



Narn C'Tok Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2262
Point Value:
Ramming Factor:
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

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

FORWARD HITS
1-4:Retro Thrust
5-7:Hangar
8:Twin Array
9-10:Lt Pulse Cannon
11-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-5:Hangar
6-7:Lt Pulse Cannon
8-9:Twin Array
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-8:Twin Array
9-10:Lt Pulse Cannon
11-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-11:Jump Engine
12-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

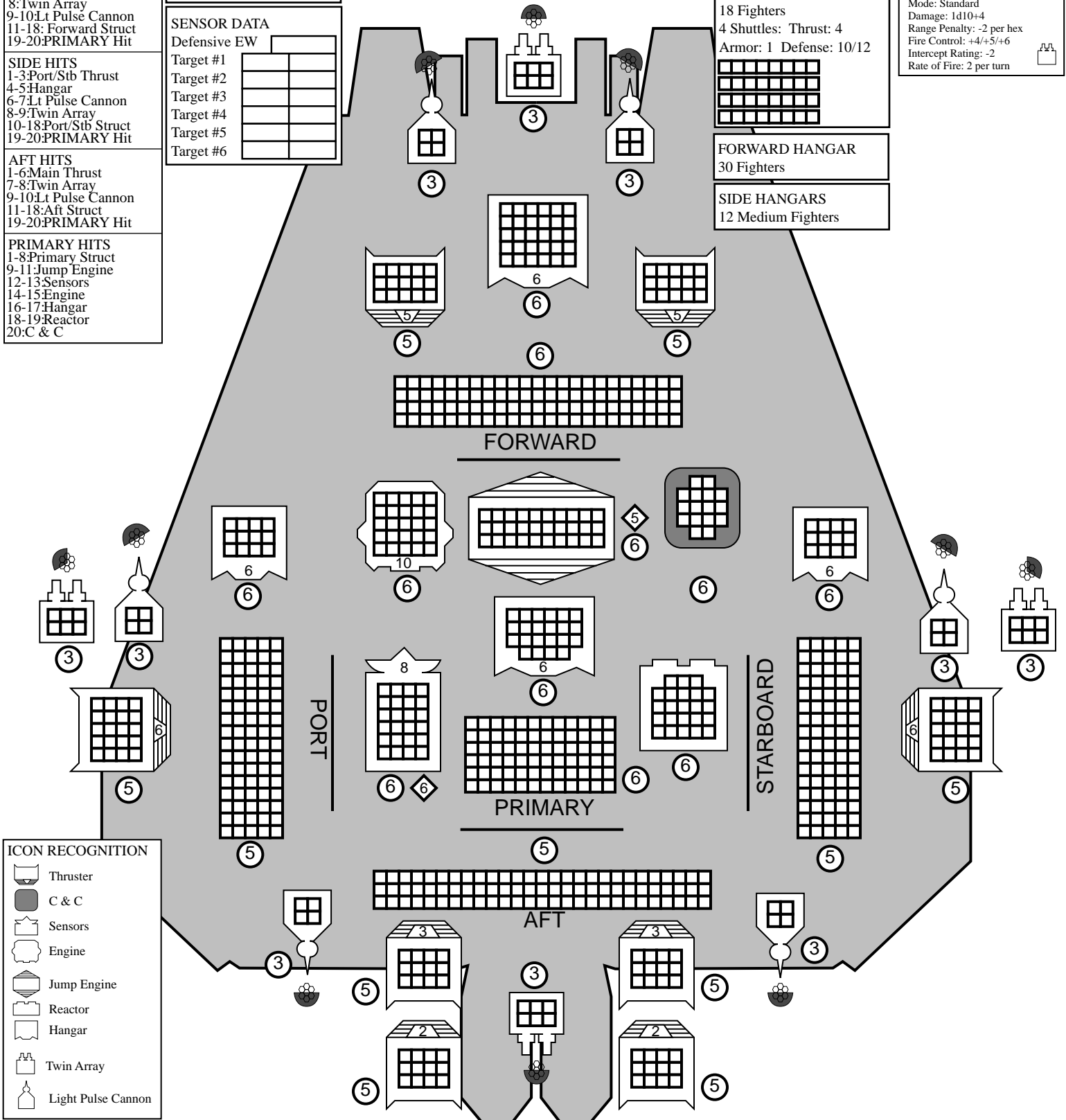
18 Fighters
4 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

FORWARD HANGAR

30 Fighters

SIDE HANGARS

12 Medium Fighters



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Light Pulse Cannon