



Nashani Na-Tann Diplomatic Transport

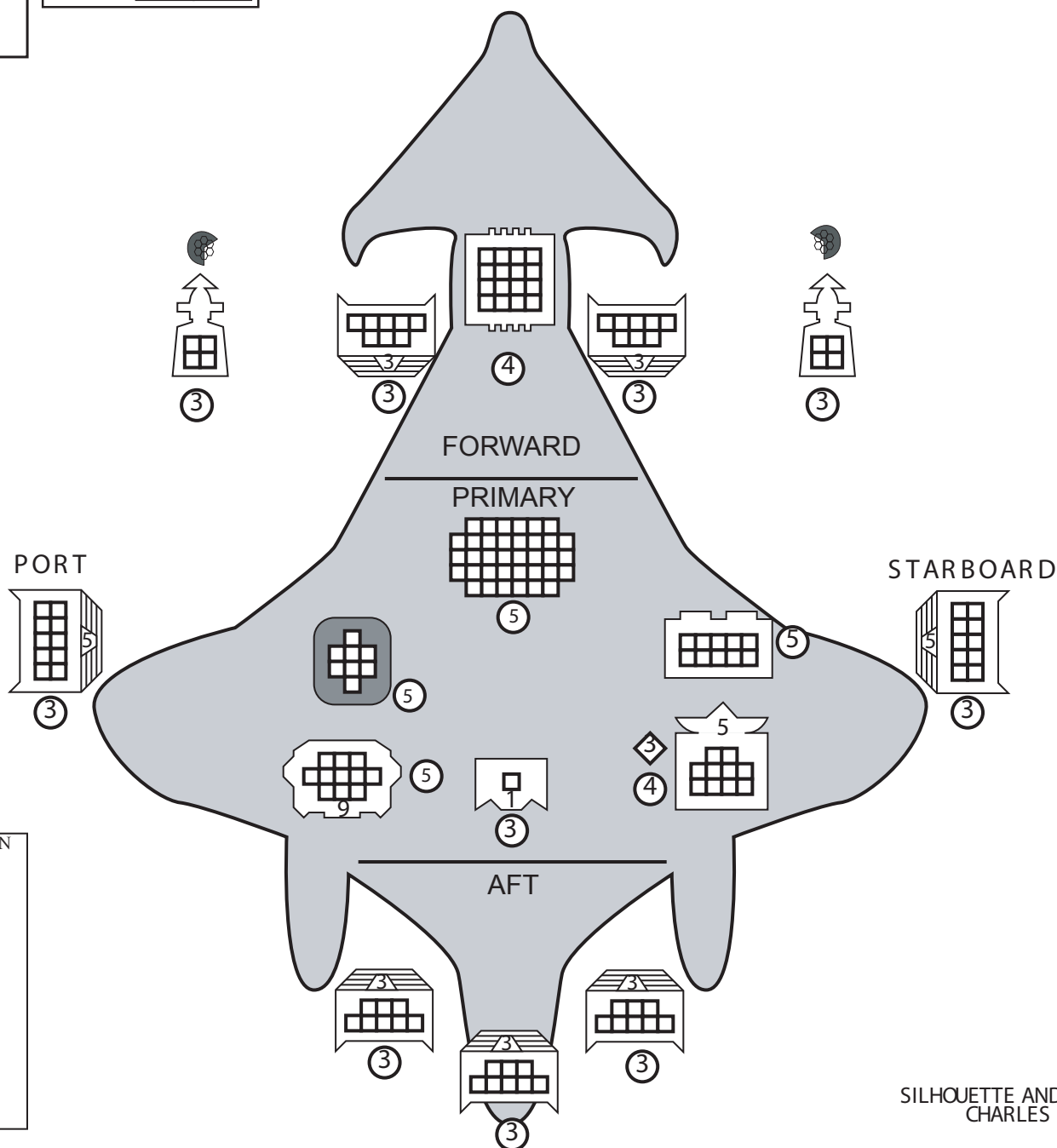
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2236	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 340	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Defense Laser
Class: Laser
Modes: Raking
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: -1 (vs ballistic and matter weapons)
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Quarters
8-10: Defense Laser
11-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-17: Aft Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES
Atmosphere Capable
SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6

HANGAR
0 Fighters
1 Shuttle: Thrust: 5
Armor: 1 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Quarters
Defense Laser

SILHOUETTE AND SCS BY CHARLES HAUGHT