



Mon Calamari MC80 Star Cruiser

SPECS

Class: Capital Ship
 In Service: --
 Point Value: 2000
 Ramming Factor: 230
 Hyper Cost: 16 Power

MANEUVERING

Turn Cost: 2 x Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 18
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +1

WEAPON DATA

Ion Cannon
 Class: Ion
 Mode: Ion
 Damage: 4/+12
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-2
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

Twin Turbolaser

Class: Laser
 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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

- FORWARD HITS**
 1-3: Retro Thrust
 4-7: Twin Turbolaser
 9-10: Ion Cannon
 11-18: Forward Struct
 19-20: PRIMARY Hit
- SIDE HITS**
 1-3: Port/Stb Thrust
 4-6: Ion Cannon
 7: Twin Turbolaser
 8-10: Hangar
 12-18: Port/Stb Struct
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7: IonCannon
 8-9: Twin Turbolaser
 10-18: Aft Struct
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Primary Struct
 9-10: Hyperdrive
 11-12: Sensors
 13-15: Engine
 16-17: Shield Generators
 18-19: Reactor
 20: C & C

SENSOR DATA

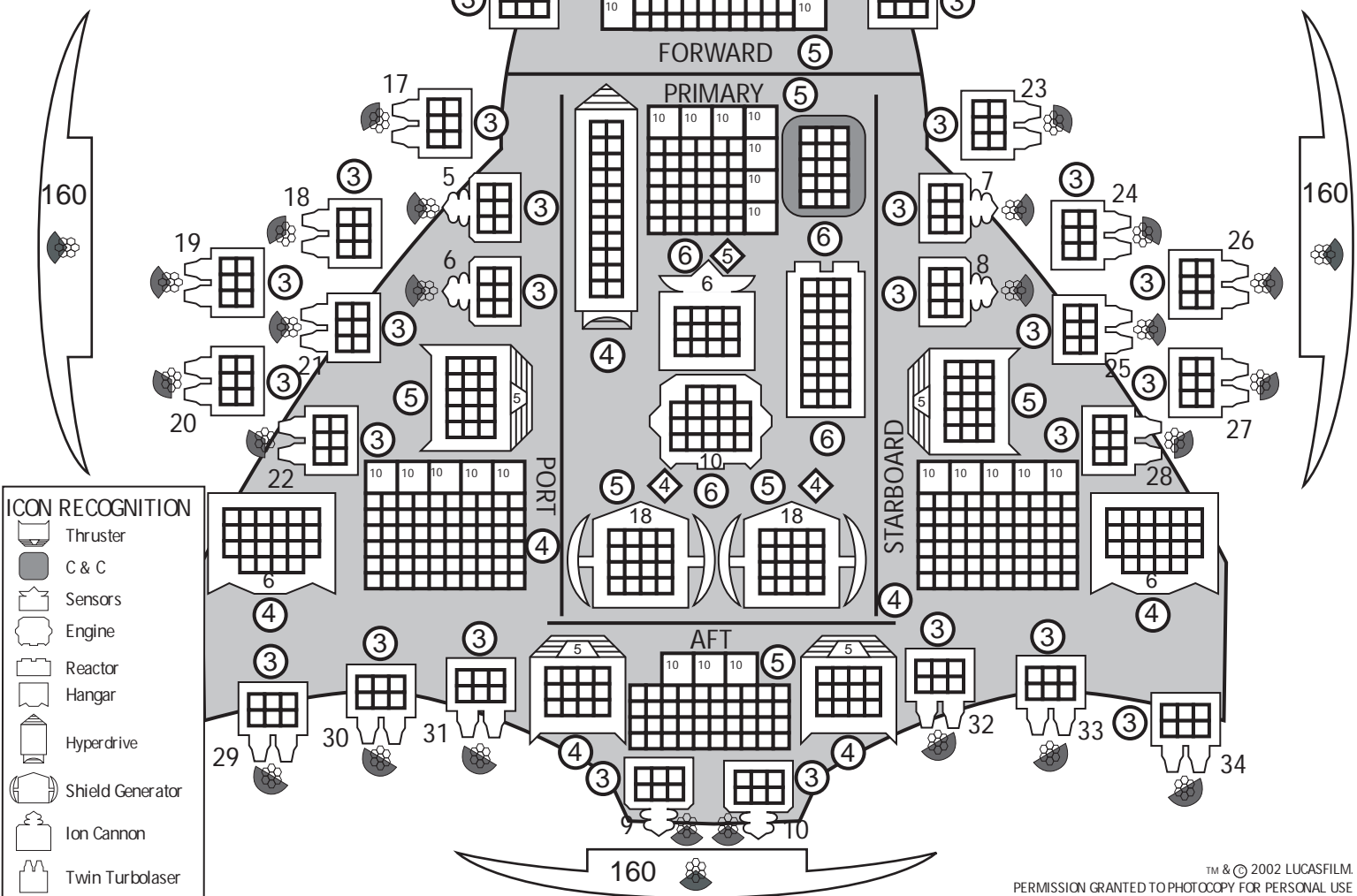
Defensive EW

Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

HANGAR
 36 Fighters
 8 Lamda Class Shuttles



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