



# Narn D'Sharda Stock Freighters (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10
In Svc: varies	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: varies	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 30	Pivot Cost: 1+1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA
<b>Light Pulse Cannon</b>
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
<b>Lt Particle Beam</b>
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

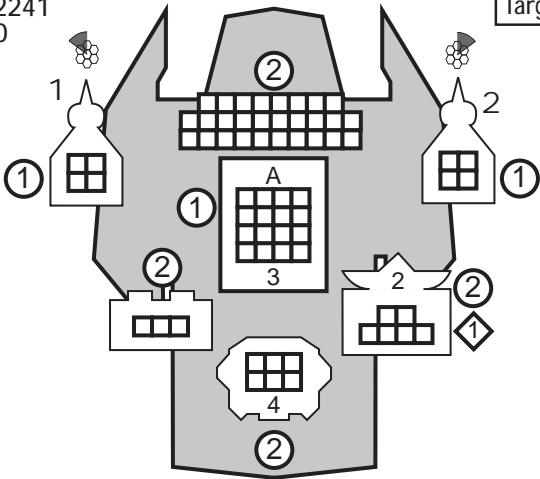
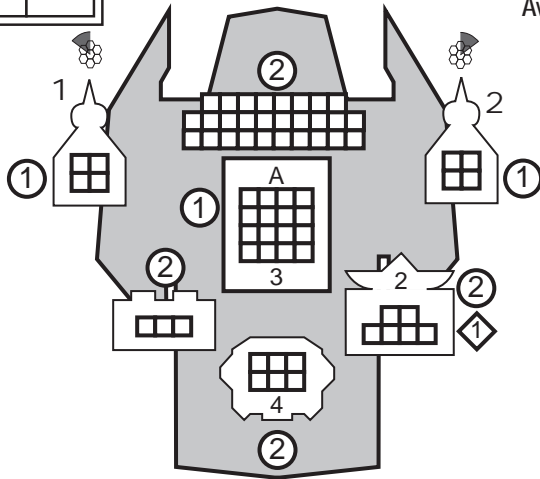
HIT LOCATIONS
1-6: Structure
7-12: Cargo
13-15: Lt Particle/Pulse
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES
Atmospheric Capable

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

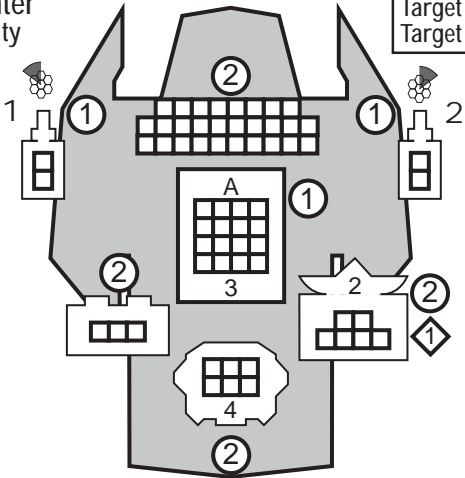
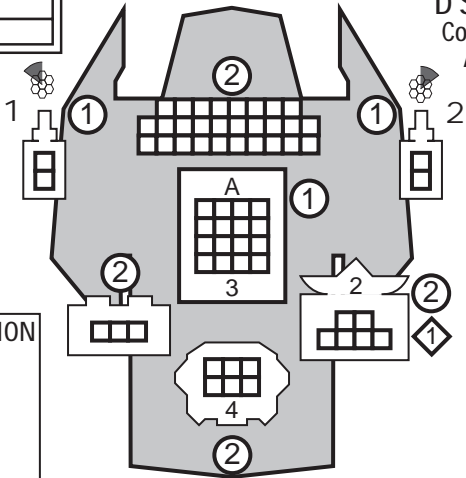
Pulse D'Sharda Freighter  
Common Availability  
Available: 2241  
Cost: 80



SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

D'Sharda Freighter  
Common Availability  
Available: 2216  
Cost: 60



ICON RECOGNITION
Control
Drive
Reactor
Cargo
Light Pulse Cannon
Light Particle Beam