



Mon Calamari MC45 Frigate

SPECS

Class: Medium Ship
In Service: --
Point Value: 475
Ramming Factor: 65
Hyper Cost: 6 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Sth/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

Light Ion Cannon

Class: Ion
Mode: Standard
Damage: 2/+8
Range Penalty: -1 per hex
Fire Control: +3/+1/-1
Interception Rating: n/a
Rate of Fire: 1 per turn

HANGAR

0 Fighters
1 Lambda Class Shuttle

FORWARD HITS

1-4: Retro Thrust
5-7: Ion Cannon
8-10: Twin Turbolaser
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Engine
8: Twin Turbolaser
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Sth Thrust
8-9: Hyperdrive
10-12: Sensors
13-15: Shield Generator
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

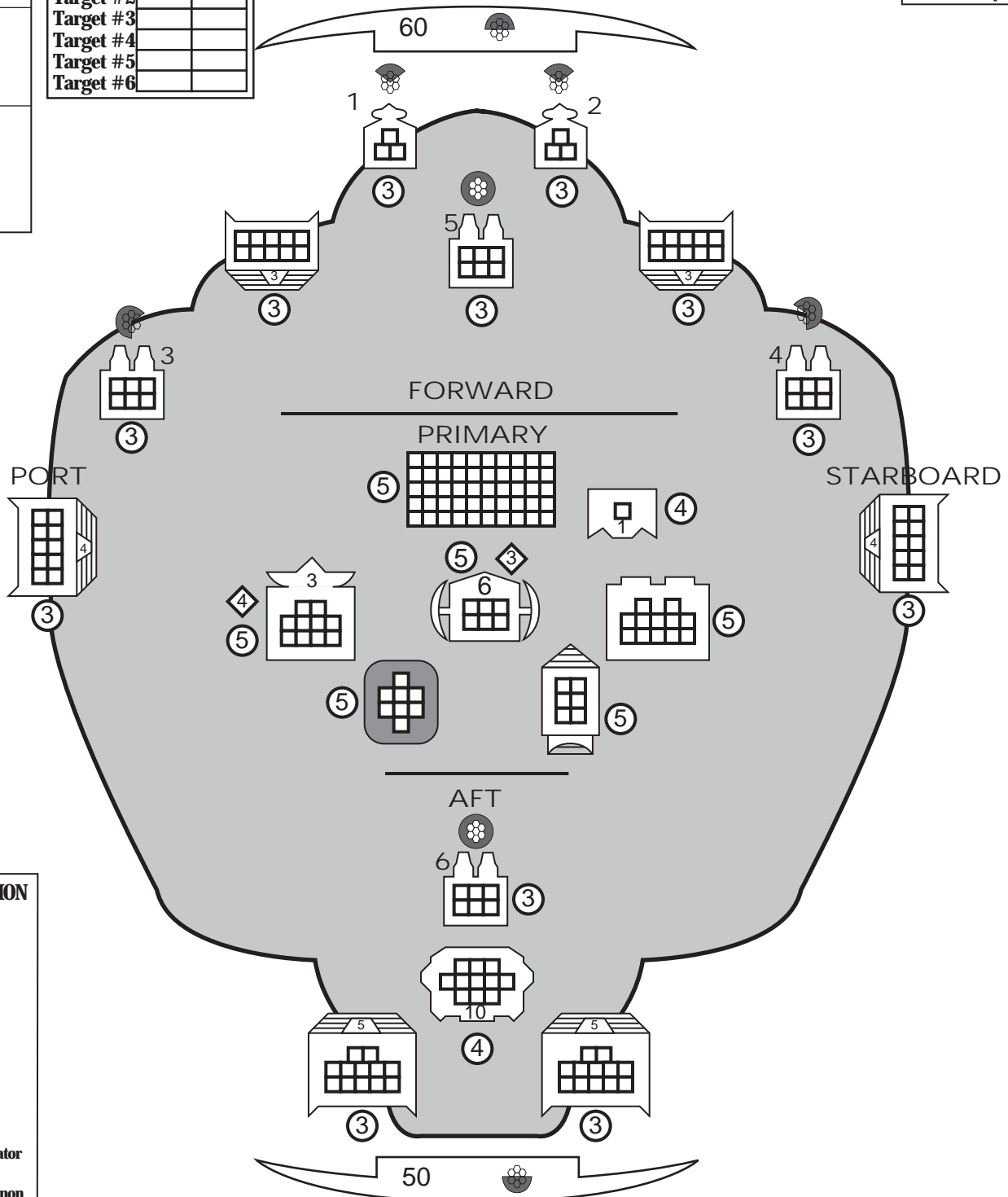
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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