

Cascor Qoricc Destroyer

SPECS

Class: Capital Ship
In Service: 2220
Point Value: 500
Ramming Factor: 190
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

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

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	1	2	2	2	3	3	3	4	4	4

FORWARD HITS

1-7: Retro Thrust
8-9: Ionic Laser
10-11: Dual Ion Bolter
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Ionic Laser
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Aft Hangar
10-11: Dual Ion Bolter
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Sensors
11-13: Engine
14-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

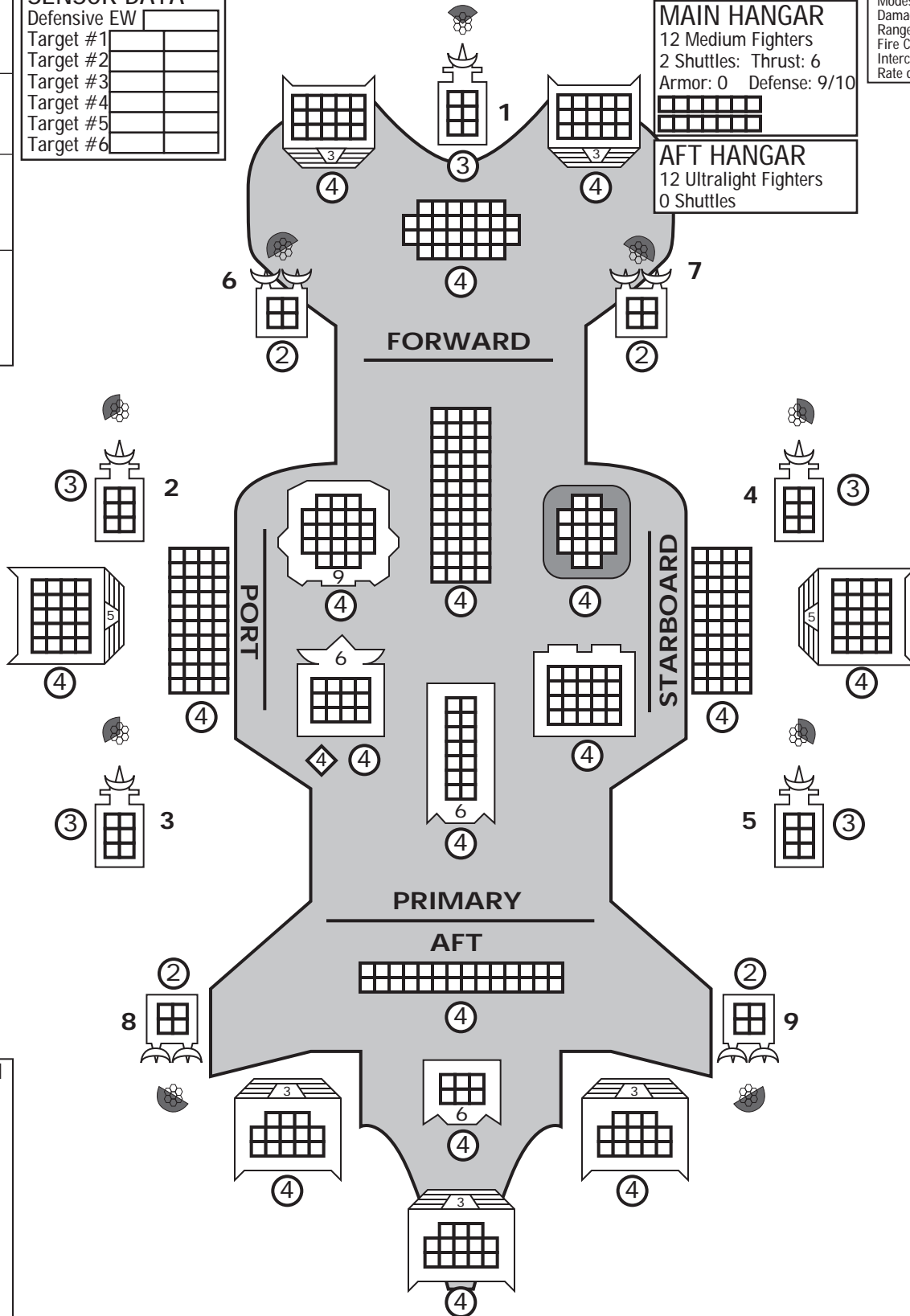
Target #6

MAIN HANGAR

12 Medium Fighters
2 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10

AFT HANGAR

12 Ultralight Fighters
0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ionic Laser
- Dual Ion Bolter