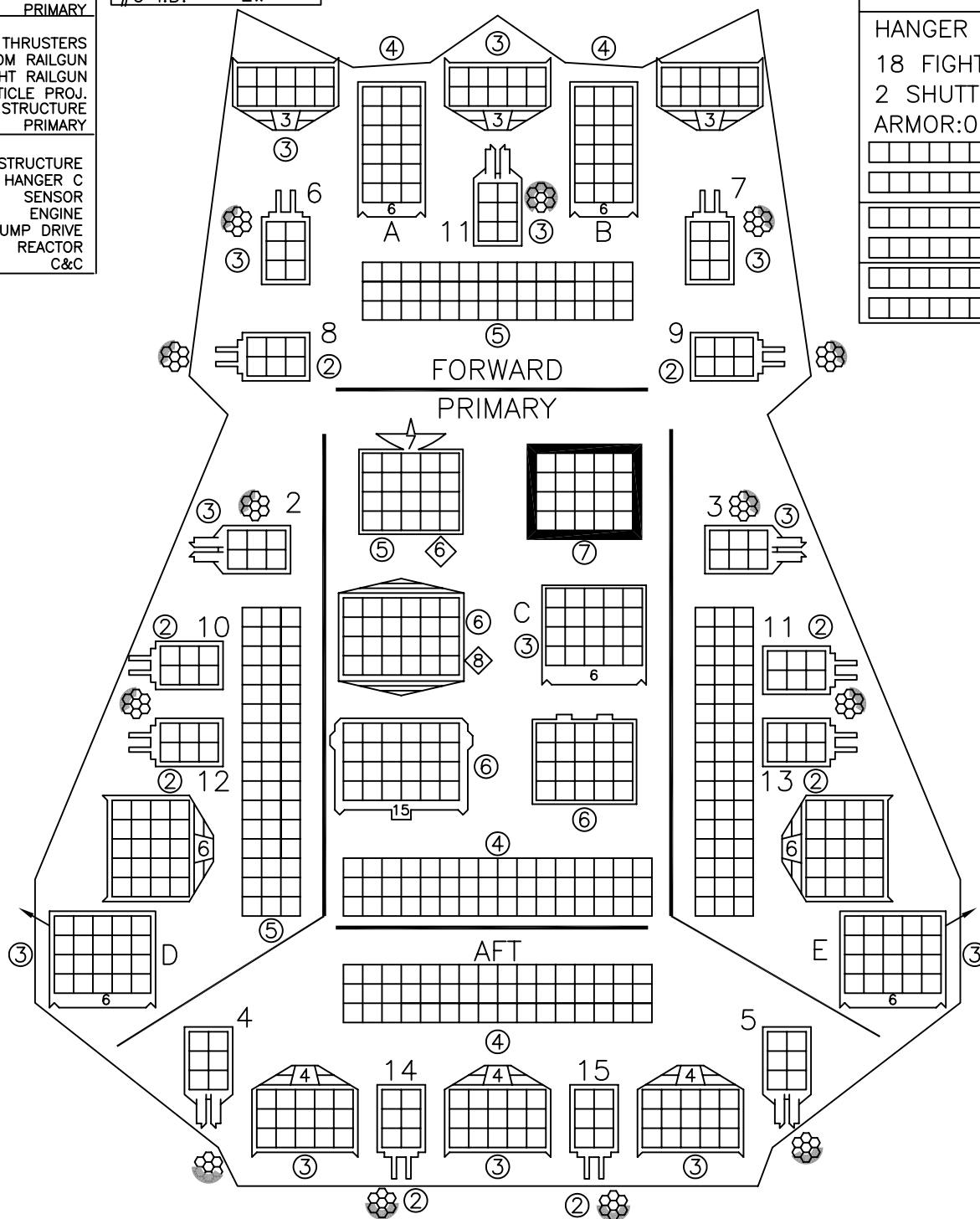
#4 I.D. Ew

#5 I.D. Ew

#6 I.D. Ew

SPECIAL NOTES

ANTIQUATED SENSORS



HANGER A & B

18 FIGHTERS EACH

HANGER C, D, & E

18 FIGHTERS

2 SHUTTLES THRUST:4

ARMOR:0 DEF: 8/10

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

C

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

D

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

E