



# Mon Calamari MC80A Star Cruiser

## SPECS

Class: Capital Ship  
 In Service: --  
 Point Value: 2100  
 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/d10  
 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  
 8: Tractor Beam  
 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: Ion Cannon  
 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**

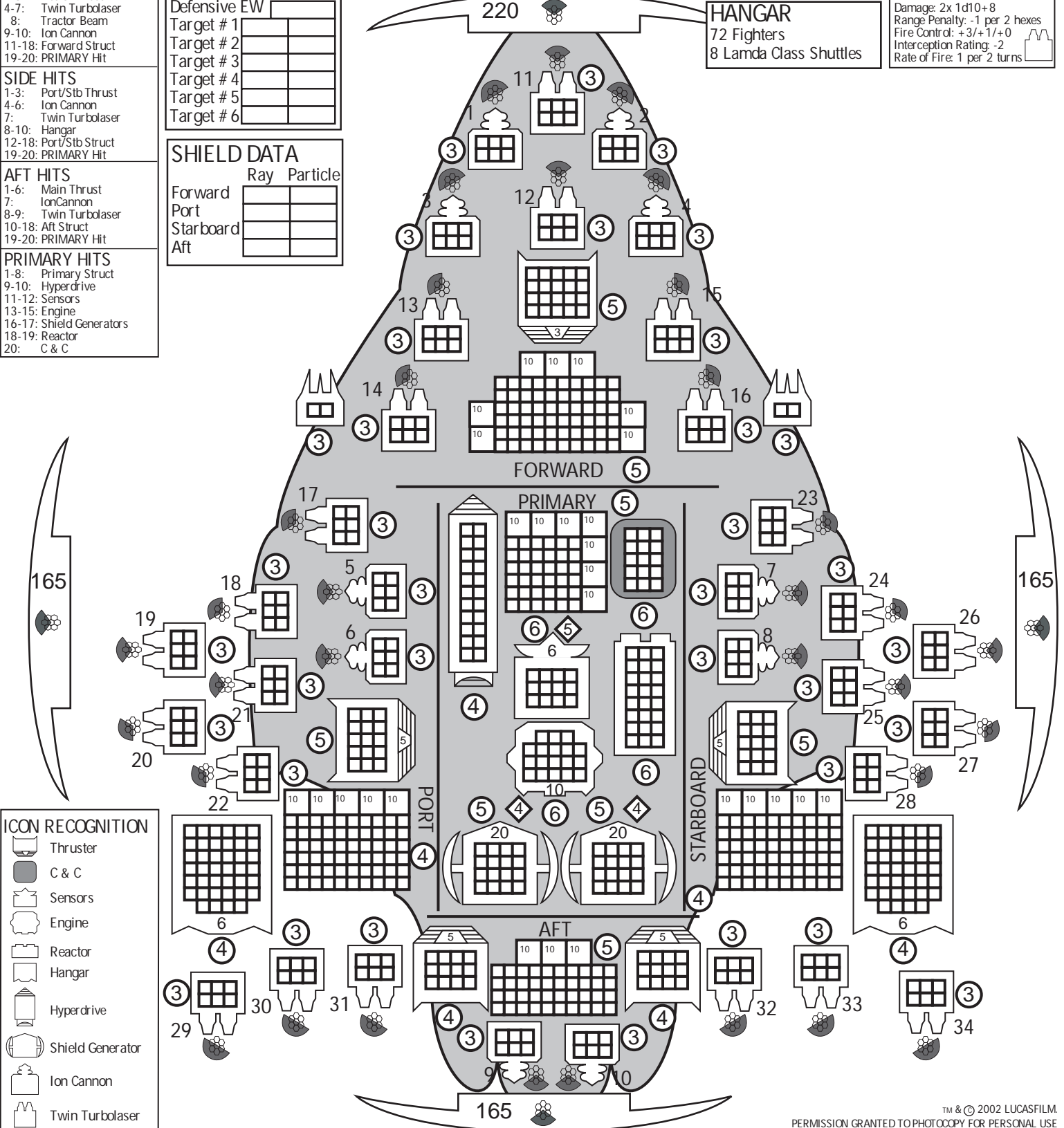
Defensive EW

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

**SHIELD DATA**

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

**HANGAR**  
 72 Fighters  
 8 Lamda Class Shuttles



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