



Name: _____ Counter: _____ Version 1: 2E/CR



Narn Na'Lon Assault Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 2241
 Point Value: 400
 Ramming Factor: 130
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

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

FORWARD HITS	
1-3:	Retro Thrust
4-6:	Heavy Plasma
7-8:	Energy Mine
9-11:	Lt Pulse Cannon
12-18:	Forward Struct
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-8:	Lt Pulse Cannon
12-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Struct
10-11:	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	

Hvy Plasma Cannon
 Class: Plasma
 Mode: Standard
 Damage: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: N/A
 Rate of Fire: 1 per 3 turns

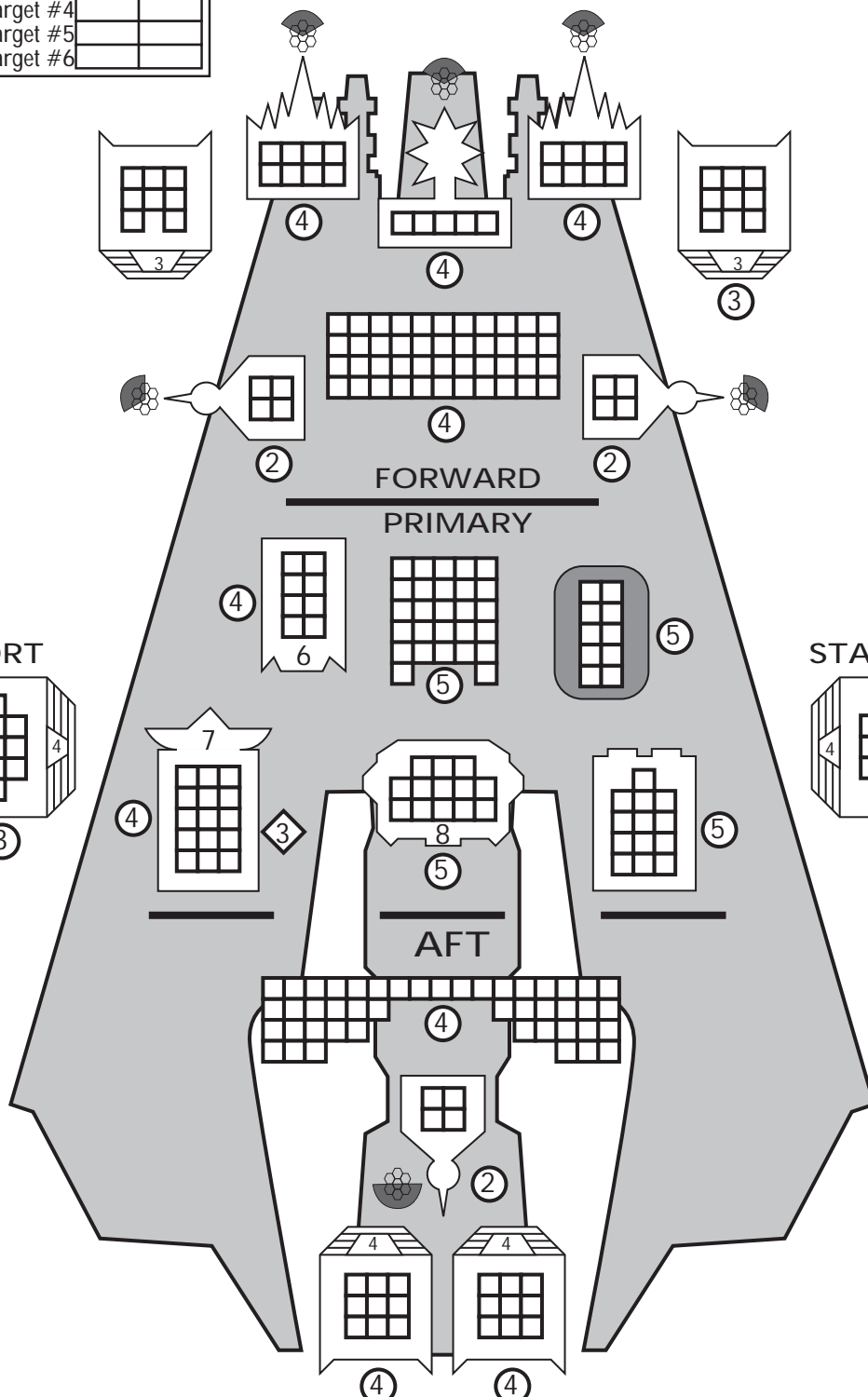
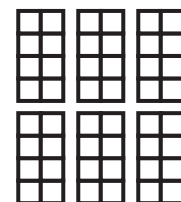
Light Pulse Cannon
 Class: Pulse
 Mode: Standard
 Damage: 8 1d5 Times
 Maximum Pulses: 6
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Energy Mine
 Class: Ballistic
 Mode: Flash
 Damage: 30/10
 Range Penalty: None
 Max Range: 50 hexes
 Fire Control: n/a
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

HANGAR
 0 Fighters
 6 Assault Shuttles
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12

T'KHAR ASSAULT SHUTTLES

Cost: 30 Defense: 9/9
 Thrust: 7 Offense: +2
 Armor: 2 Initiative: +9
 1 Particle Gun
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+5
 Firing Arc:



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Engine
- Thrustor
- Energy Mine
- Lt Pulse Cannon
- Hvy Plasma Cannon