

Narn Sho'Teneth Class Light Cruiser

SPECS

Class: Capital Ship
In Service: 2261
Point Value:
Ramming Factor: 200
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 3
Initiative Bonus: 0

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS 1-6:Retro Thrust 7-8:Twin Array 9-11:Laser Cannon 12-18: Forward Struct 19-20:PRIMARY Hit
SIDE HITS 1-6:Port/Stb Thrust 7-9:Med. Pulse 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

6 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Light Pulse Cannon
- Med Pulse Cannon
- Med Laser Cannon

