

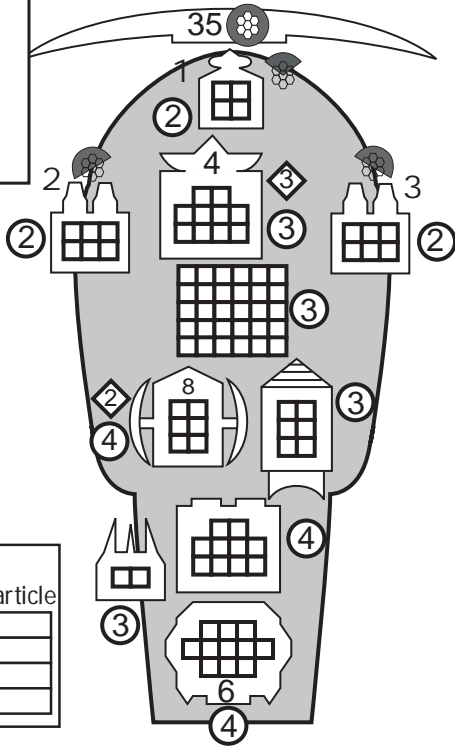


Mon Calamari MC30 Patrol Ships

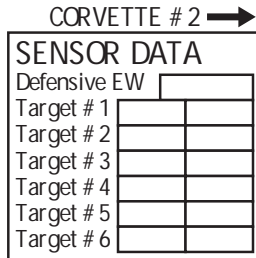
SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl	In Service: --	Turn Cost: 1/4 Speed	Turn Delay: 1/4 Speed	Fwd/Aft Defense: 10	Stb/Port Defense: 11
Point Value: 175 each	Ramming Factor: 40	Accel/Decel Cost: 1 Thrust	Pivot Cost: 1+1 Thrust	Engine Efficiency: 2/1	Extra Power: +0
Hyper Cost: 2 Power		Roll Cost: 1+1 Thrust		Initiative Bonus: +14	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 1 1 1 2 2 2 2 3 3 3 3	1 1 1 1 2 2 2 2 3 3 3 3		
Turn Cost					
Turn Delay					

WEAPON DATA	
Twin Turbolaser	
Class: TurboLaser	Mode: Standard
Damage: 2x 1d10+8	Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+0	Interception Rating: -1
Rate of Fire: 1 per 2 turns	
Light Ion Cannon	
Class: Ion	Mode: Standard
Damage: 2/+8/d8	Range Penalty: -1 per hex
Fire Control: +3/+1/-1	Interception Rating: n/a
Rate of Fire: 1 per 2 turns	

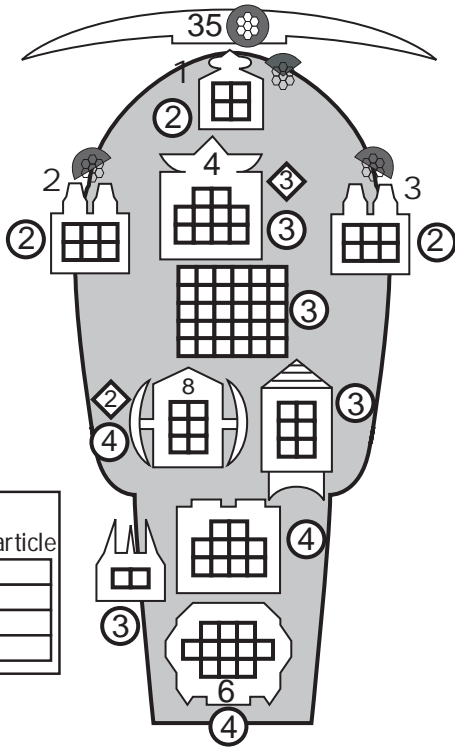
HIT LOCATIONS	
1-8:	Structure
9:	Hyperdrive
10-11:	Lt Ion Cannon
12-14:	Twin Turbolaser
15:	Tractor Beam
16-17:	Drive
18:	Reactor
19:	Control
20:	Shield Generator



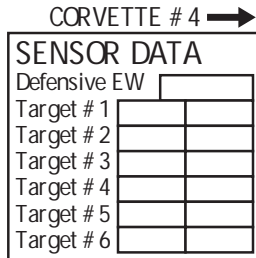
SHIELD DATA		
	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		



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	Ray	Particle
Turn 1		
Turn 2		
Turn 3		
Turn 4		



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ICON RECOGNITION			