

# Mon Calamari MC-40 Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: --  
Point Value: 525  
Ramming Factor: 150  
Hyper Cost: 10 Power

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
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

### Ion Cannon

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

### Turbolaser Turret

Class: Laser  
Mode: Standard  
Damage: 1d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/+1  
Interception Rating: -1  
Rate of Fire: 1 per turn

## 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  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Shield Generators  
13-14: Sensors  
15: Hangar  
16-17: Hyperdrive  
18-19: Reactor  
20: C&C

## SENSOR DATA

### Defensive EW

Target #1

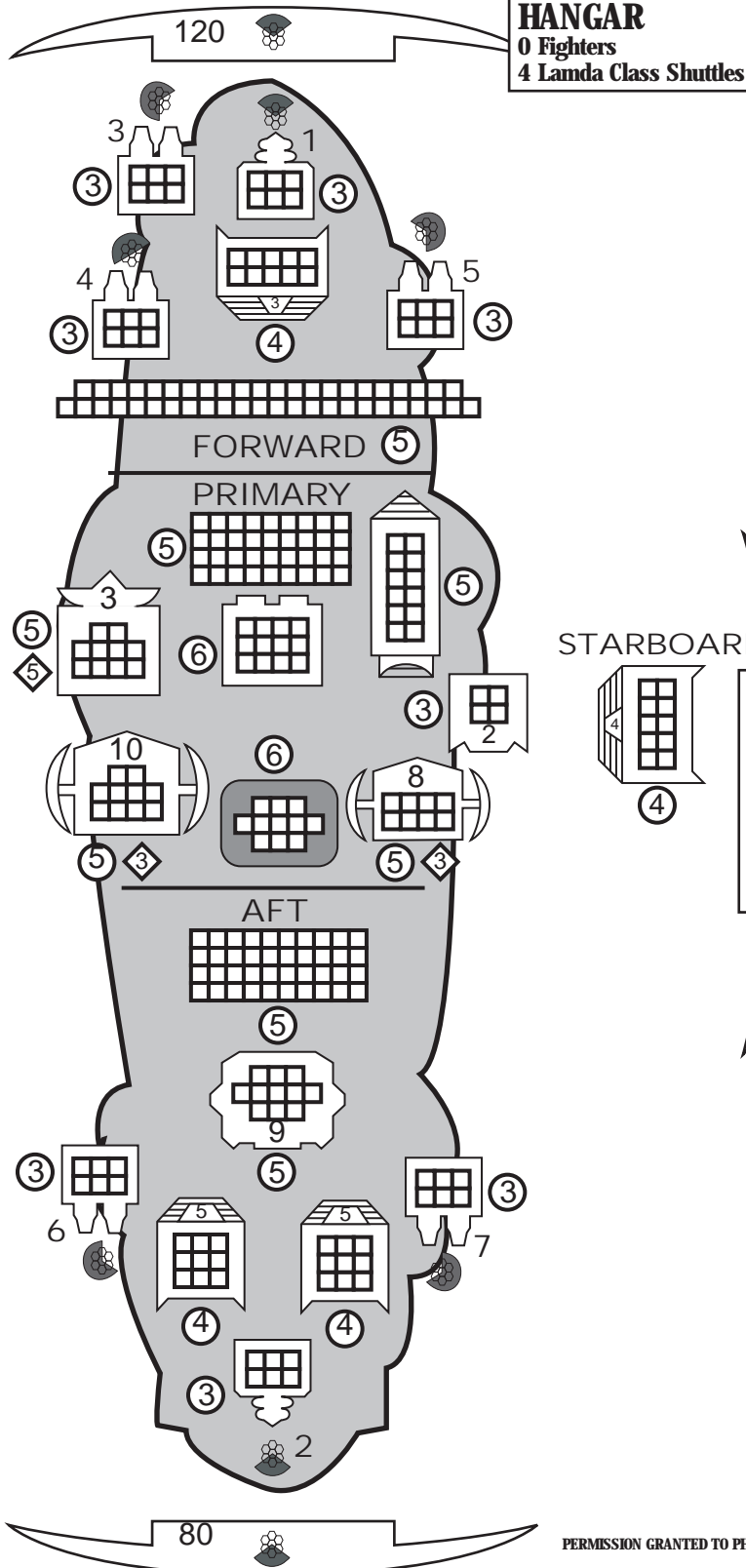
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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