

Name: _____ Counter: _____



Narn Na'Pok'Na Strike Cruiser

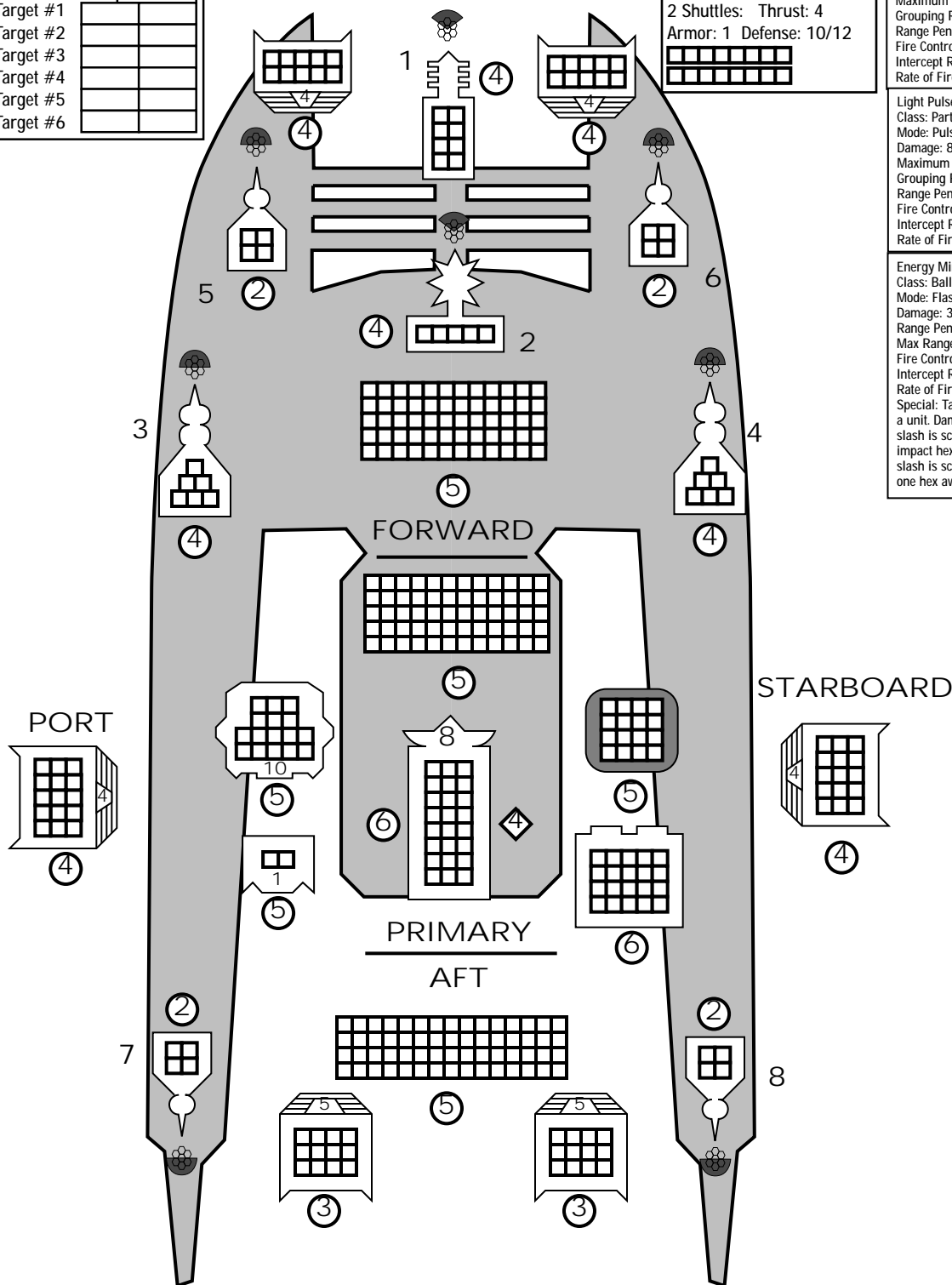
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13
In Service: 2246	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 3+3 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
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
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 4 Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 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
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.

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

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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Laser Cannon
Med Pulse Cannon
Lt Pulse Cannon
Energy Mine