

Name: _____ Counter: _____



Narn Na'Pok'Te Attack Cruiser

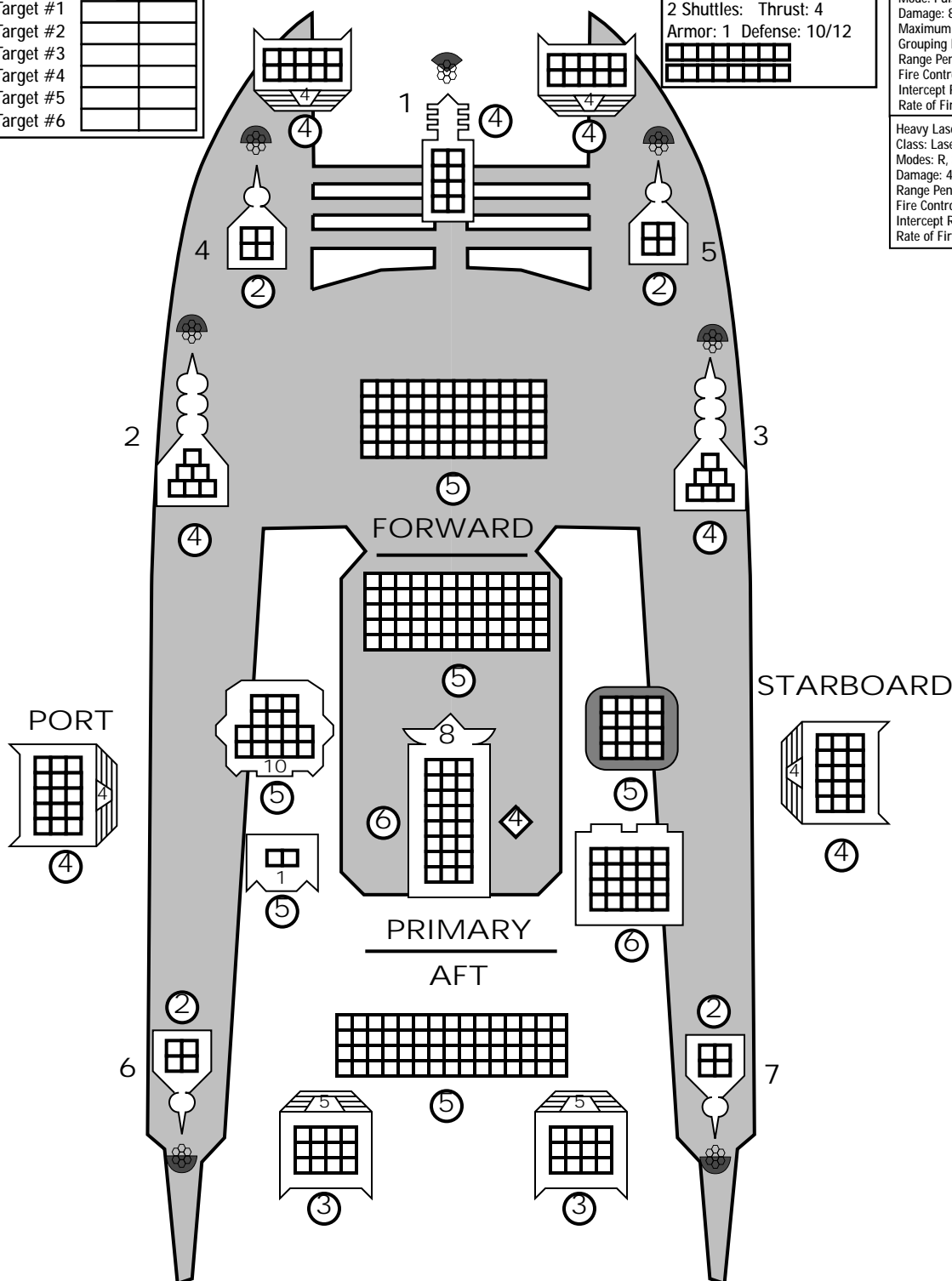
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13
In Service: 2249	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	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
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

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Laser Cannon
7-8: Heavy Pulse Cannon
9-10: Lt Pulse Cannon
11-18: 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
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



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