



Cascor Talacca Frigate Leader

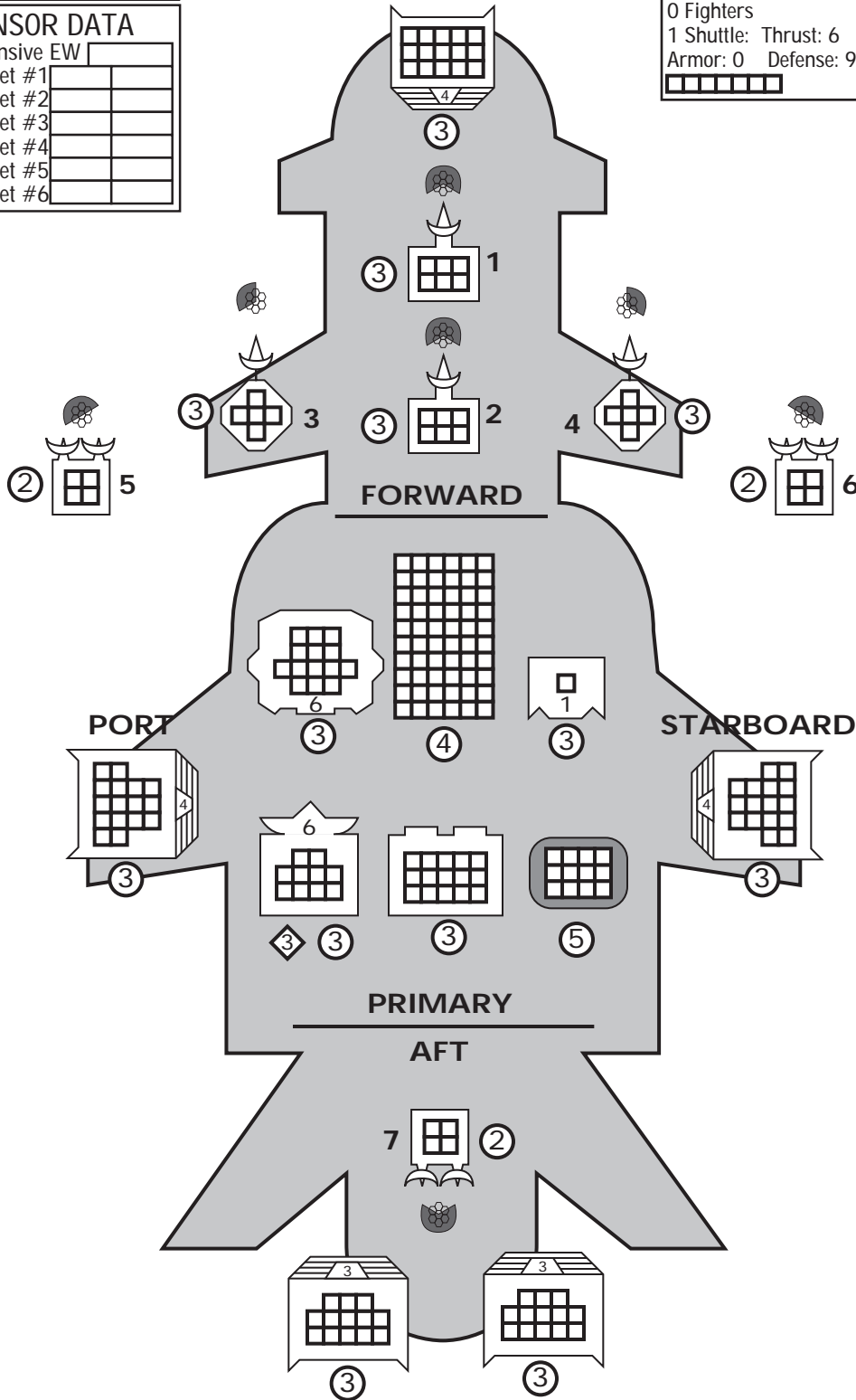
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2225	Turn Delay: 1/4 Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 1 2 2 2 3 3 3 4 4 4	

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
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

FORWARD HITS
1-5: Retro Thrust
6-7: Ion Cannon
8-9: Ion Torpedo
10-11: Dual Ion Bolter
12-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Dual Ion Bolter
9-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
1 Shuttle: Thrust: 6
Armor: 0 Defense: 9/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Ion Cannon
Ion Torpedo
Dual Ion Bolter