

Narn Sho'Ceth Class Light Attack Cruiser

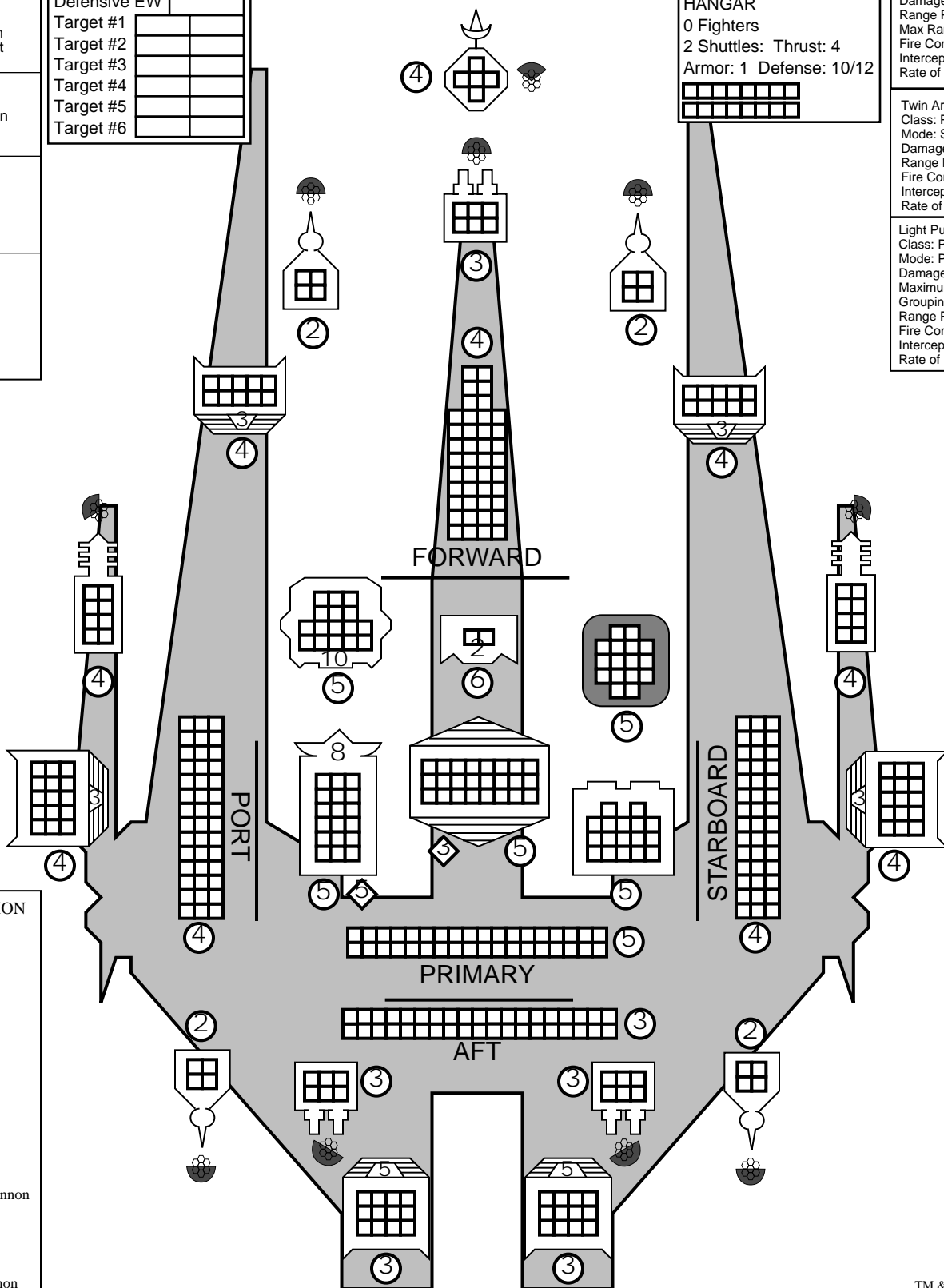
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2256	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: 3
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: 0
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	
Ion Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 15	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +3/+1/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
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	
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	

FORWARBITS
1-5 Retro Thrust
6: Ion Torpedo
7-8: Twin Array
9-11: Lt Pulse Cannon
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-6 Port/Stb Thrust
7-9: Hvy Laser Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6 Main Thrust
7-8: Lt Pulse Cannon
9-11: Twin Array
12-18: 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

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Light Pulse Cannon
	Ion Torpedo
	Hvy Laser Cannon