

# Cascor Norgacci Fleet Carrier

## SPECS

Class: Capital Ship  
In Service: 2227  
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

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 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

## MAIN HANGAR

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

## SIDE HANGARS

6 Medium Fighters Each  
0 Shuttles

## AFT HANGARS

12 Medium Fighters Each  
0 Shuttles

## FORWARD HITS

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

## SIDE HITS

1-3: Port/Stb Thrust  
4-5: Ion Cannon  
6-7: Ionic Laser  
8-9: Dual Ion Bolter  
10-18: Port/Stb Structure  
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 Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

### Defensive EW

Target #1

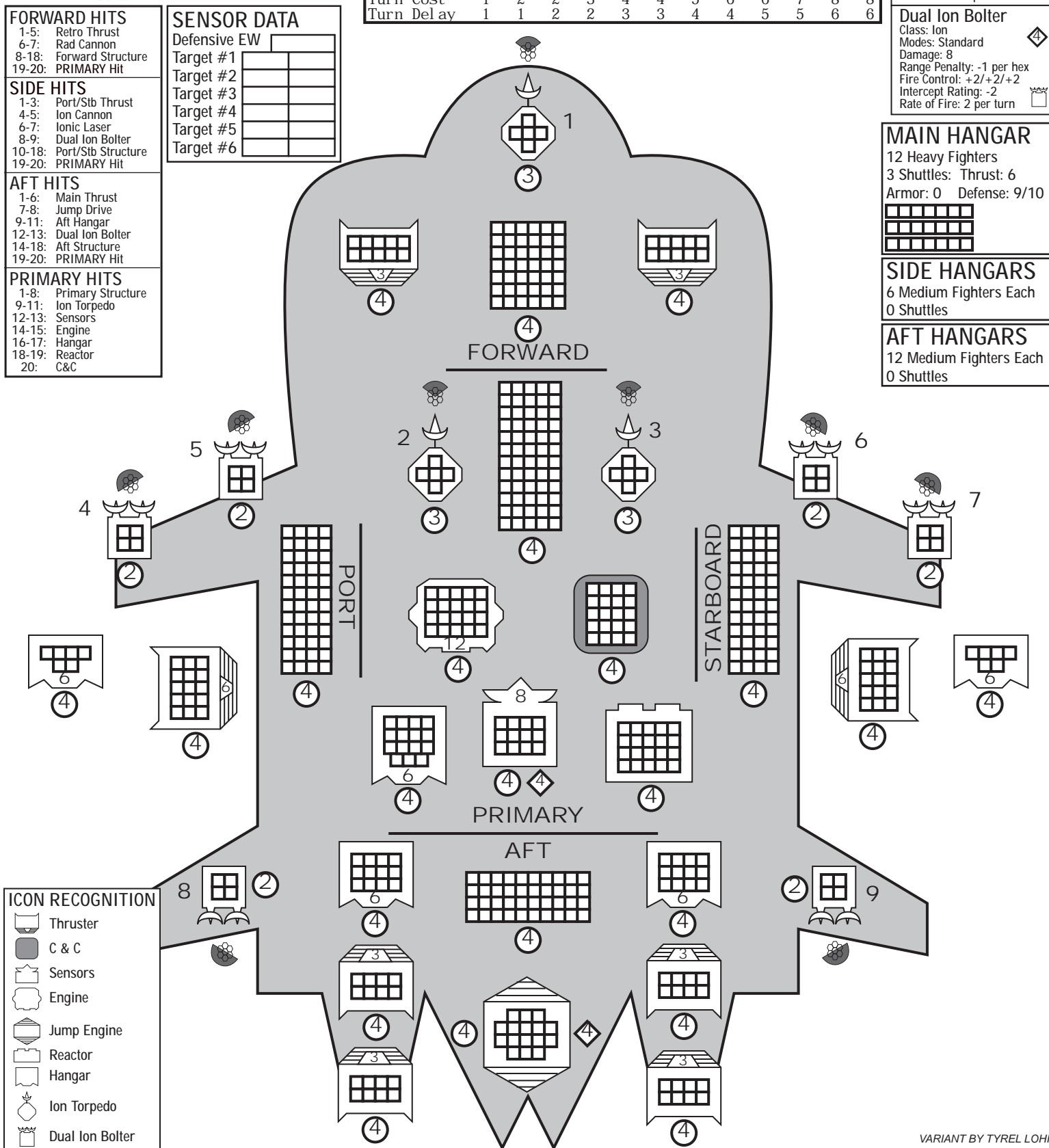
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Torpedo
- Dual Ion Bolter