

Narn Ja'Dul Civilian Starbase

SPECS

Class: Enormous Base
In Service: 2242
Point Value: 1500
Ramming Factor: 520
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Heavy Laser Cannon
 Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

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

SECTION HITS

1-3: Twin Array
4-5: Lt Pulse Cannon
6-7: Heavy Laser
8-9: Cargo
10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Cargo
13-14: Twin Array
15-16: Sensors
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive

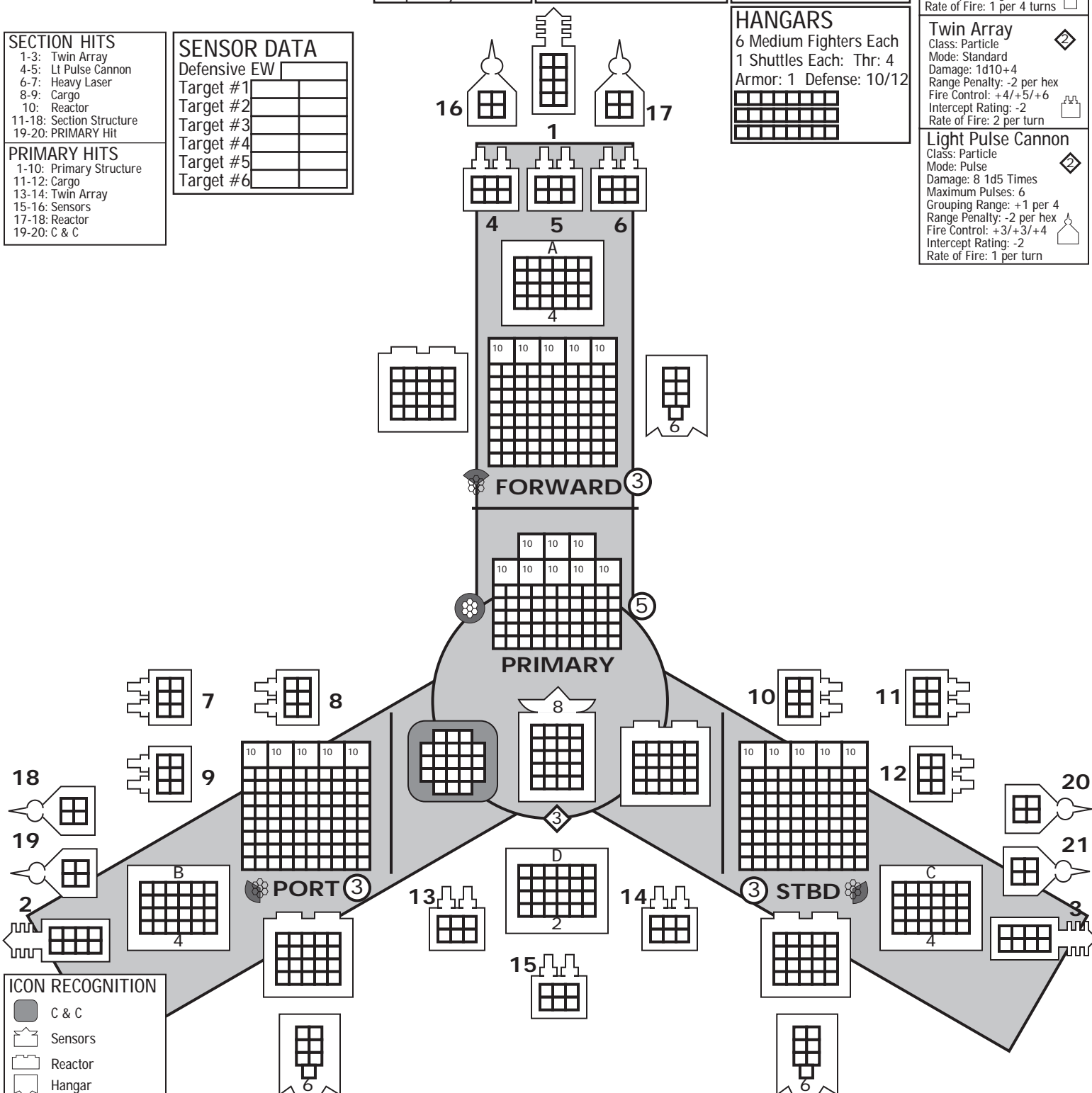
Target #1

Target #2

Target #3

Target #4

Target #5



ICON RECOGNITION

