

Cascor Traqntor Waystation

SPECS

Class: Enormous Base
In Service: 2219
Point Value: 2500
Ramming Factor: 600
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

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

SECTION HITS

1-2: Ion Torpedo
3-4: Ion Cannon
5-6: Dual Ion Bolter
7-8: Cargo
9: Reactor
10: Hangar
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Ion Torpedo
14: Hangar
15-16: Sensors
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

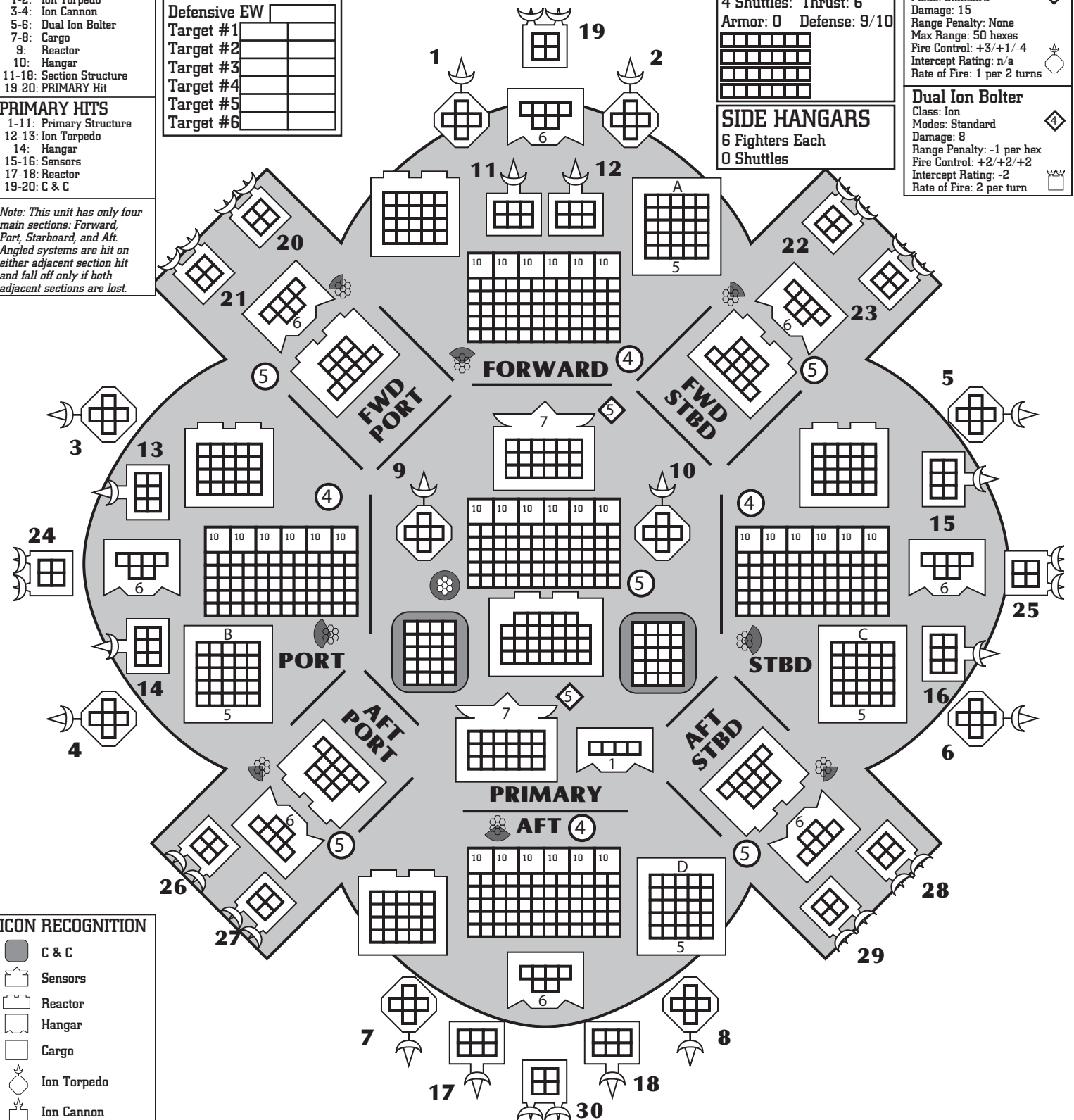
Target #3

Target #4

Target #5

Target #6

Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Ion Torpedo
- Ion Cannon
- Dual Ion Bolter