

# Var'Nic Variant (Uncommon)

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Narn Var'Loth Assault Destroyer

### SPECS

Class: Capital Ship  
In Service: 2243  
Point Value: 520  
Ramming Factor: 210  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +2

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	2	2	3	4	4	5	6	6	7	8	8

### HANGAR

6 Assault Shuttles  
1 Shuttle: Thrust: 4  
Armor: 1 Defense: 10/12

### WEAPON DATA

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 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

**Ion Torpedo**  
Class: Ballistic  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
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: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### FORWARD HITS

1-5: Retro Thrust  
6-8: Hvy Plasma Cannon  
9-18: Forward Struct  
19-20: PRIMARY Hit

### PORT HITS

1-4: Port Thrust  
5-6: Lt Pulse Cannon  
7-10: Med Plasma Cannon  
11-18: Port Struct  
19-20: PRIMARY Hit

### STARBOARD HITS

1-4: Starboard Thrust  
5-7: Ion Torpedo  
8-9: Lt Pulse Cannon  
10-18: Starboard Struct  
19-20: PRIMARY Hit

### AFT HITS

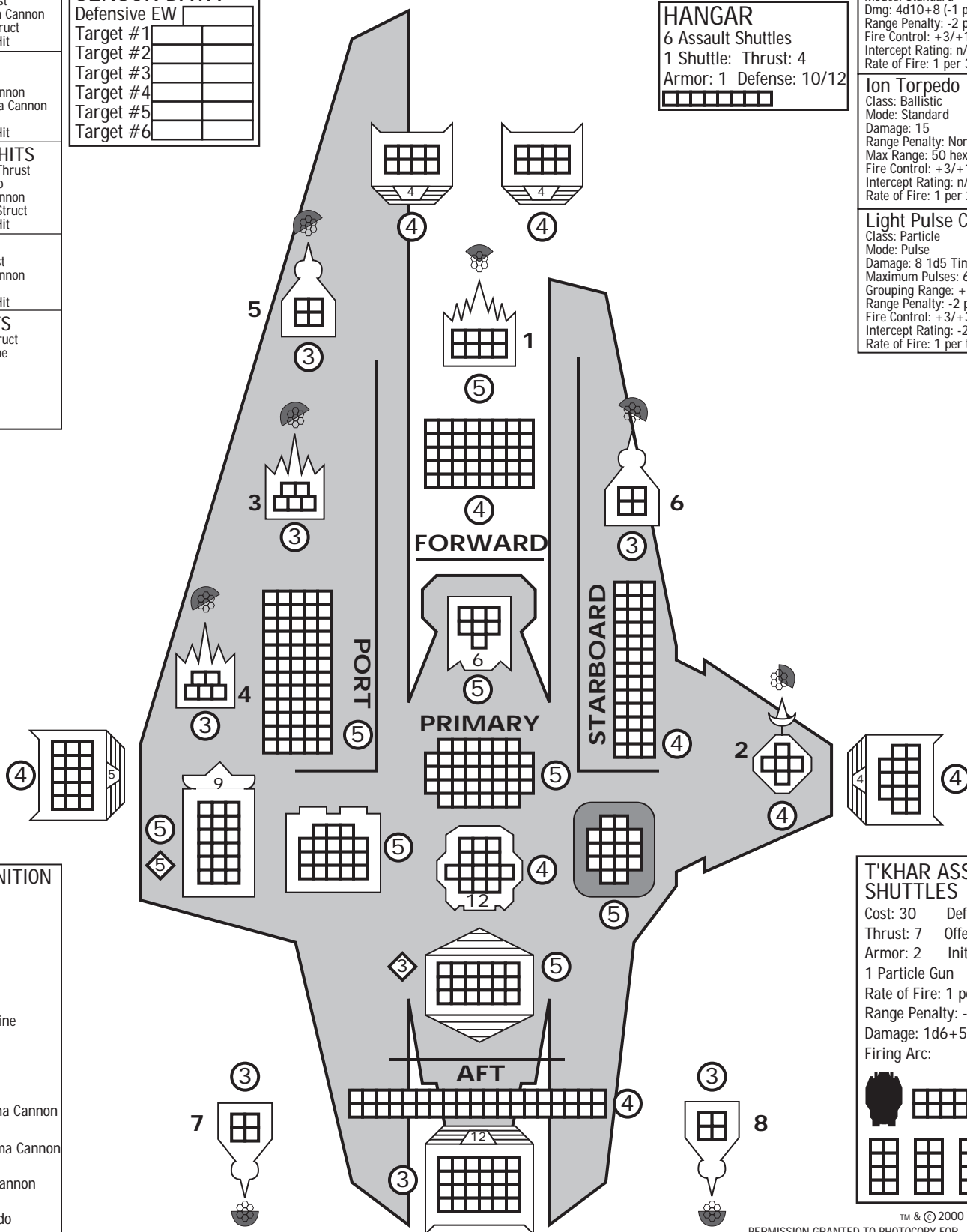
1-6: Main Thrust  
7-9: Lt Pulse Cannon  
10-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-8: Primary Struct  
9-11: Jump Engine  
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	



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Med Plasma Cannon
- Lt Pulse Cannon
- Ion Torpedo

### 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:

