



# Mon Calamari MC80b Cruiser

## SPECS

Class: Capital Ship

In Service: --

Point Value: 950

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: 2/1

Extra Power: +1

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

48 Fighters

4 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  
 4-5: Ion Cannon  
 6-7: 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

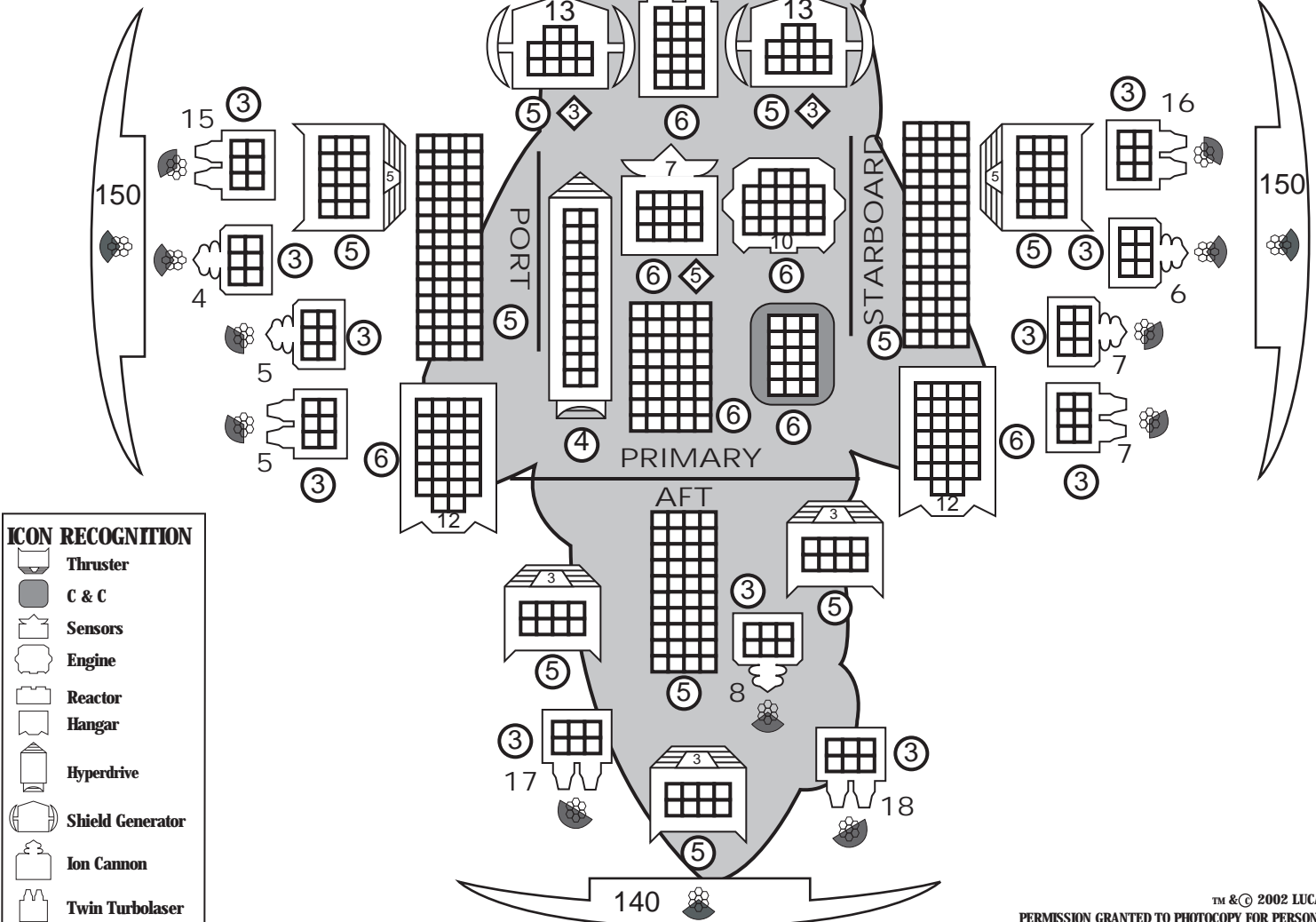
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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