

Descari Scor i va Cruiser

SPECS
 Class: Capital Ship
 In Service: 2240
 Point Value: 500
 Ramming Factor: 270
 Jump Delay: N/A

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

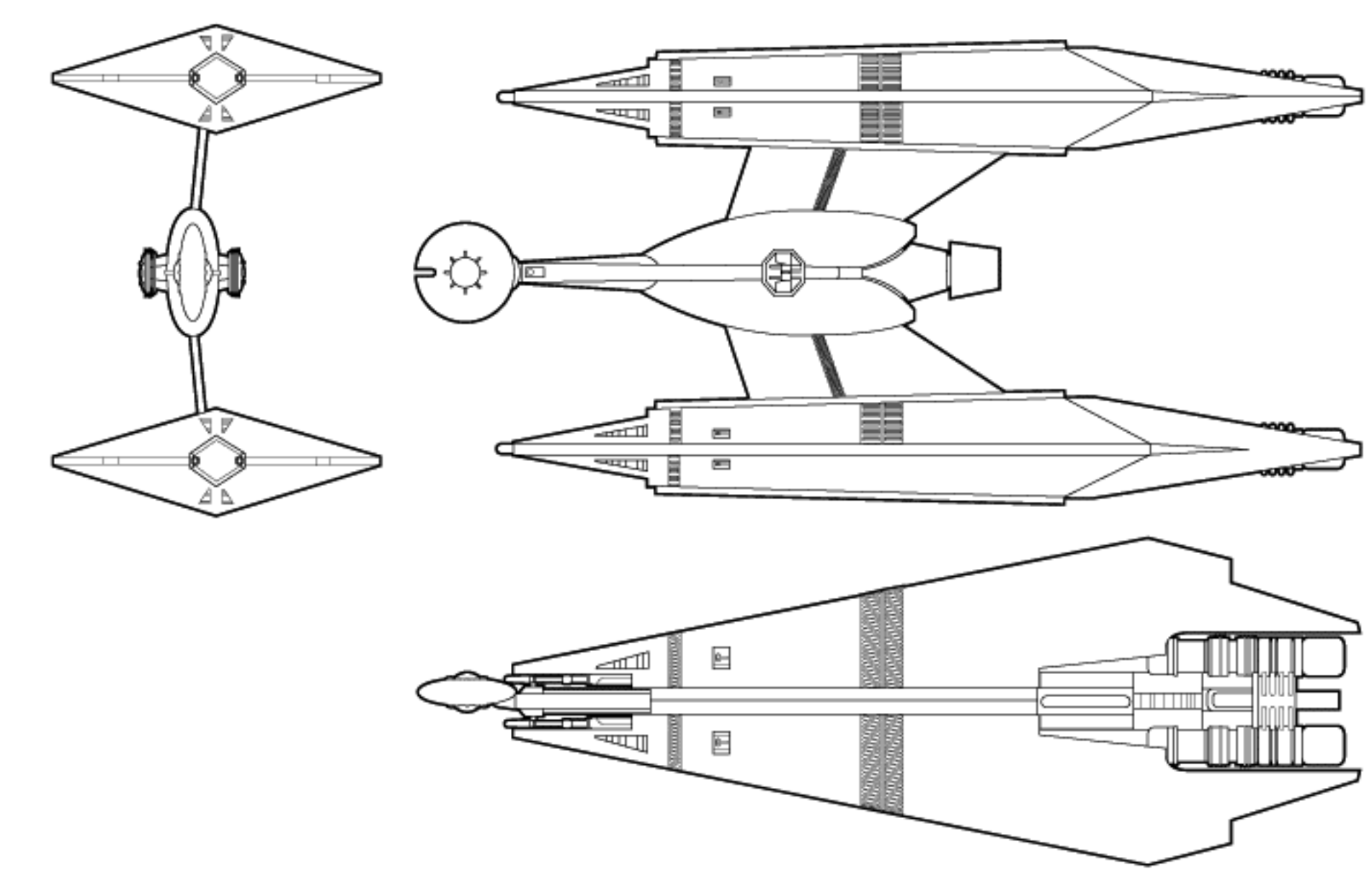
COMBAT STATS
 Fwd/Aft Defense: 16
 Stb/Port Defense: 18
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

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	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA
Dual Plasma Cannon
 Class: Plasma
 Mode: Standard
 Dmg: 5d10+8 (-1 per 2 hexes)
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

Light Plasma Bolter
 Class: Plasma
 Mode: Standard
 Dmg: 10 -1 per hex after 5
 Range Penalty: -1 per hex
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

