



Mon Calamari MC80c Carrier

SPECS

Class: Capital Ship

In Service: --

Point Value: 775

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: 15

Sth/Port Defense: 17

Engine Efficiency: 2/1

Extra Power: 0

Initiative Bonus: 0

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: Retro Thrust
 4-6: Twin Turbolaser
 7-8: Ion Cannon
 9-10: Hangar
 11-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Sth Thrust
 4-6: Ion Cannon
 7: Twin Turbolaser
 8-10: Hangar
 12-18: Port/Sth Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Hangar
 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

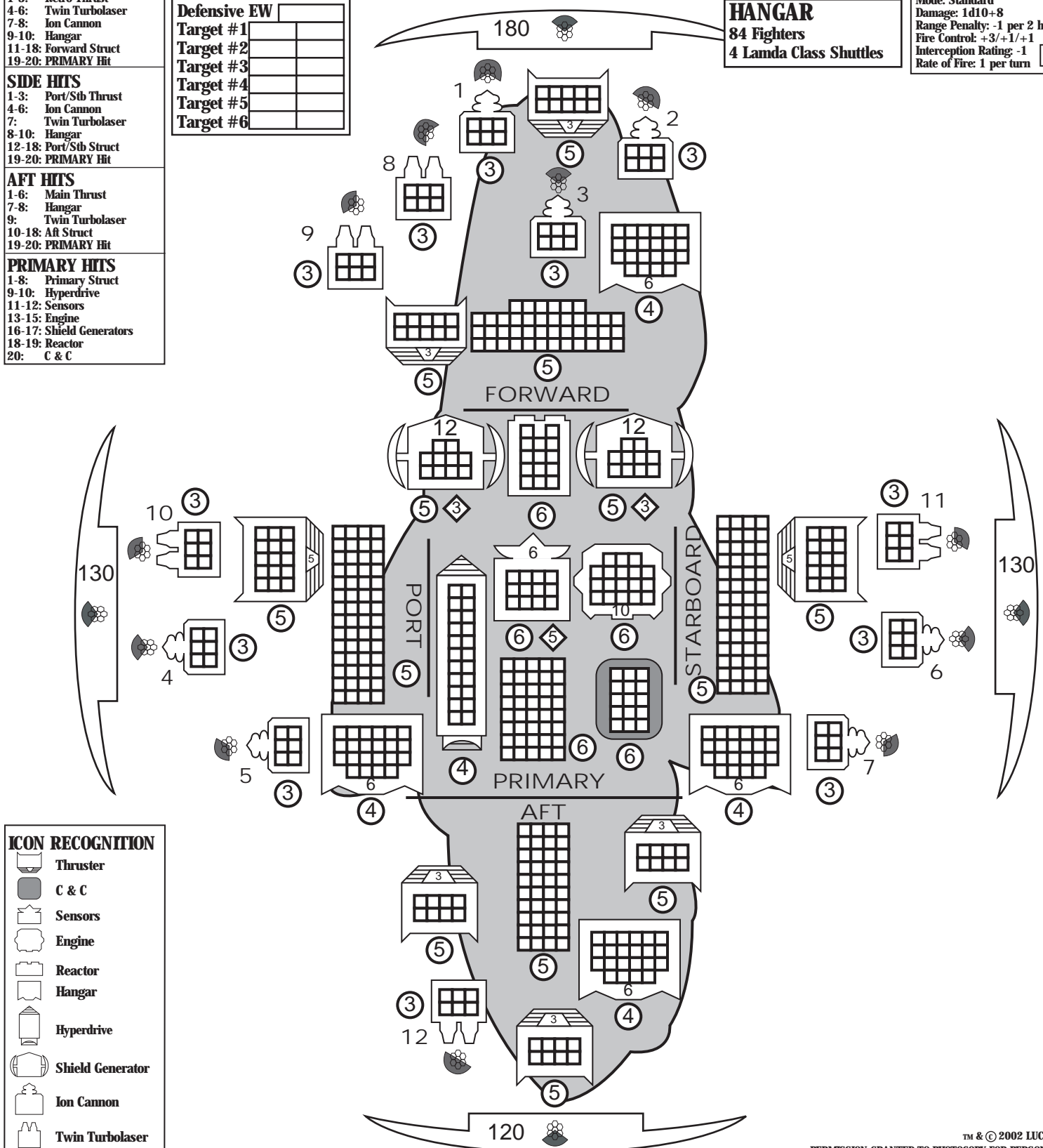
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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