

Narn T'Lann Armored Carrier



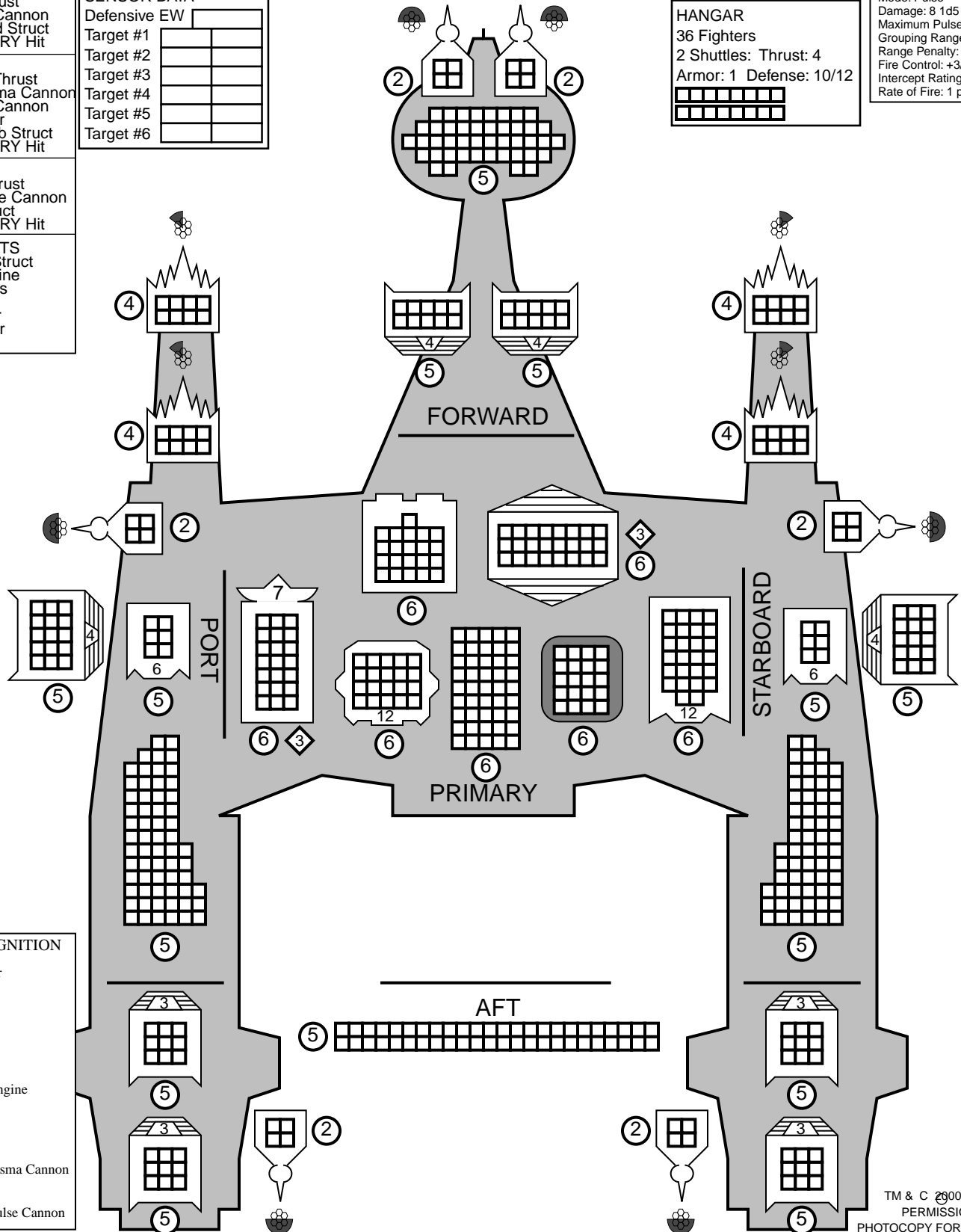
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2247	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 600	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 300	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll 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
Heavy Plasma Cannon
Class: Plasma Cannon
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Interception Rating: n/a
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

FORWARD HITS
1-5:Retro Thrust
6-8:Lt Pulse Cannon
9-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-7:Hvy Plasma Cannon
8-9:Lt Pulse Cannon
10-11:Hangar
12-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-10:Main Thrust
11-12:Lt Pulse Cannon
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
36 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Hvy Plasma Cannon
	Light Pulse Cannon