

Narn Sho'Kos Patrol Cutter

SPECS

Class: Medium Ship
In Service: 2240
Point Value: 325
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: 2
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

Burst Beam

Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 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: +4/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Med Pulse Cannon
9-12: Burst Beam
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

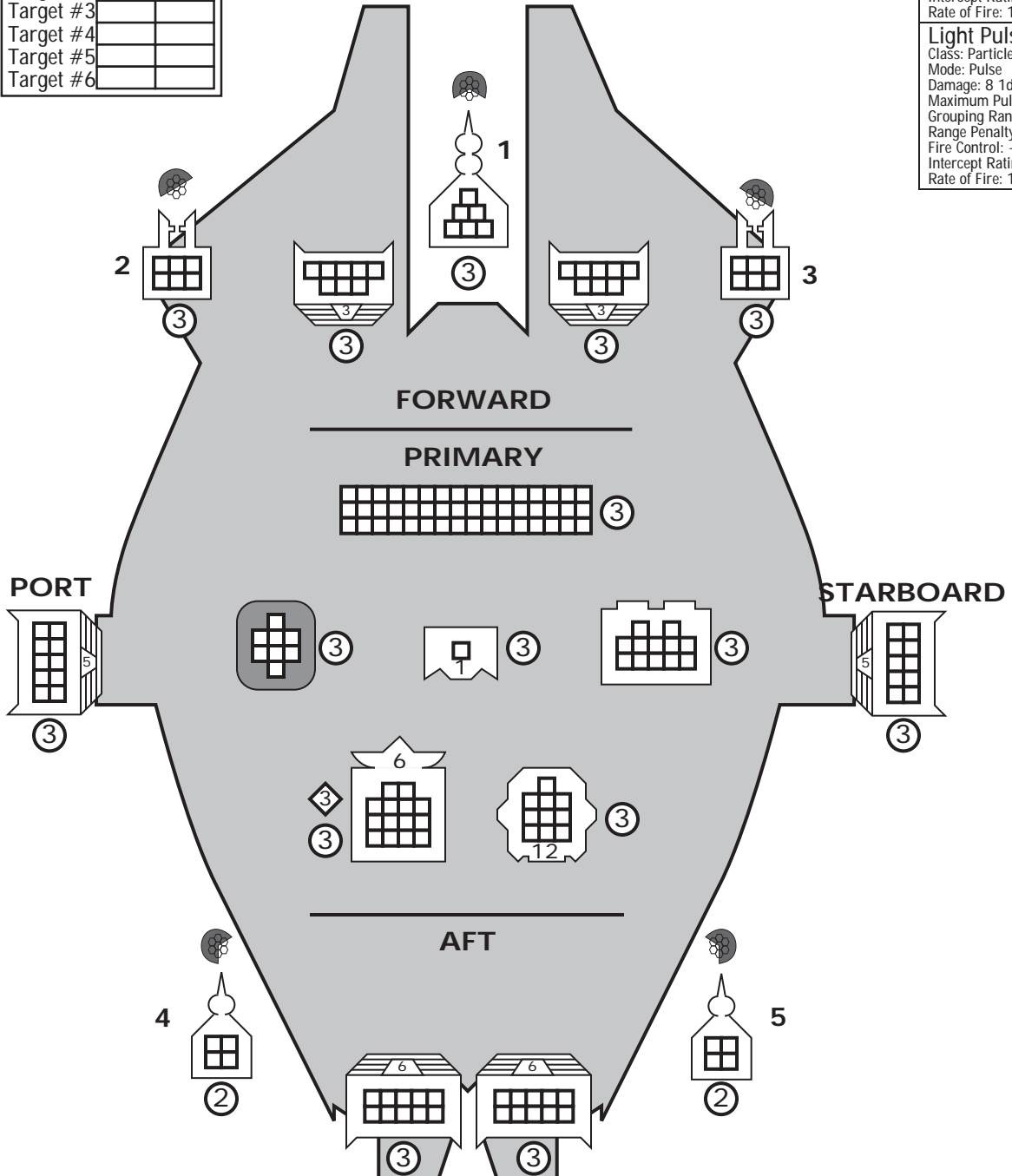
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Pulse Cannon
- Med Pulse Cannon
- Burst Beam