

Mon Calamari MC-40 Light Cruiser

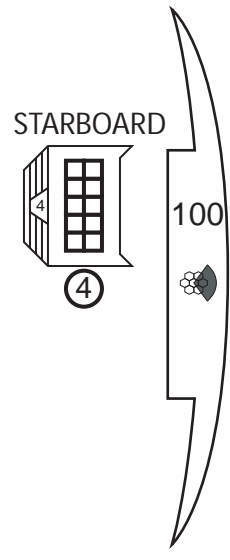
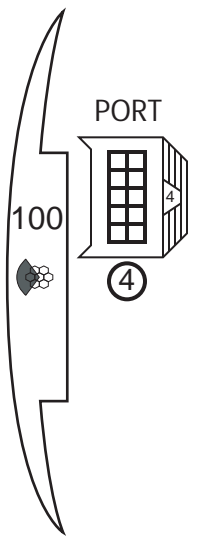
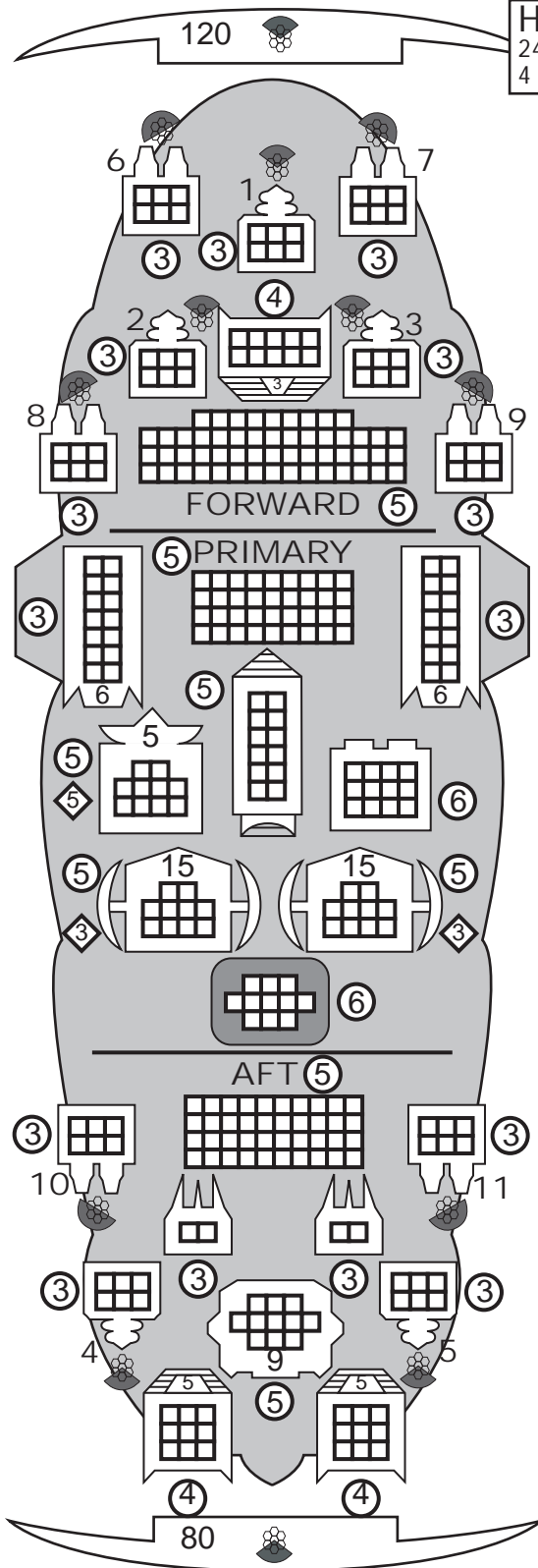
SPECS		MANEUVERING		COMBAT STATS								
Class: Hvy Combat Vsl		Turn Cost: 1 x Speed		Fwd/Aft Defense: 13								
In Service: --		Turn Delay: 2/3 Speed		Stb/Port Defense: 15								
Point Value: 825		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1								
Ramming Factor: 150		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Hyper Cost: 10 Power		Roll Cost: 2+2 Thrust		Initiative Bonus: +6								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

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: -2	
Rate of Fire: 1 per 2 turns	
Triple Ion Cannon	
Class: Ion	
Mode: Ion	
Damage: 3/+9/d10	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-2	
Interception Rating: n/a	
Rate of Fire: 1 per 2 turns	

HANGAR
24 Fighters
4 Lamda Class Shuttles

FORWARD HITS	
1-3:	Forward Thruster
4-5:	Ion Cannon
6-8:	Twin Turbolaser
9-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Main Thrust
5-6:	Ion Cannon
7-8:	Twin Turbolaser
9-10:	Engine
11:	Tractor Beam
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Structure
10-11:	Shield Generators
12-13:	Sensors
14-15:	Hangar
16-17:	Hyperdrive
18-19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Ion Cannon
	Twin Turbolaser

SHIELD DATA	
	Ray Particle
Forward	
Port	
Starboard	
Aft	