

# Cascor Caracti Q-ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 2229  
Point Value: 340  
Ramming Factor: 120  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 8/1  
Extra Power: 0  
Initiative Bonus: +1

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

## AFT HANGAR

12 Ultralight Fighters

## FORWARD HANGAR

6 Ultralight Fighters  
3 Shuttles: Thrust: 6  
Armor: 0 Defense: 9/10

## FORWARD HITS

1-4: Retro Thrust  
5-6: Dual Ion Bolter  
7-8: Hangar  
9-10: Ion Cannon  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Dual Ion Bolter  
7-8: Ion Cannon  
9-10: Hangar  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Struct  
7-12: Port/Stb Thrust  
13-14: Sensors  
15-16: Engine  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

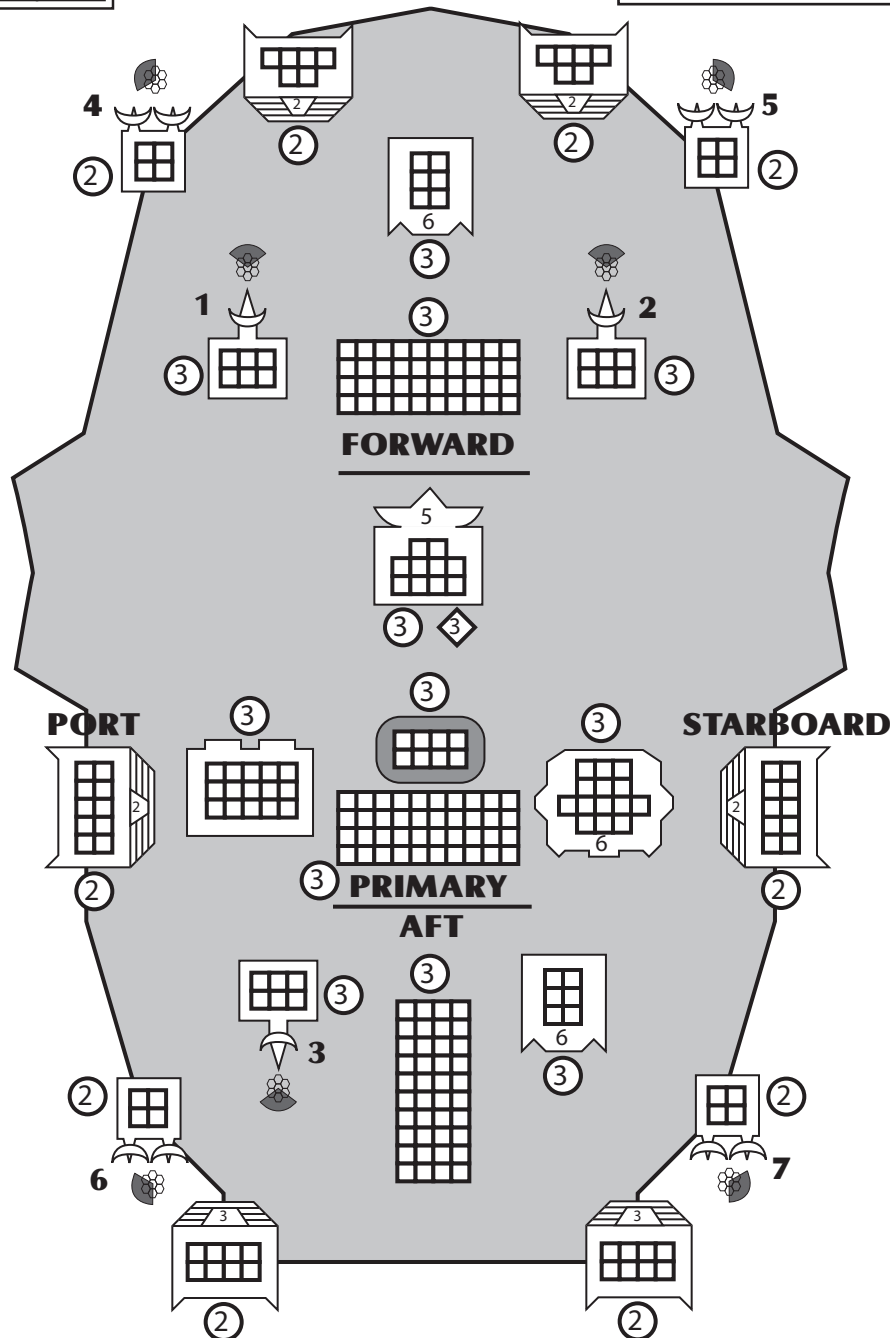
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

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