

Mon Calamari MC80a Cruiser

SPECS

Class: Capital Ship
In Service: --
Point Value: 850
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: 14
Sth/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

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

HANGAR

36 Fighters
8 Lambda Class Shuttles

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: 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

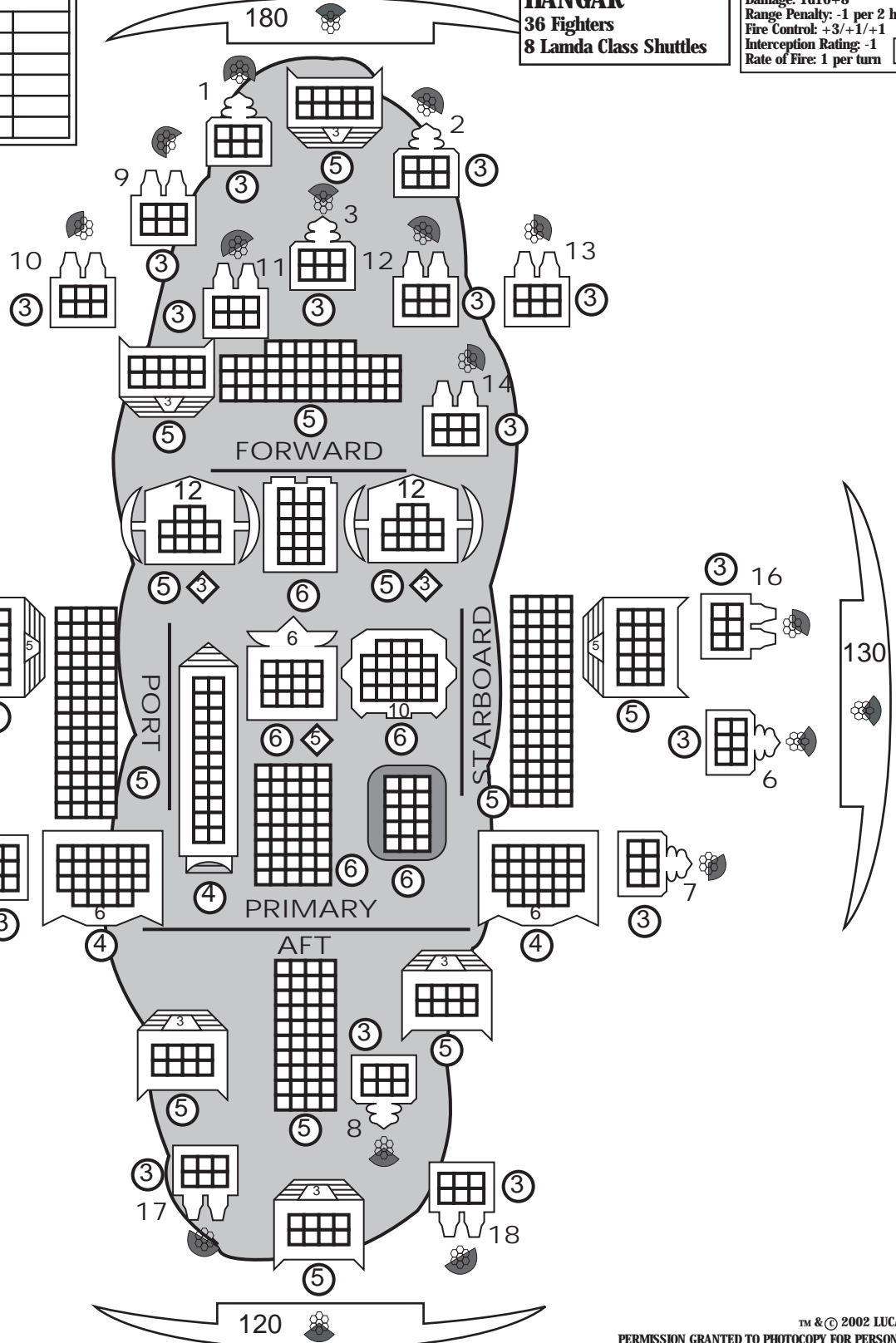
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

