

Narn Sho'Vok Attack Cutter

SPECS

Class: Medium Ship
In Service: 2211
Point Value: 345
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +12

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	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 10/12

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 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

FORWARD HITS

1-6: Retro Thrust
7-8: Med Plasma Cannon
9-12: Light Plasma Cannon
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Twin Array
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

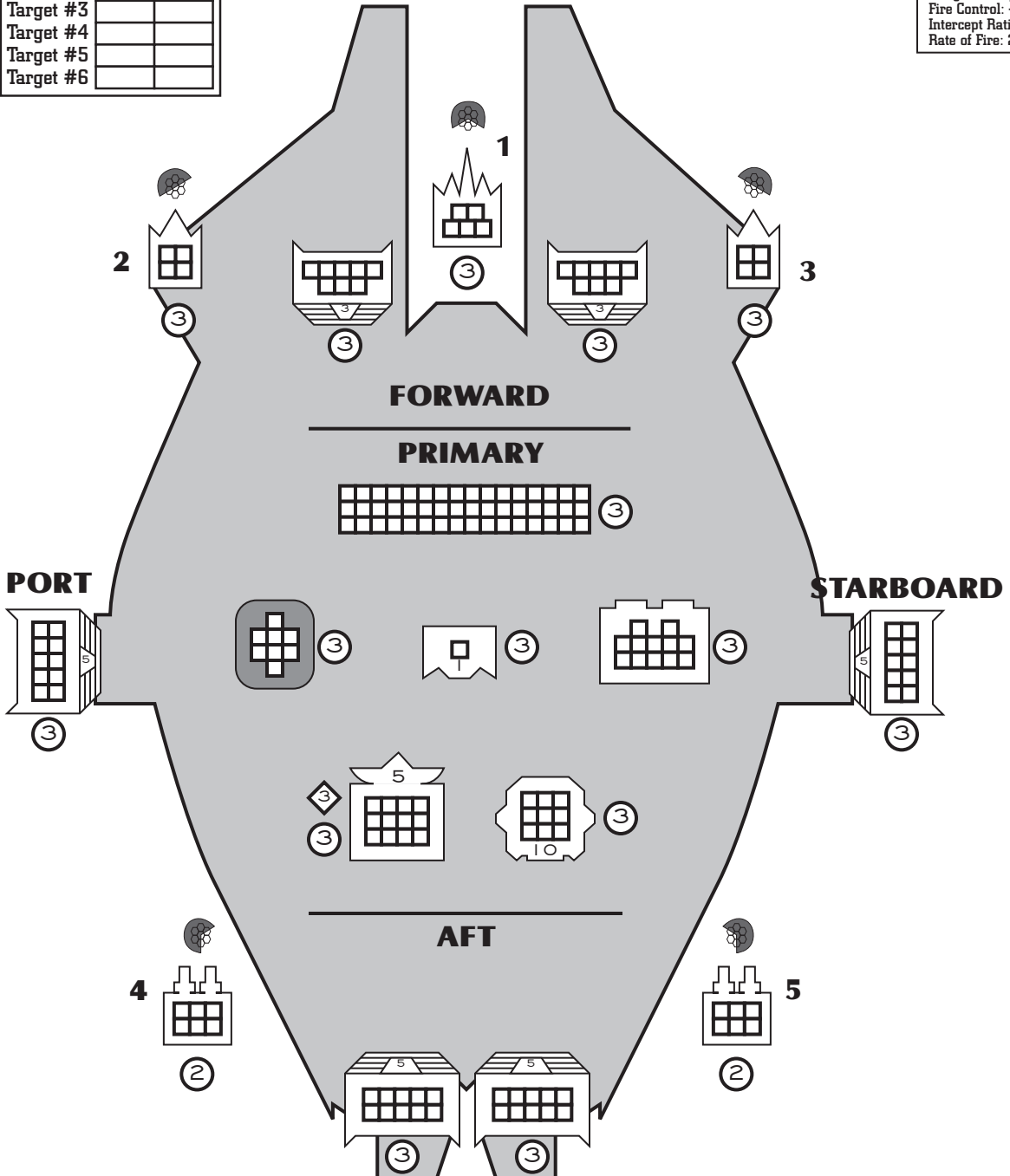
1-7: Port/Stb Thrust
8-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Med. Plasma Cannon
- Lt Plasma Cannon