

Cascor Tacacci Strike Frigate

SPECS

Class: Medium Ship
In Service: 2218
Point Value: 440
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +13

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

HANGAR

12 Ultralight Fighters
1 Shuttle: Thrust: 6
Armor: 0 Defense: 9/10

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

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

FORWARD HITS

1-6: Retro Thrust
7: Ion Cannon
8-9: Ion Torpedo
10: Dual Ion Bolter
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Dual Ion Bolter
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

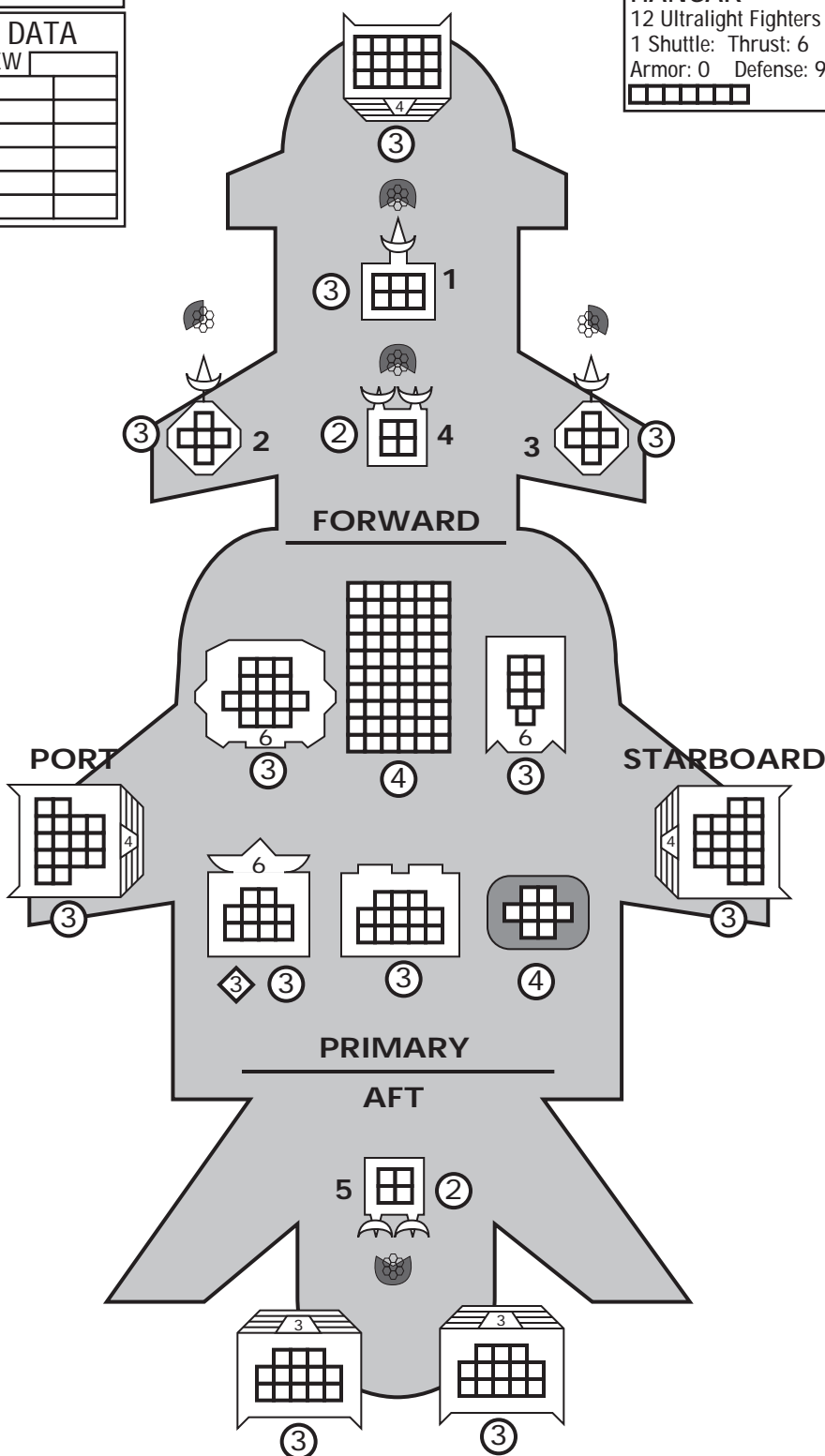
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ion Cannon
- Ion Torpedo
- Dual Ion Bolter