



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Narn T'Sarev Light Cruiser

### SPECS

Class: Hvy Combat Vsl  
In Service: 2269  
Point Value:  
Ramming Factor: 180  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

### 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

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

**FORWARD HITS**  
1-4:Retro Thrust  
5-6:Heavy Laser Cannon  
7-8:Twin Array  
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**  
1-7:Primary Struct  
8-9:Port/Stb Thrust  
10-11: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

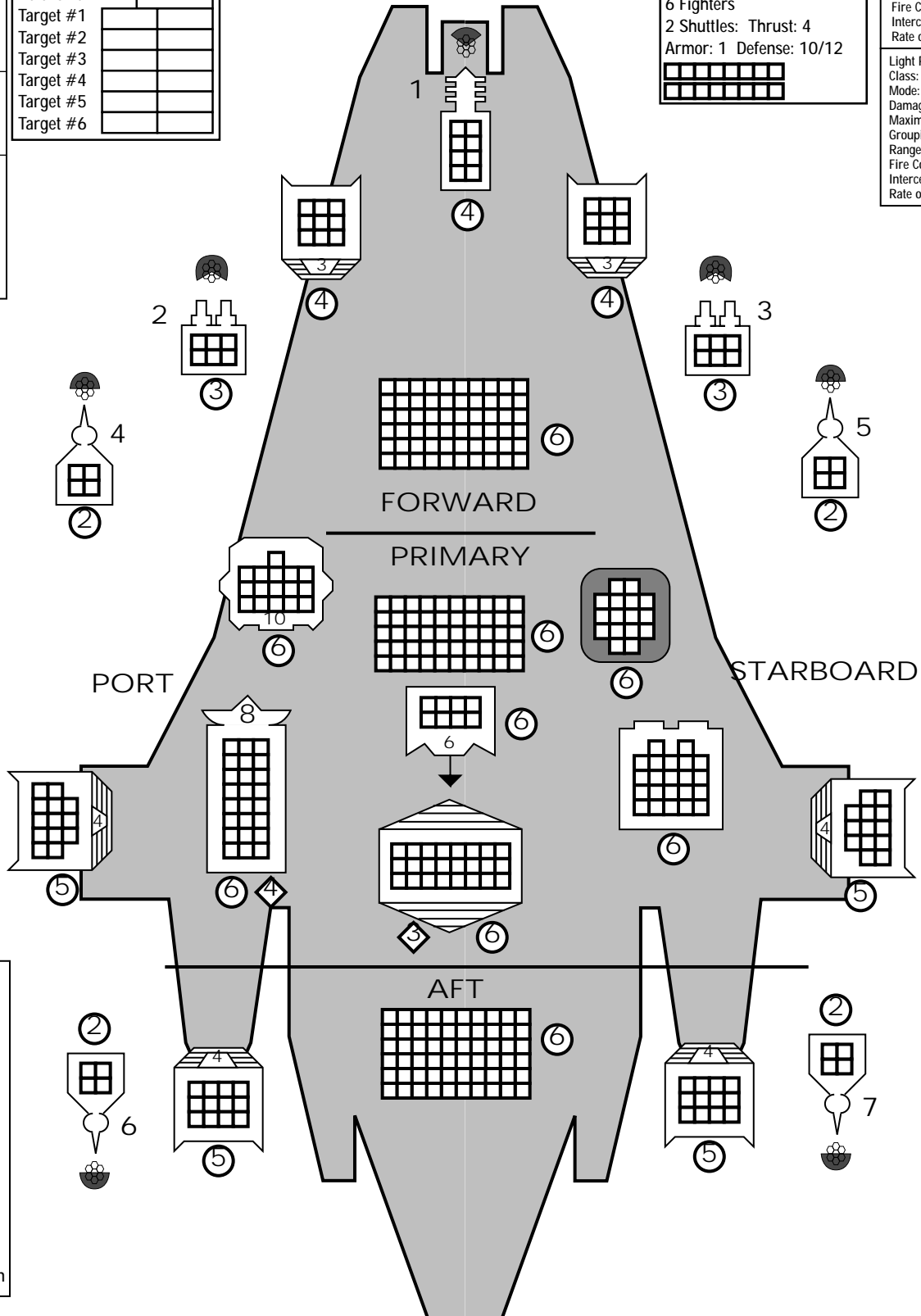
Target #6

### HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Hvy Laser Cannon
- Light Pulse Cannon