



Cascor Nesacc Explorer

SPECS

Class: Capital Ship
In Service: 2220
Point Value: 700
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

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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

FORWARD HITS

1-5: Retro Thrust
6-7: Ion Cannon
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Ion Cannon
6-9: Dual Ion Bolter
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Struct
9-11: Cargo
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

SENSOR DATA

Defensive EW

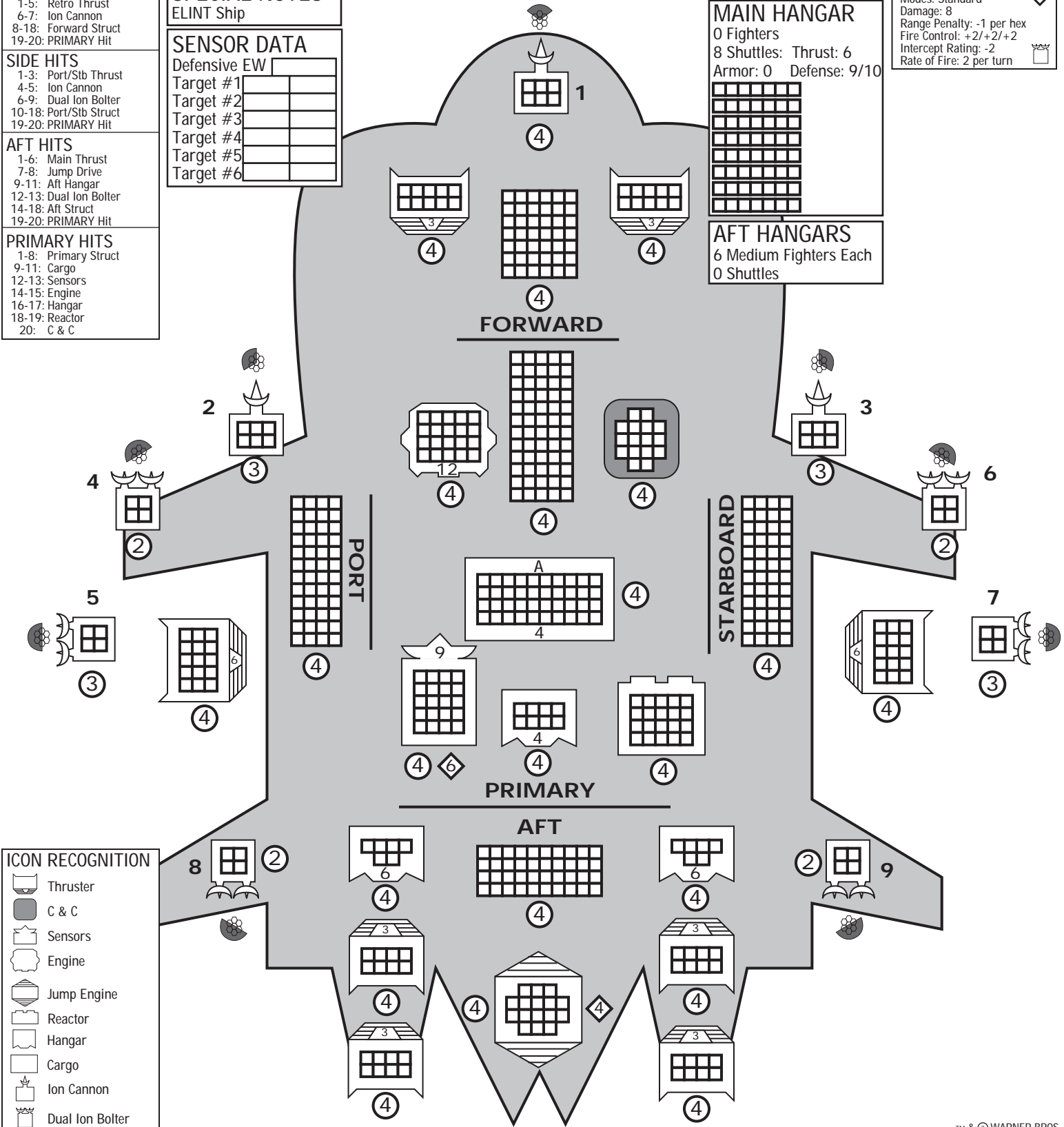
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

MAIN HANGAR

0 Fighters
8 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10

AFT HANGARS

6 Medium Fighters Each
0 Shuttles



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Ion Cannon
- Dual Ion Bolter