

Descari Cruscotu DD (early)

SPECS

Class: Medium Ship
In Service: 2193
Point Value: 180
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Plasma Torch

Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +2/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn

Light Particle Bolt

Class: Particle
Modes: Standard
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +1/+2/+2
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-10: Plasma Torch
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Light Particle Bolt
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES

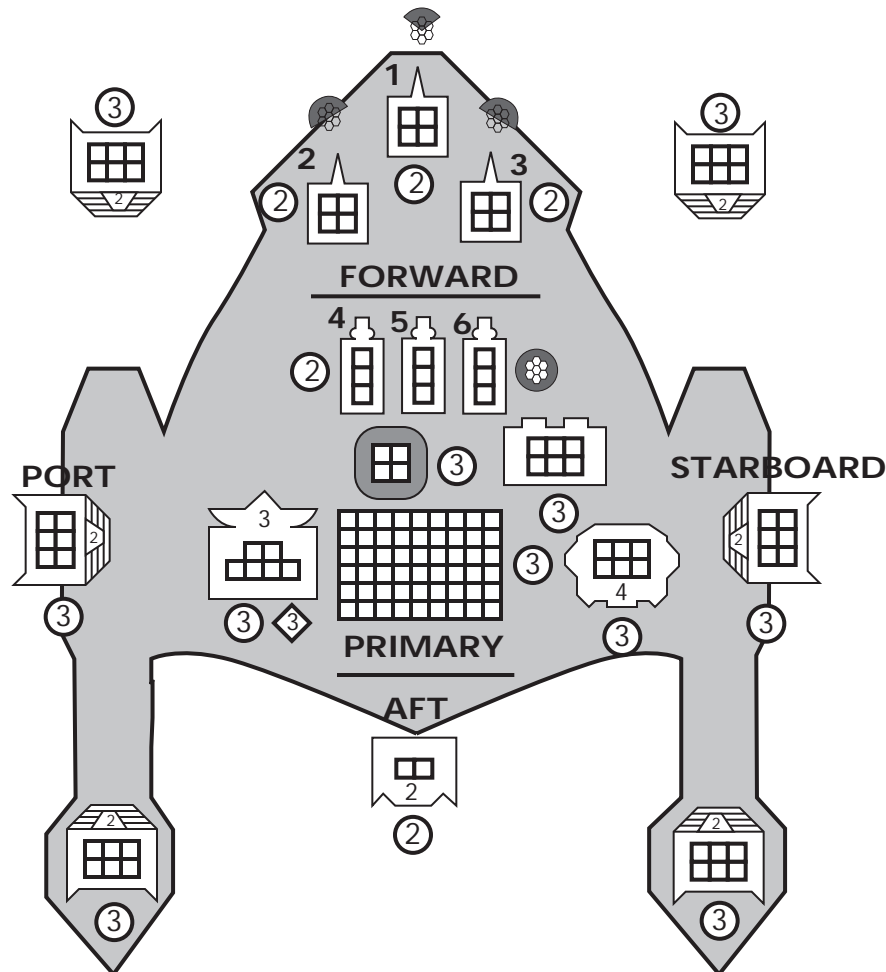
Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Torch
- Light Particle Ray