

## Narn Sho'Kar Light Scout Cruiser

### SPECS

Class: Capital Ship  
In Service: 2240  
Point Value: 575  
Ramming Factor: 200  
Jump Delay: 20 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 3  
Initiative Bonus: +2

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

#### Burst Beam

Class: Electromagnetic  
Mode: Standard  
Damage: None  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.*

#### Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

#### Light Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### FORWARD HITS

1-6: Retro Thrust  
7-8: Twin Array  
9-11: Lt Pulse Cannon  
12-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-6: Port/Stb Thrust  
7-9: Burst Beam  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-8: Lt Pulse Cannon  
9-11: Twin Array  
12-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

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

### SPECIAL NOTES

Limited Deployment (33%)  
ELINT Ship

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

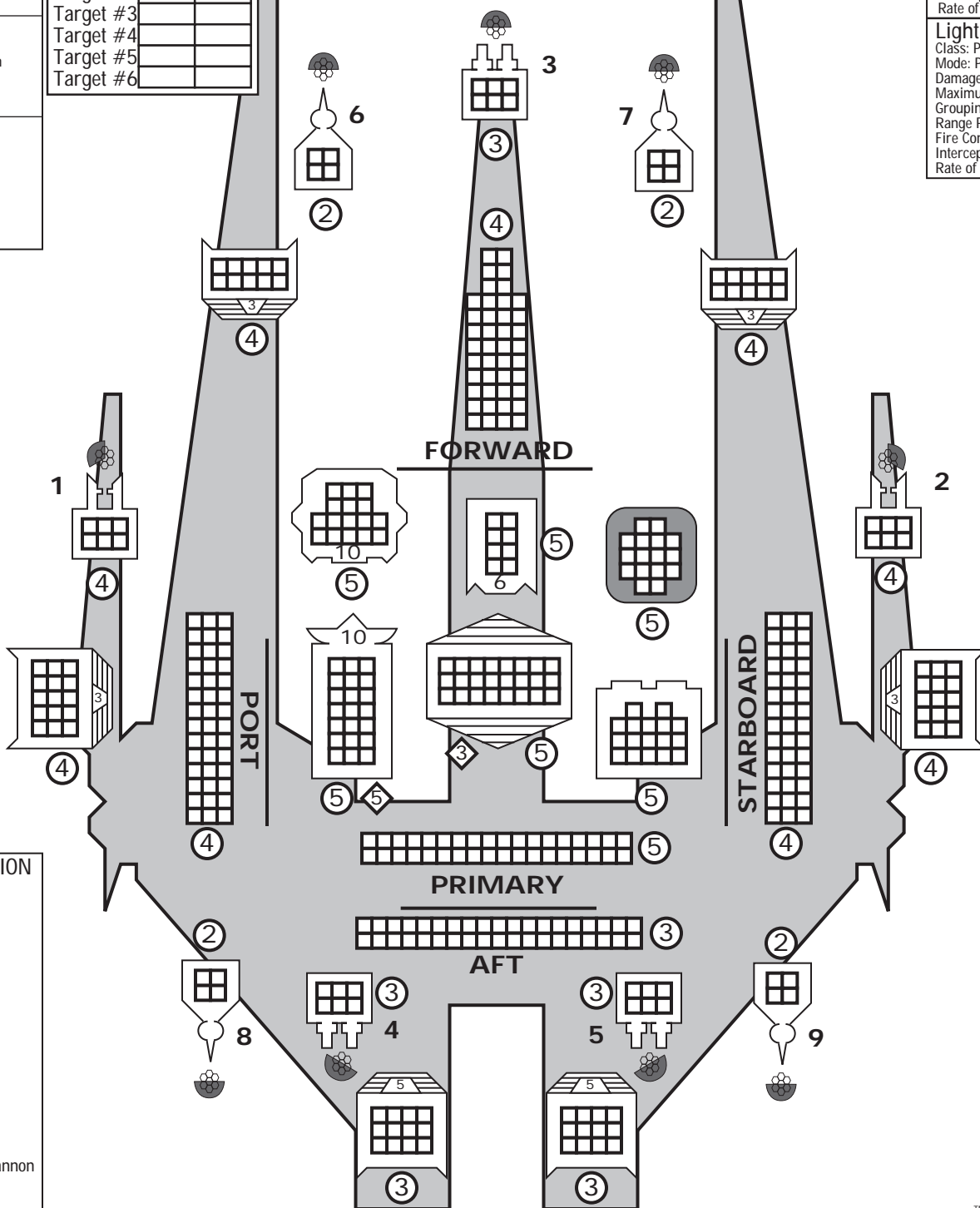
Target #4

Target #5

Target #6

### HANGAR

6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 10/12



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Light Pulse Cannon
- Burst Beam