

# Cascor Crocti Patrol Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2210  
Point Value: 420  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 6/1  
Extra Power: 0  
Initiative Bonus: +6

| 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  |

## 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

## FORWARD HITS

1-6: Retro Thrust  
7-8: Ion Cannon  
9-10: Dual Ion Bolter  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-10: Hangar  
11-12: Dual Ion Bolter  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-16: Engine  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

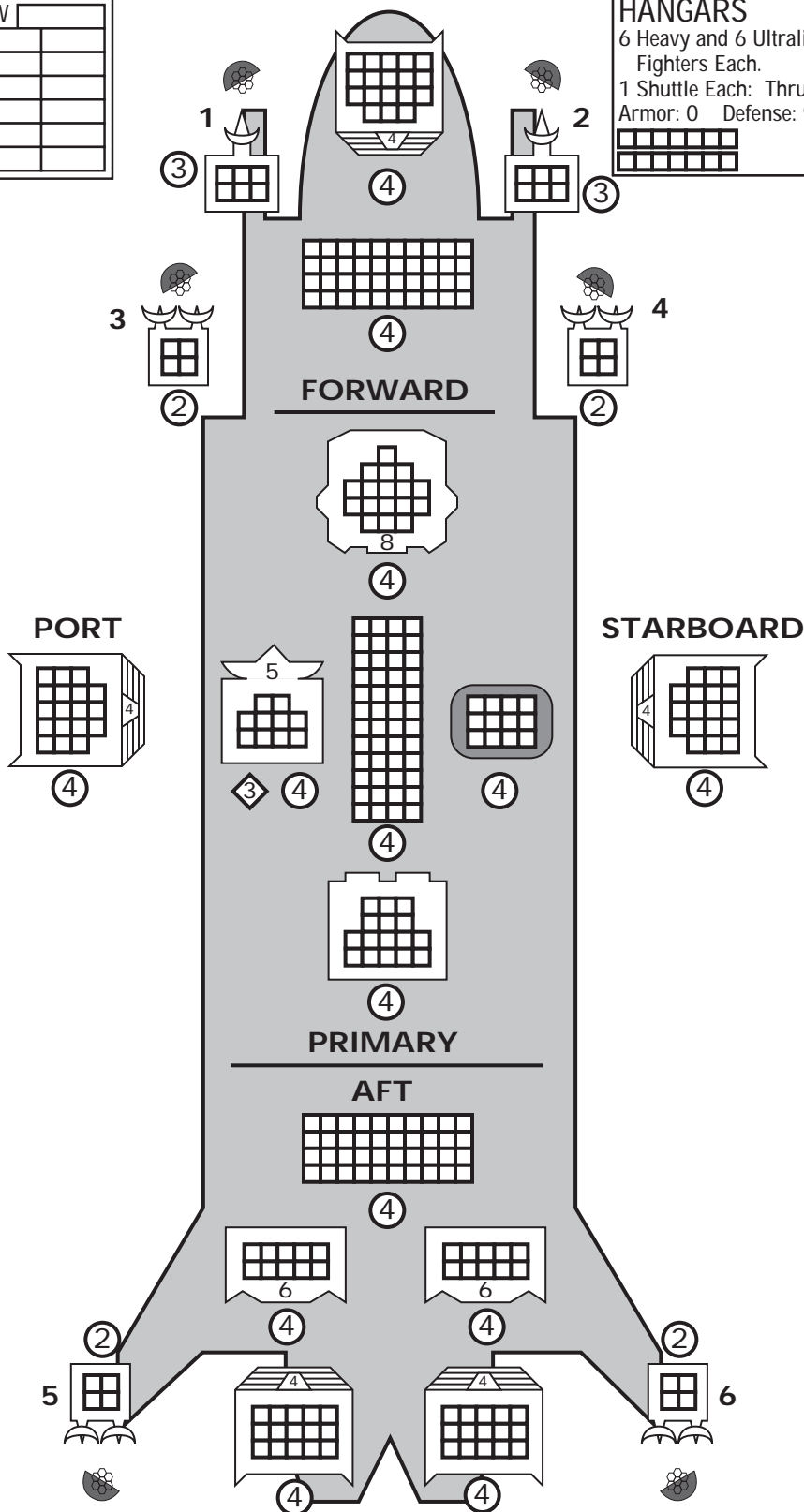
Target #5

Target #6

## HANGARS

6 Heavy and 6 Ultralight  
Fighters Each.

1 Shuttle Each: Thrust: 6  
Armor: 0 Defense: 9/10



## ICON RECOGNITION

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