



# Cascor Norca Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 2220  
Point Value: 800  
Ramming Factor: 240  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 6/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

### Heavy Ion Cannon

Class: Ion  
Modes: Raking  
Damage: 3d10+10  
Range Penalty: -1 per 5 hexes  
Fire Control: +2/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

### Ionic Laser

Class: Ion+Laser  
Modes: Raking  
Damage: 3d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### 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

### Ion Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
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

### Ionic Pulse Cannon

Class: Ion  
Modes: Pulse  
Damage: 12 1d5 times  
Max Pulses: 6  
Grouping Range: +1 per 5  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/-4  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

### 2272 Refit

Point Value: 850

**Ionic Pulse Cannons**  
Replace Ion Lasers 3 and 4  
with Ionic Pulse Cannons.  
Armor and firing arcs remain  
unchanged.

**FORWARD HITS**  
1-5:Retro Thrust  
6-7:Heavy Ion Cannon  
8-9: Dual Ion Bolter  
10-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3:Port/Stb Thrust  
4-7:Ion Cannon  
8-9:Ionic Laser  
10-11: Dual Ion Bolter  
12-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-8:Jump Drive  
9-11:Ion Cannon  
12-13: Dual Ion Bolter  
14-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-8:Primary Struct  
9-11:Ion Torpedo  
12-13:Sensors  
14-15:Engine  
16-17:Hangar  
18-19:Reactor  
20:C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

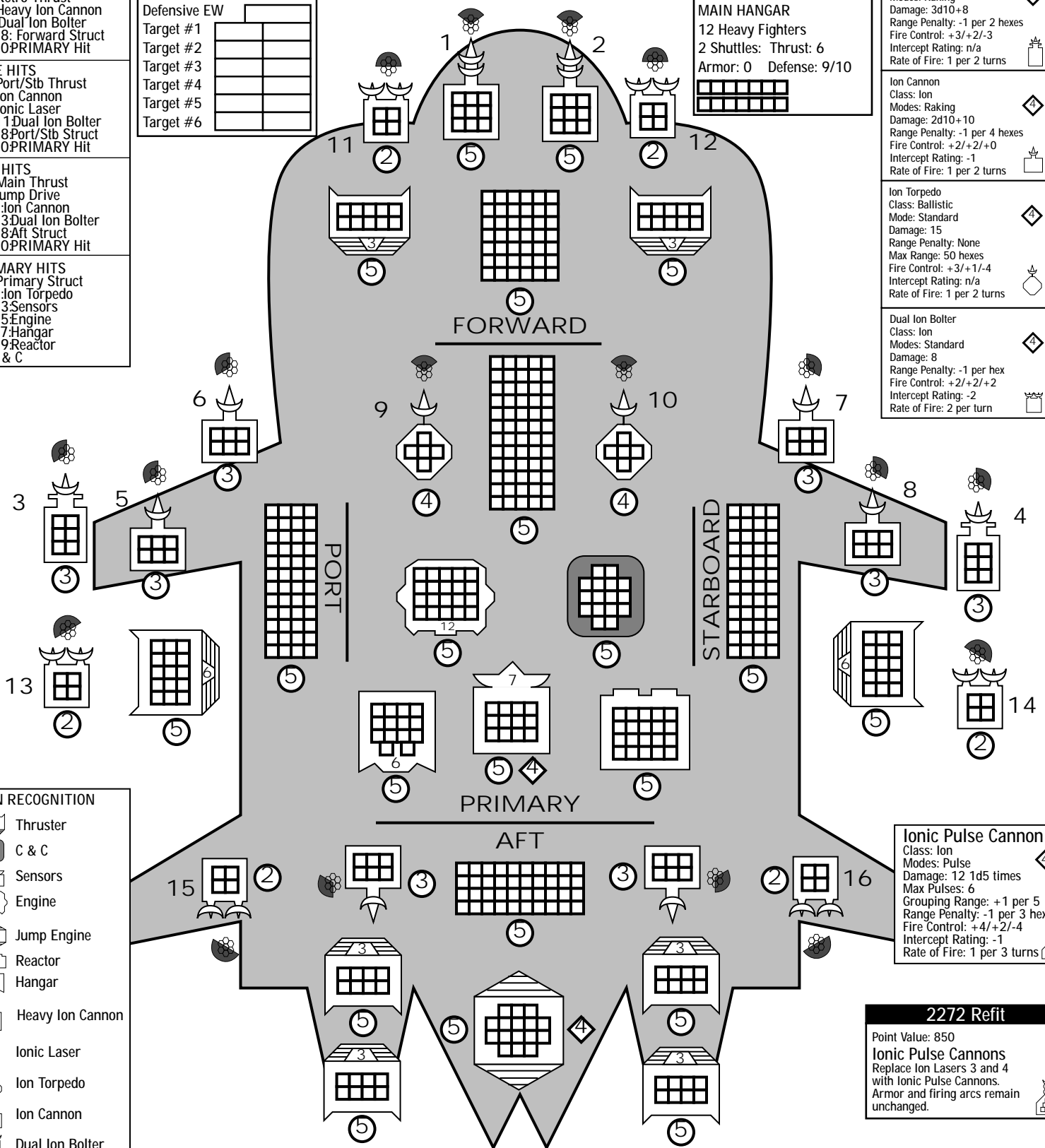
Target #6

## MAIN HANGAR

12 Heavy Fighters

2 Shuttles: Thrust: 6

Armor: 0 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Ion Cannon
- Ionic Laser
- Ion Torpedo
- Ion Cannon
- Dual Ion Bolter