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



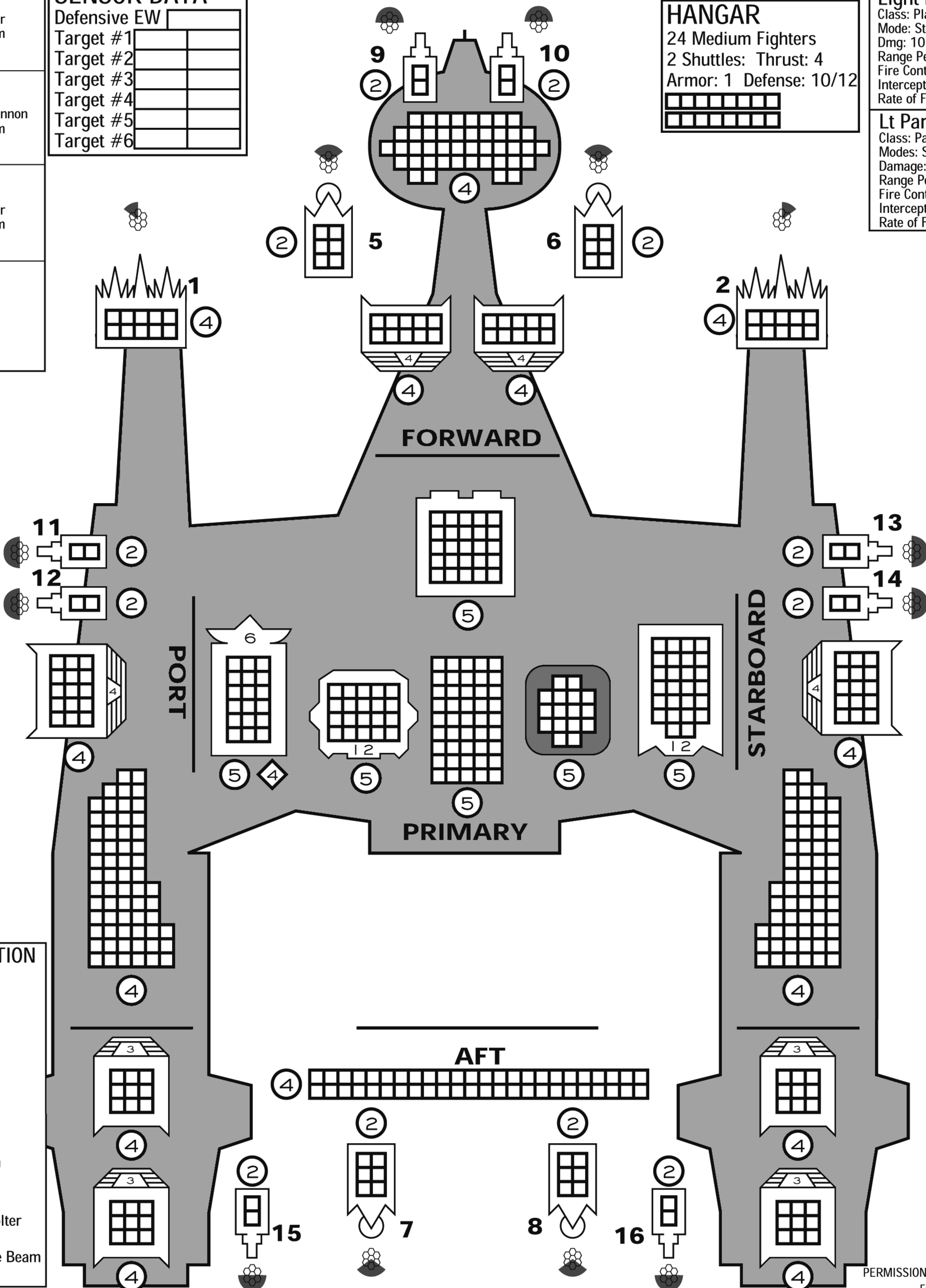
FORWARD HITS 1-5: Retro Thrust 6-8: Lt Plasma Bolter 9-10: Lt Particle Beam 11-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-7: Dual Plasma Cannon 8-9: Lt Particle Beam 10-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-9: Main Thrust 10-11: Lt Plasma Bolter 12-13: Lt Particle Beam 14-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-9: Primary Struct 10-11: Sensors 12-13: Engine 14-17: Hangar 18-19: Reactor 20: C & C

SENSOR DATA

Defensive EW _____

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR
 24 Medium Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Dual Plasma Cannon
- Lt Plasma Bolter
- Light Particle Beam