

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Narn Na'Pok'Ro Bombardment Cruiser

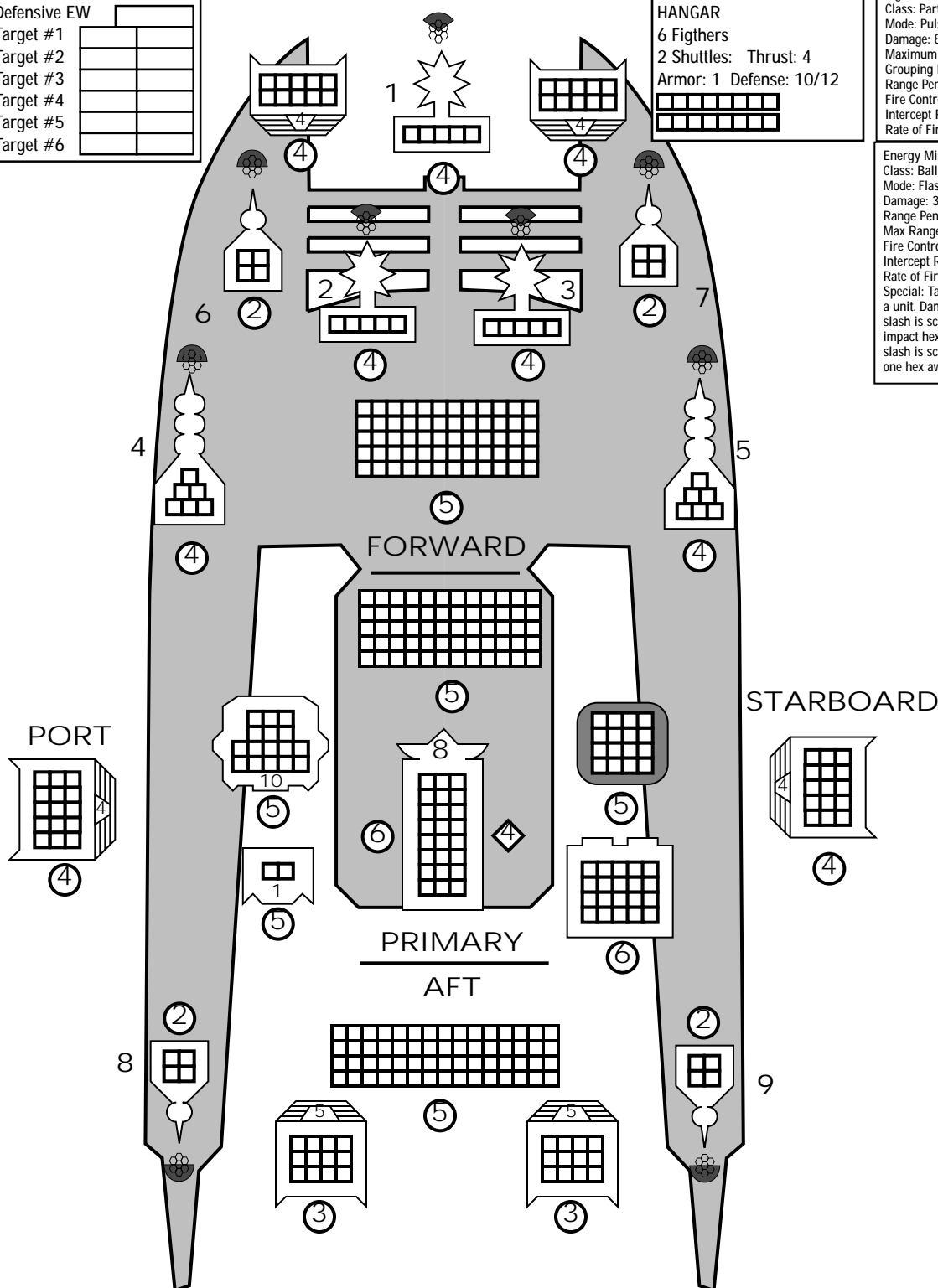
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13
In Service: 2247	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 3+3 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 Pulse Cannon 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 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
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
5-7:Energy Mine
8-9:Heavy Pulse Cannon
10-11:Lt Pulse Cannon
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
1-9:Primary Struct
10-12:Port/Stb Thrust
13-14:Sensors
15-16:Engine
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**  
6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 10/12



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