

Narn Ka'Tag Prototype Pulse Destroyer

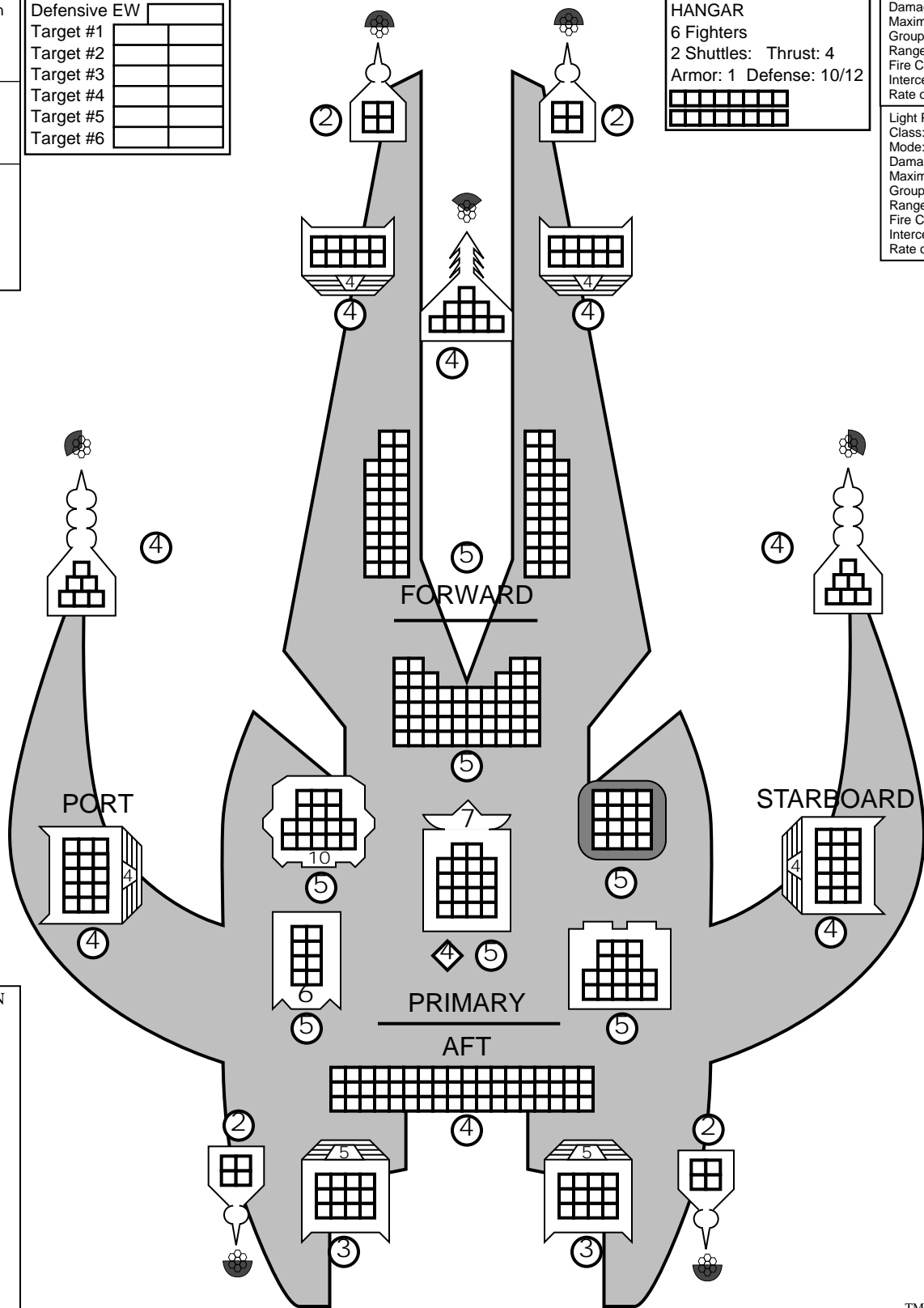
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vs	Turn Cost: 2/3 Speed	Fwd/Aft Def: 12
In Service: 2257	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Mag Gun	8
Class: Plasma	
Modes: Flash	
Damage: 8d10+10	
Range Penalty: -1 per hex	
Fire Control: +6/+2/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Heavy Pulse Cannon	4
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
Light Pulse Cannon	4
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	

FORWARBITS
1-4Retro Thrust
5-6Heavy Pulse Cannon
7-8Mag Gun
9-10Lt Pulse Cannon
11-18: Forward Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8Lt Pulse Cannon
9-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-11Port/Stb Thrust
12-13Sensors
14-15Engine
16-17Hangar
18-19Reactor
20:C & C

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

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Mag Gun
	Hvy Pulse Cannon
	Lt Pulse Cannon