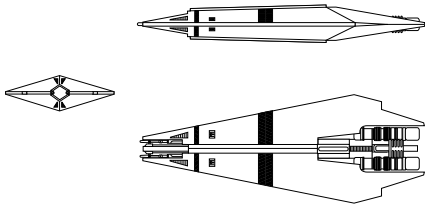


# Narn T'Dok Escort Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10
In Service: 2217	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value: 265	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 120	Pivot Cost: 1+1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Twin Array</b>	
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**
- 1-4: Retro Thrust
  - 5-8: Twin Array
  - 9-18: Forward Struct
  - 19-20: PRIMARY HIT
- AFT HITS**
- 1-6: Main Thrust
  - 7-9: Twin Array
  - 10-18: Aft Struct
  - 19-20: PRIMARY HIT
- PRIMARY HITS**
- 1-7: Primary Struct
  - 8-12: Port/Stb Thrust
  - 13-14: Sensors
  - 15-16: Engine
  - 17: Hangar
  - 18-19: Reactor
  - 20: C & C

**SPECIAL NOTES**  
Atmospheric Capable

**SENSOR DATA**

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

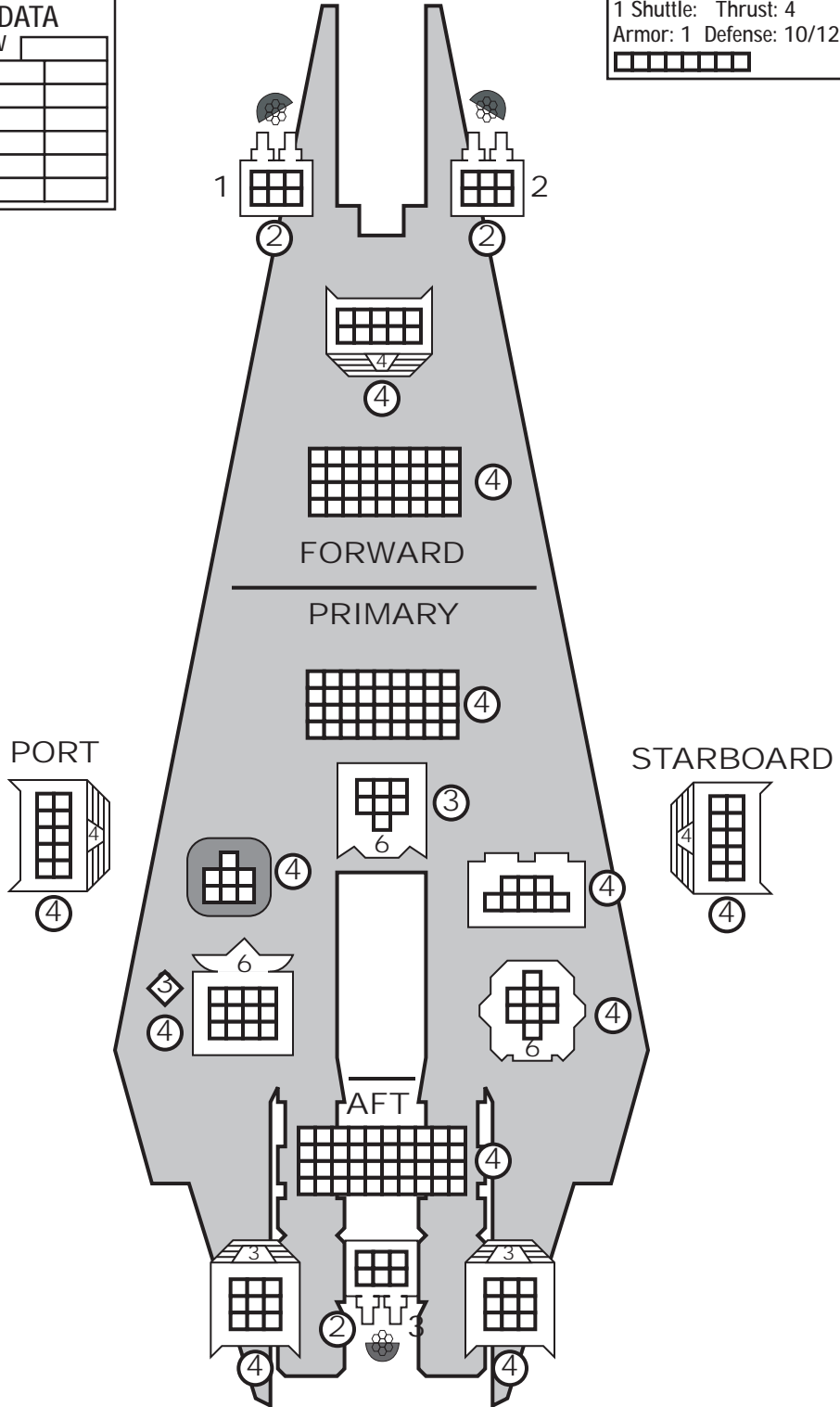
**HANGAR**

6 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 10/12

--	--	--	--	--	--



**ICON RECOGNITION**

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array