

Narn Ja'Dan Early Warbase

SPECS

Class: Enormous Base
In Service: 2217
Point Value: 1500
Ramming Factor: 520
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: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
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

SECTION HITS

1-3: Twin Array
4-5: Hvy Plasma Cannon
6-7: Imperial Laser
8-9: Cargo
10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Twin Array
14-16: Sensors
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

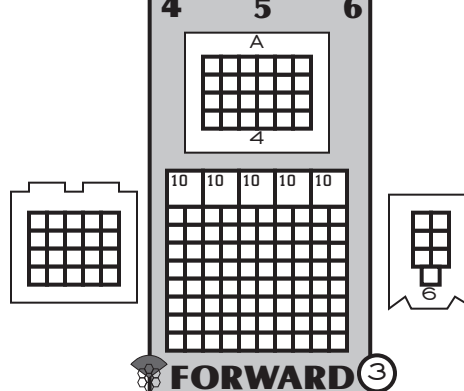
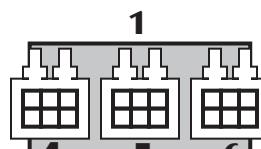
Target #2

Target #3

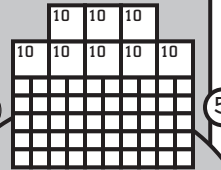
Target #4

Target #5

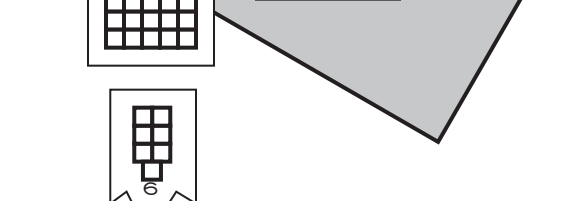
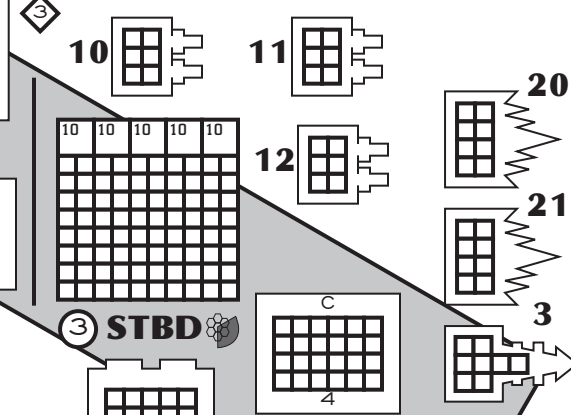
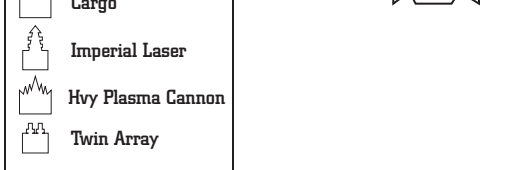
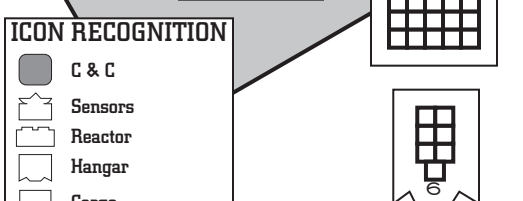
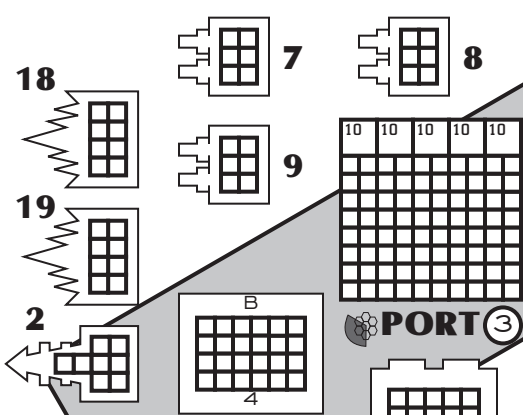
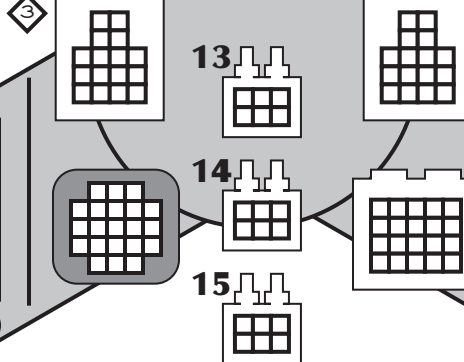
Target #6



FORWARD



PRIMARY



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Imperial Laser
- Hvy Plasma Cannon
- Twin Array