

Narn Na'Dal'Pok Strikebase

SPECS

Class: Capital Base
In Service: 2247
Point Value:
Ramming Factor: 450
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

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

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

Energy Mine
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

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/AFT HITS

1-2: Heavy Laser Cannon
3-4: Energy Mine
5-6: LCV Collar
7-8: Twin Array
9-10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PORT/STBD HITS

1-2: Medium Pulse Cannon
3-4: Light Pulse Cannon
5-6: LCV Collar
7-8: Cargo
9: Hangar
10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Hangar
11-14: Cargo
15-16: Sensors
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

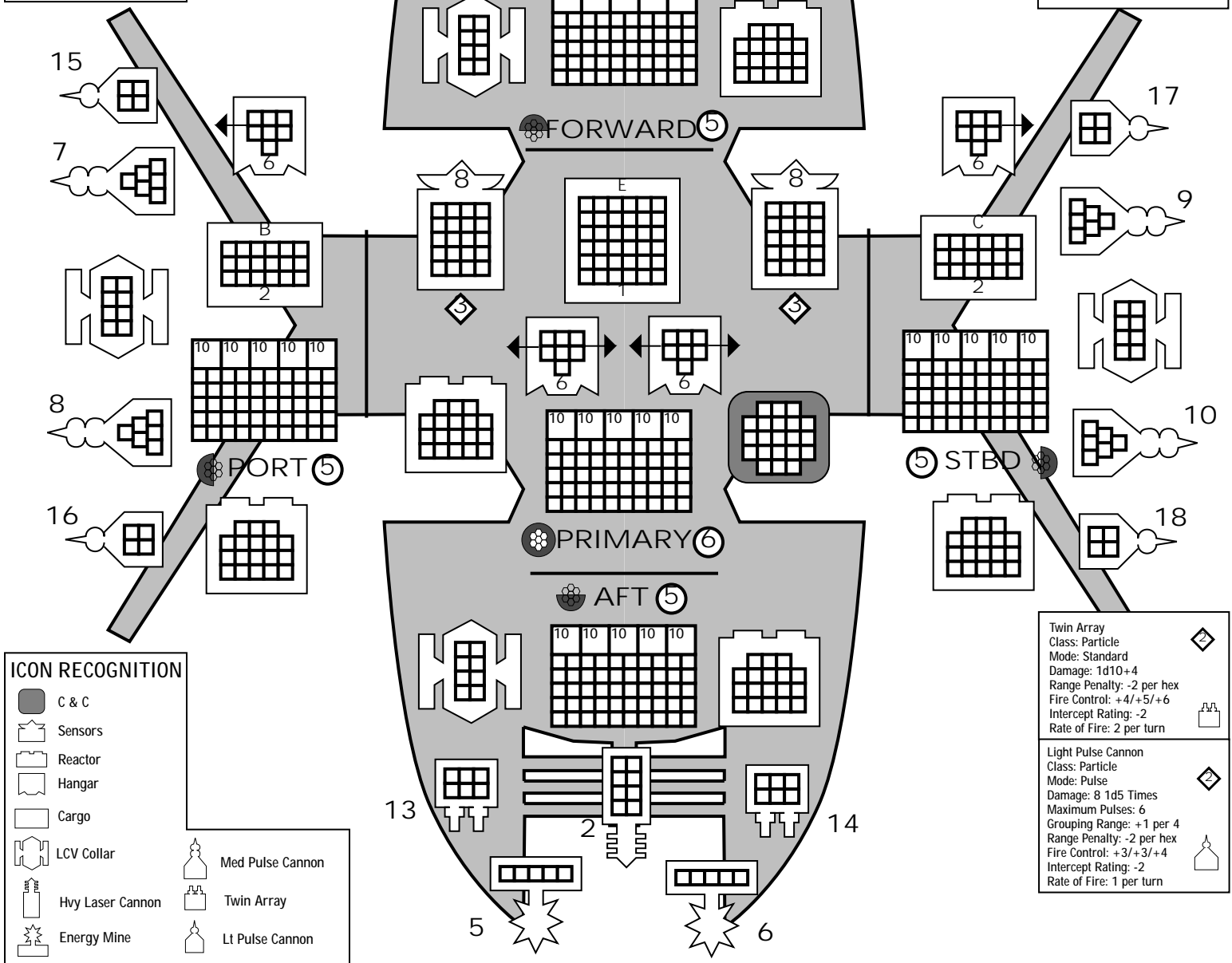
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

