

Cascor Caracti Q-ship

SPECS

Class: Hvy Combat Vsl
In Service: 2229
Point Value: 340
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 8/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Ion Cannon
Class: Ion
Modes: Raking
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Dual Ion Bolter

Class: Ion
Modes: Standard
Damage: 8
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

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

AFT HANGAR

12 Ultralight Fighters

FORWARD HANGAR

6 Ultralight Fighters
3 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10

FORWARD HITS

1-4: Retro Thrust
5-6: Dual Ion Bolter
7-8: Hangar
9-10: Ion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

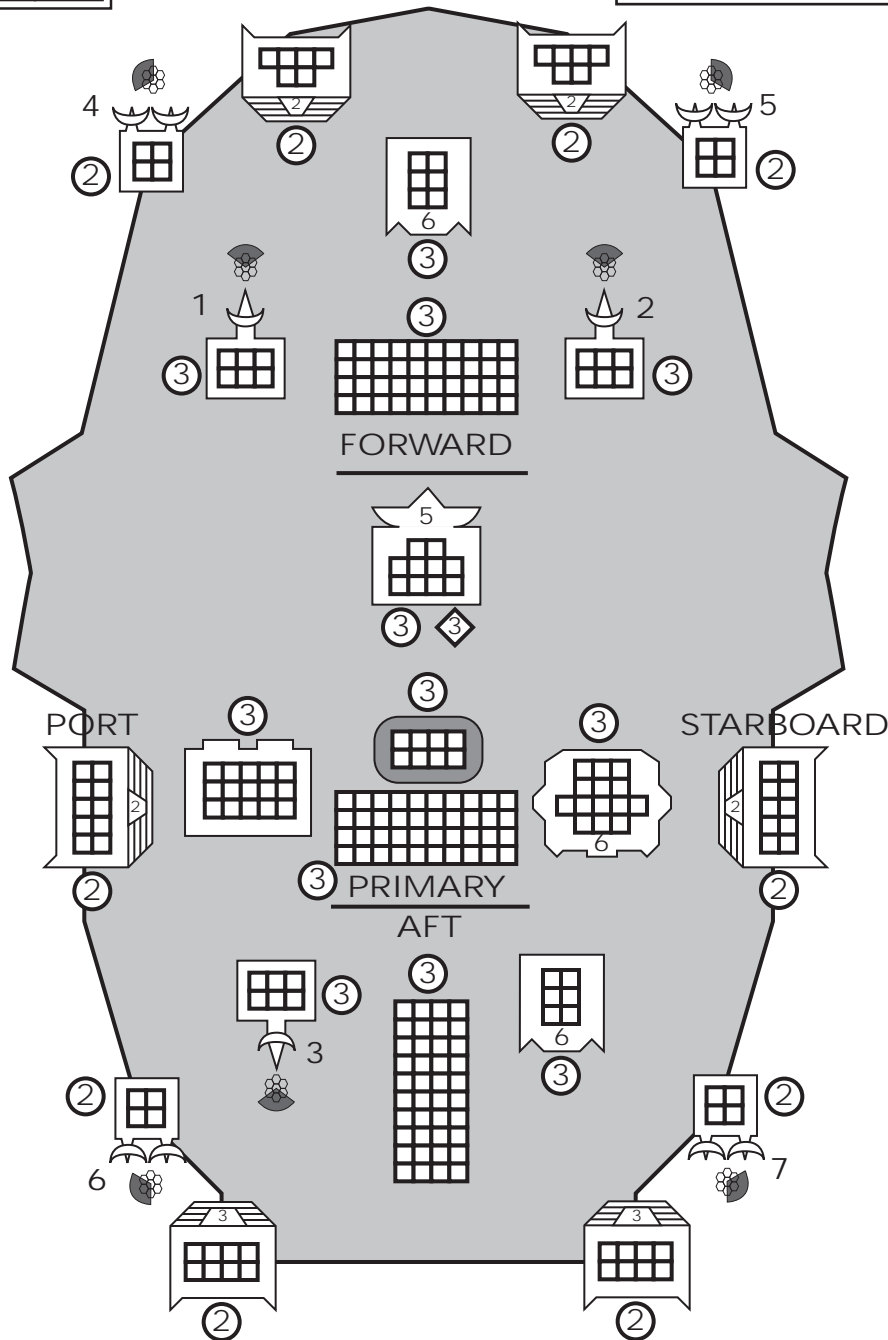
1-4: Main Thrust
5-6: Dual Ion Bolter
7-8: Ion Cannon
9-10: Hangar
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
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
- Ion Cannon
- Dual Ion Bolter