

Narn T'Lacran Barge

SPECS

Class: Medium Ship
In Service: 2217
Point Value: 130
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

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: Lt Pulse Cannon
8-9: C-in-C
10: Hangar
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-12: Cargo
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-13: Cargo
14-15: Sensors
16-17: Engine
18-20: Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Light Pulse Cannon Refit

From 2217-2243 the T'Lacran is armed with light particle beams, and the ship costs 110 points.

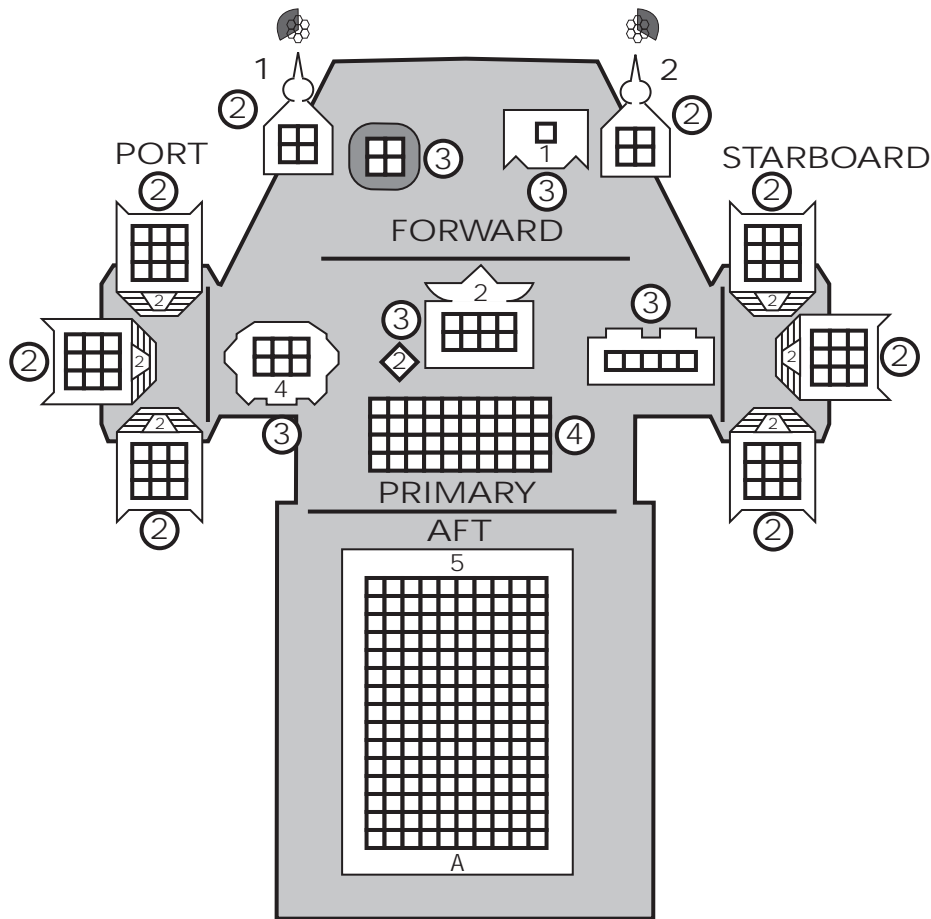
HANGAR

0 Fighters

1 Cargo Shuttle:

No Weapons Thrust: 4

Armor: 1 Def: 10/12



ICON RECOGNITION

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