

Narn Ja'Stat Warbase

SPECS

Class: Enormous Base
In Service: 2243
Point Value: 5000
Ramming Factor: 650
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

Mag Gun
Class: Plasma
Modes: Flash
Damage: 8d10+10
Range Penalty: -1 per hex
Fire Control: +6/+2/-
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Ion Torpedo
Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Pulsar Mine
Class: Particle
Mode: Standard
Damage: 8
Range Penalty: None (max 2)
Fire Control: -/-/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 18 shots at fighters/shuttles per turn

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

SECTION HITS

- 1: Mag Gun
- 2: Hvy Pulse Cannon
- 3: Hvy Laser Cannon
- 4: Ion Torpedo
- 5: Twin Array
- 6: Lt Pulse Cannon
- 7-8: Cargo
- 9: Reactor
- 10: Hangar
- 11-18: Section Structure
- 19-20: PRIMARY Hit

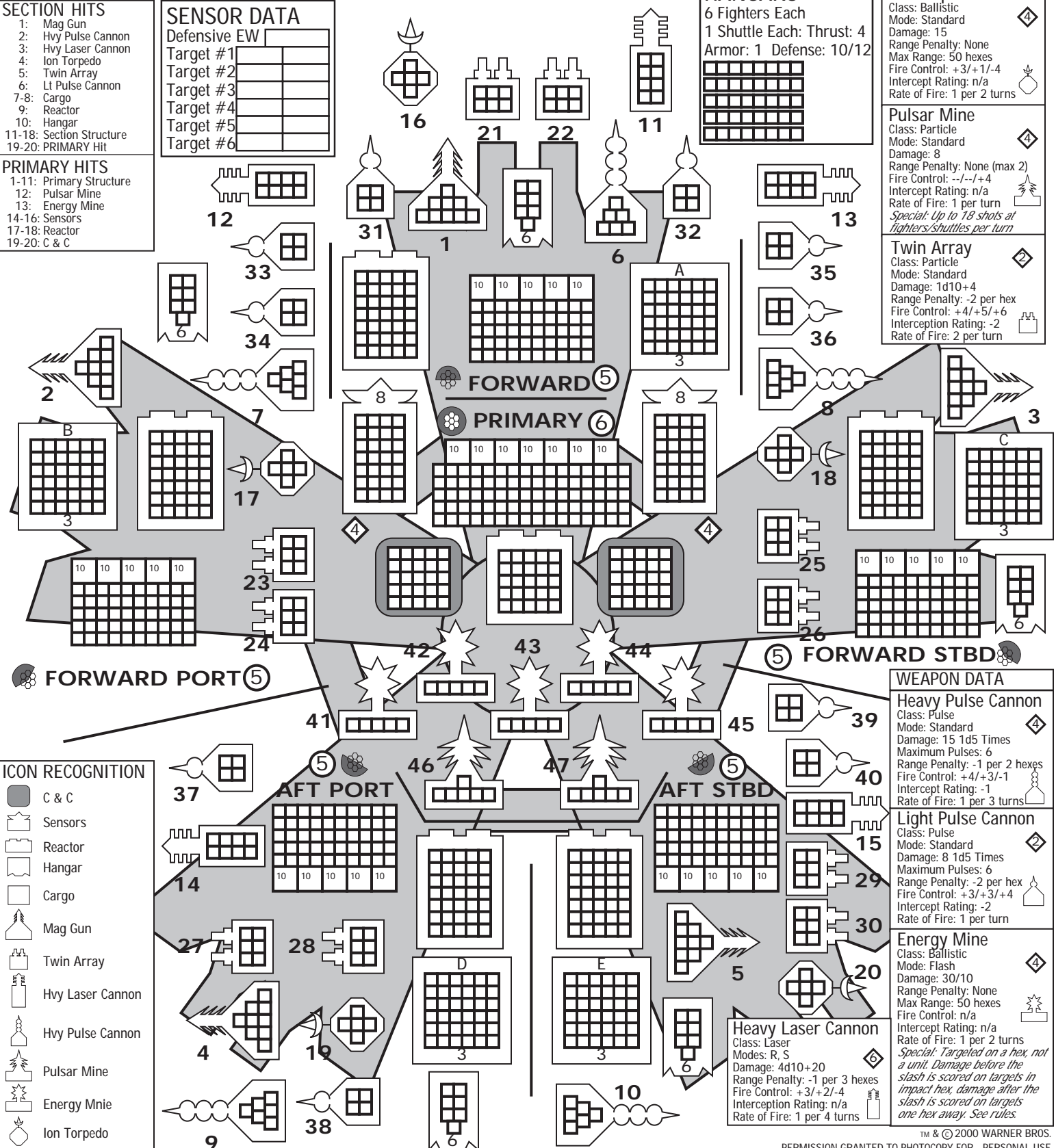
PRIMARY HITS

- 1-11: Primary Structure
- 12: Pulsar Mine
- 13: Energy Mine
- 14-16: Sensors
- 17-18: Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Mag Gun
- Twin Array
- Hvy Laser Cannon
- Hvy Pulse Cannon
- Pulsar Mine
- Energy Mine
- Ion Torpedo

WEAPON DATA

Heavy Pulse Cannon
Class: Pulse
Mode: Standard
Damage: 15 1d5 Times
Maximum Pulses: 6
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

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

Energy Mine
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Heavy Laser Cannon

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