

Narn T'Galac Class Cruiser

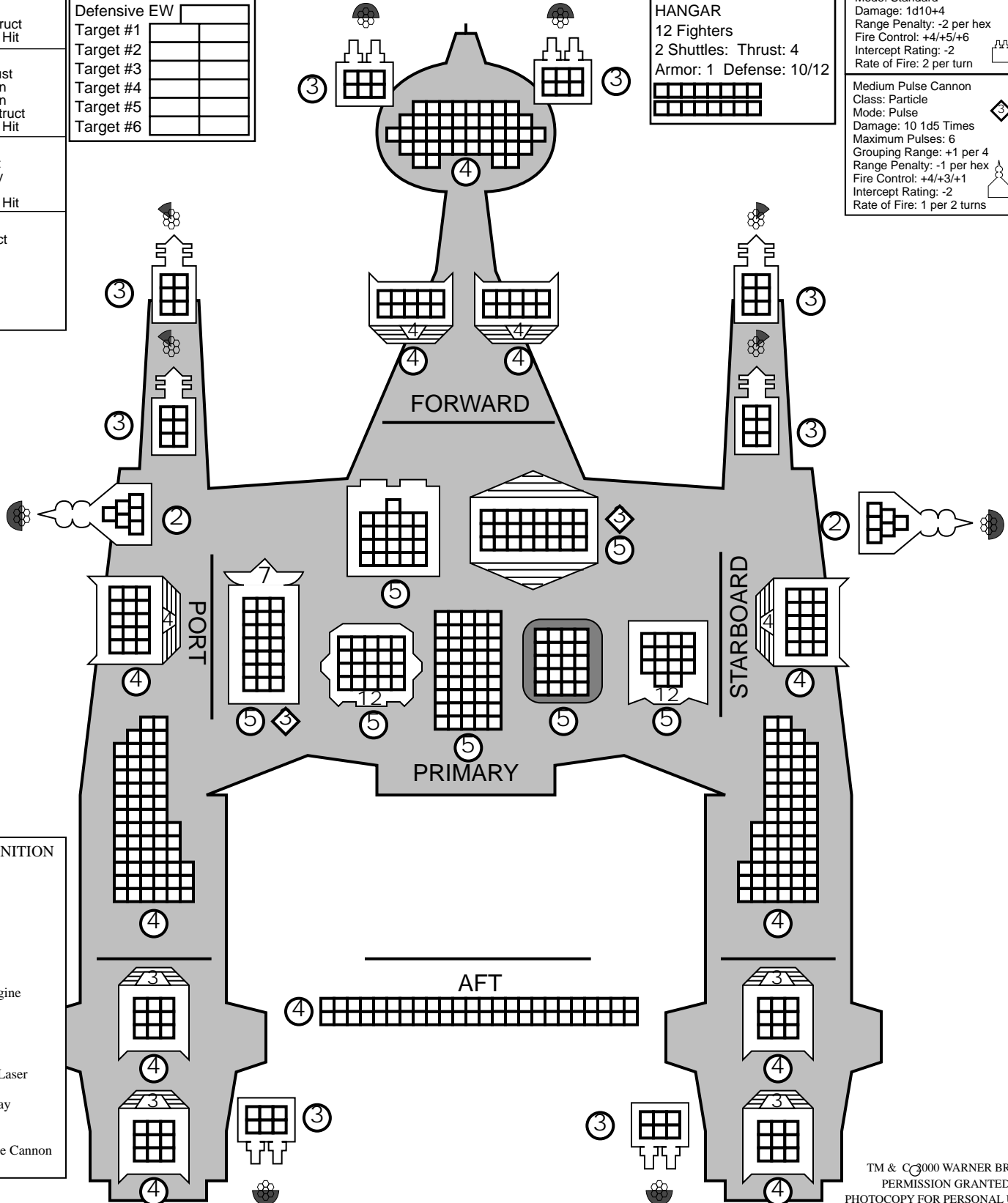
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2245	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 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 3 4 5 6 7 8 9 10 11 12	











WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	5
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	2
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Medium Pulse Cannon	
Class: Particle	3
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	

FORWARBITS
1-5 Retro Thrust
6-8 Twin Array
9-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-4 Port/Stb Thrust
5-7 Laser Cannon
8-9 Pulse Cannon
10-18 Port/Stb Struct
19-20 PRIMARY Hit
AFT HITS
1-10 Main Thrust
11-12 Twin Array
13-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY HITS
1-9 Primary Struct
10 Jump Engine
11-12 Sensors
13-14 Engine
15-17 Hangar
18-19 Reactor
20 C & C

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Medium Laser
	Twin Array
	Med Pulse Cannon