

# Descari Cruscar Transport

## SPECS

Class: Medium Ship  
In Service: 2215  
Point Value: 125  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

Lt Particle Beam  
Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Cargo A/B  
8-10: Cargo C/D  
11: Cargo E/F  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Cargo G/H  
10-12: Cargo I/J  
13: Cargo E/F  
14-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stb Thrust  
7-8: Cargo E/F  
9-10: Lt Particle Beam  
11-13: Sensors  
14: Hangar  
15-16: Engine  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

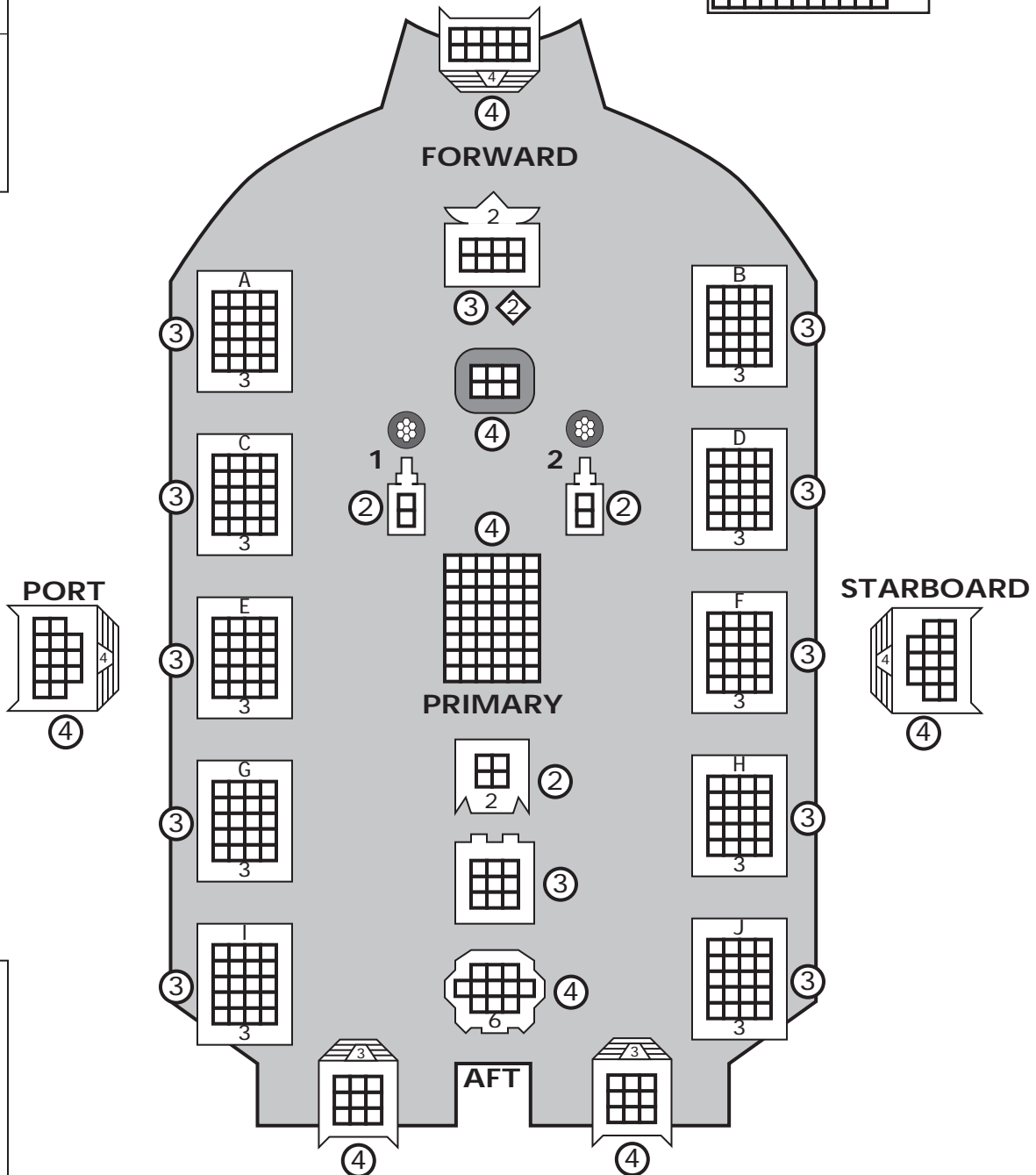
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
4 Cargo Shuttles: Thr: 4  
Armor: 0 Def: 12/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Beam