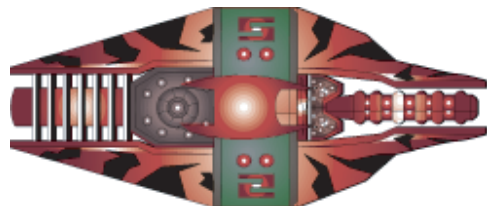




Narn L'Nakal Patrol Carrier



SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14	
In Service: 2247		Turn Delay: 2/3 Speed		Stb/Port Defense: 15	
Point Value: 415		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 160		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 3+3 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1	2 3 4 5 6 7 8 8		
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8				
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8				

WEAPON DATA	
Heavy Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
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	

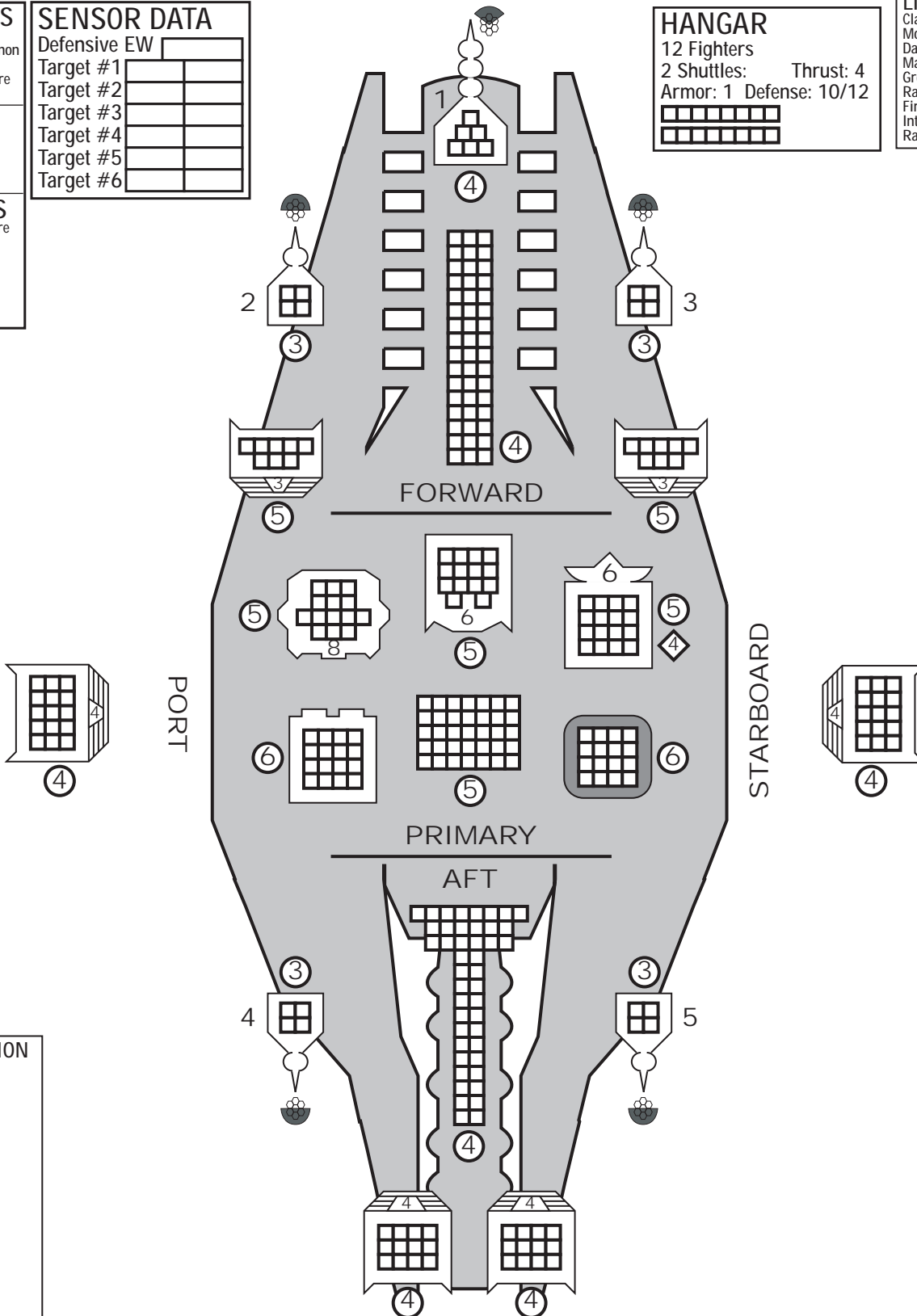
FORWARD HITS	
1-4:	Retro Thrust
4-7:	Heavy Pulse Cannon
8-9:	Lt Pulse Cannon
10-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-7:	Main Thrust
8-9:	Lt Pulse Cannon
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-11:	Port/Stb Thrust
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																									
12 Fighters																									
2 Shuttles: Thrust: 4																									
Armor: 1 Defense: 10/12																									
<table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																									



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hvy Pulse Cannon
	Lt. Pulse Cannon