

# Narn Th'Nor Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 speed	Fwd/Aft Defense: 15
In Service: 2235	Turn Delay: 2/3 speed	Stb/Port Defense: 17
Point Value: 400??	Accel/Decel Cost: 3	Engine Efficiency: 4/1
Ramming Factor: 300	Pivot Cost: 2+2 thrust	Extra Power: -2
Jump Delay: 25 turns	Roll Cost: 3+3 thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
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	
<b>Heavy Plasma Cannon</b>	
Class: Plasma	
Modes: Standard	
Dmg: 4d10+8 (-1/2 hexes)	
Range Penalty: -2 per 3 hexes	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<b>Light Pulse Cannon</b>	
Class: Particle	
Modes: Pulse	
Damage: 8cd5 (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  
 5-7 Heavy Plasma  
 8-9 Light Pulse  
 10-15 Structure  
 19-20 Primary Hit
- AFT HITS**  
 1-6 Main Thrust  
 7-8 Light Pulse  
 9-11 Jump Engine  
 12-15 Structure  
 19-20 Primary Hit
- PRIMARY HITS**  
 1-4 Retro Thrust  
 5-6 Sensor  
 7-8 Engine  
 9-10 Hangar  
 11-12 Reactor  
 13-19 Primary Structure  
 20 C&C

**SENSOR DATA**

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

