

Narn Privateer T'Laca Light Carrier

SPECS

Class: Medium Ship
In Service: 2226
Point Value: 300
Ramming Factor: 50
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

Light Pulse Cannon Refit
From 2226-2243 the T'Laca is armed with light particle beams instead of light pulse cannons, and the ship costs 280 points.

PRIMARY HANGAR

1 Cargo Shuttle:
No Weapons Thrust: 4
Armor: 1 Def: 10/12

POD HANGAR

12 Medium Fighters

WEAPON DATA

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per 4
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
5-6: Medium Plasma
7-8: Lt Pulse Cannon
9: C-in-C
10: Hangar
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Hangar
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stb Thrust
12-14: Sensors
15-17: Engine
18-20: Reactor

SENSOR DATA

Defensive EW

Target #1

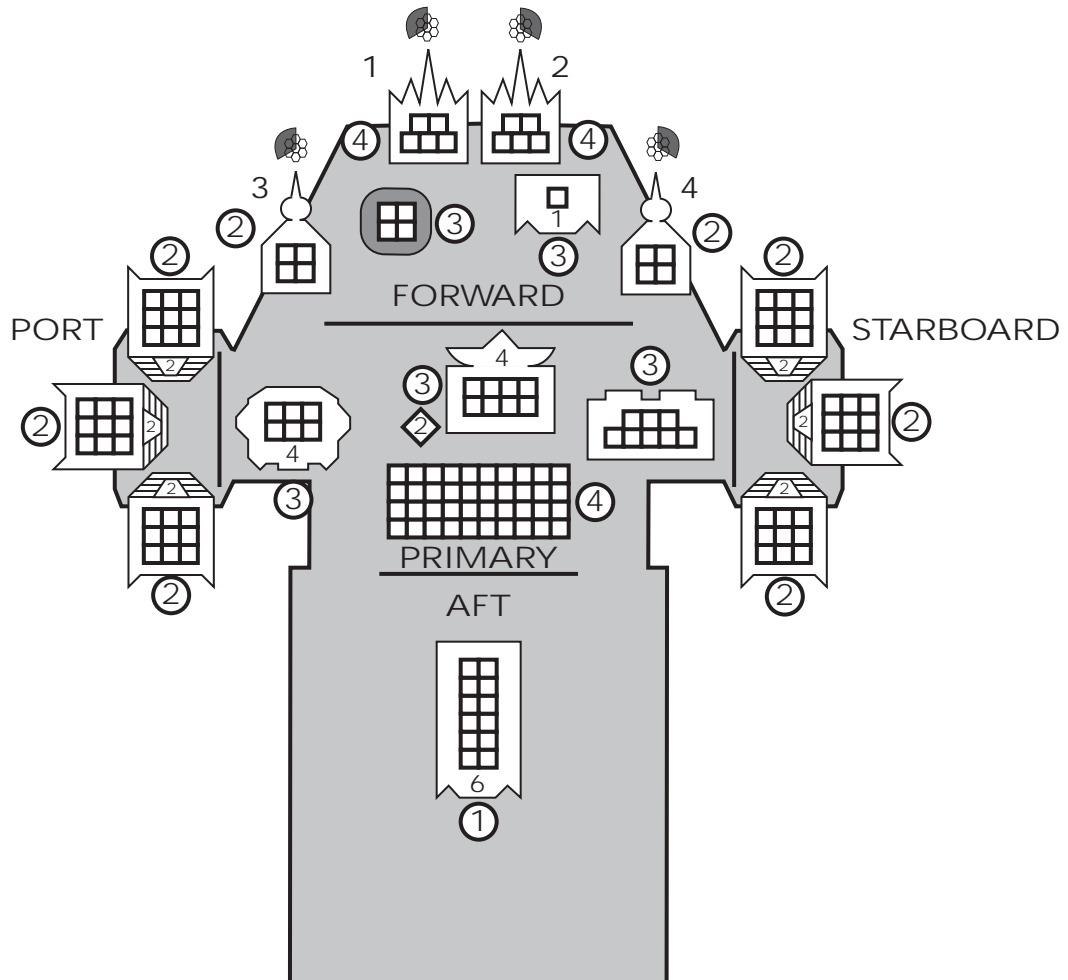
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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