

Name: _____ Counter: _____



Cascor Carssati Light Cruiser (Refit)

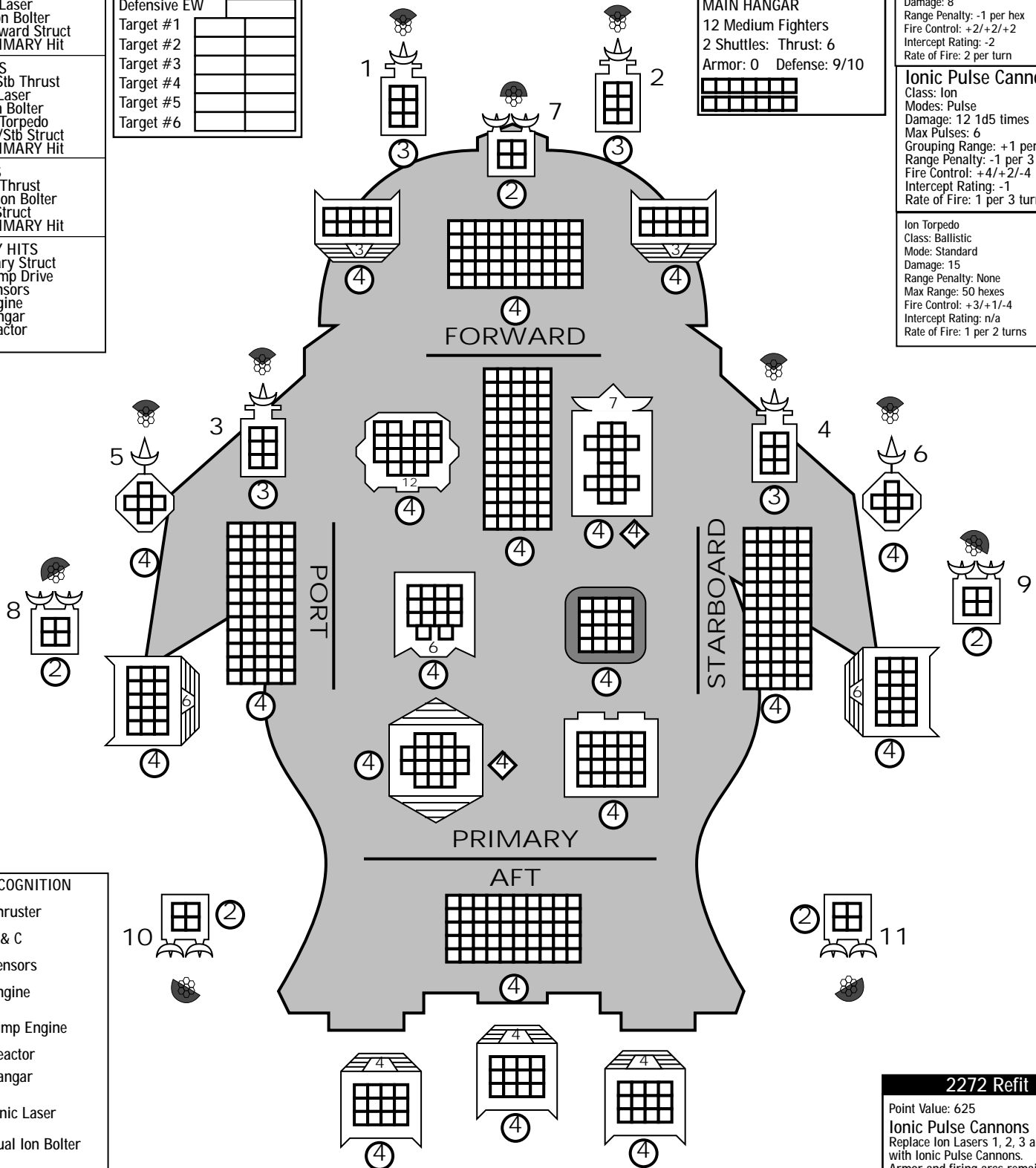
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|----------------------|---|----------------------------|---|---|---|---|---|------------------------|---|----|----|----|--|
| SPECS | | MANEUVERING | | | | | | COMBAT STATS | | | | | |
| Class: Capital Ship | | Turn Cost: 2/3 Speed | | | | | | Fwd/Aft Defense: 16 | | | | | |
| In Service: 2258 | | Turn Delay: 2/3 Speed | | | | | | Stb/Port Defense: 17 | | | | | |
| Point Value: 600 | | Accel/Decel Cost: 6 Thrust | | | | | | Engine Efficiency: 8/1 | | | | | |
| Ramming Factor: 280 | | Pivot Cost: 3+3 Thrust | | | | | | Extra Power: 0 | | | | | |
| Jump Delay: 24 Turns | | Roll Cost: 3+3 Thrust | | | | | | 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 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 | |











| WEAPON DATA | |
|-------------------------------|---|
| Ionic Laser | 4 |
| Class: Ion+Laser | |
| Modes: Raking | |
| Damage: 3d10+8 | |
| Range Penalty: -1 per 2 hexes | |
| Fire Control: +3/+2/-3 | |
| Intercept Rating: n/a | |
| Rate of Fire: 1 per 2 turns | |
| Dual Ion Bolter | 4 |
| 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 | |
| Ionic Pulse Cannon | 4 |
| Class: Ion | |
| Modes: Pulse | |
| Damage: 12 1d5 times | |
| Max Pulses: 6 | |
| Grouping Range: +1 per 5 | |
| Range Penalty: -1 per 3 hexes | |
| Fire Control: +4/+2/-4 | |
| Intercept Rating: -1 | |
| Rate of Fire: 1 per 3 turns | |
| Ion Torpedo | 4 |
| 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 | |

| FORWARD HITS |
|------------------------|
| 1-5: Retro Thrust |
| 6-7: Ionic Laser |
| 8: Dual Ion Bolter |
| 9-18: Forward Struct |
| 19-20: PRIMARY Hit |
| SIDE HITS |
| 1-5: Port/Stb Thrust |
| 6-7: Ionic Laser |
| 8: Dual Ion Bolter |
| 9-10: Ion Torpedo |
| 11-18: Port/Stb Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-6: Main Thrust |
| 7-8: Dual Ion Bolter |
| 9-18: Aft Struct |
| 19-20: PRIMARY Hit |
| PRIMARY HITS |
| 1-9: Primary Struct |
| 10-11: Jump Drive |
| 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 |

| MAIN HANGAR |
|------------------------|
| 12 Medium Fighters |
| 2 Shuttles: Thrust: 6 |
| Armor: 0 Defense: 9/10 |



| ICON RECOGNITION | |
|---|-----------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Jump Engine |
|  | Reactor |
|  | Hangar |
|  | Ionic Laser |
|  | Dual Ion Bolter |
|  | Ion Torpedo |

2272 Refit

Point Value: 625
 Ionic Pulse Cannons
 Replace Ion Lasers 1, 2, 3 and 4
 with Ionic Pulse Cannons.
 Armor and firing arcs remain
 unchanged.