

Narn D'Tarn Light Gunboats(4)

SPECS

Class: Lt Combat Vsl
In Service: Varies
Point Value: Varies
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

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	1	2	2	2	3	3	3	4	4	4

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

Light Plasma Cannon

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

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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.

Twin Array

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

HIT LOCATIONS

1-10: Structure
11-12: Forward Weapon
13-15: Side Weapon
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable

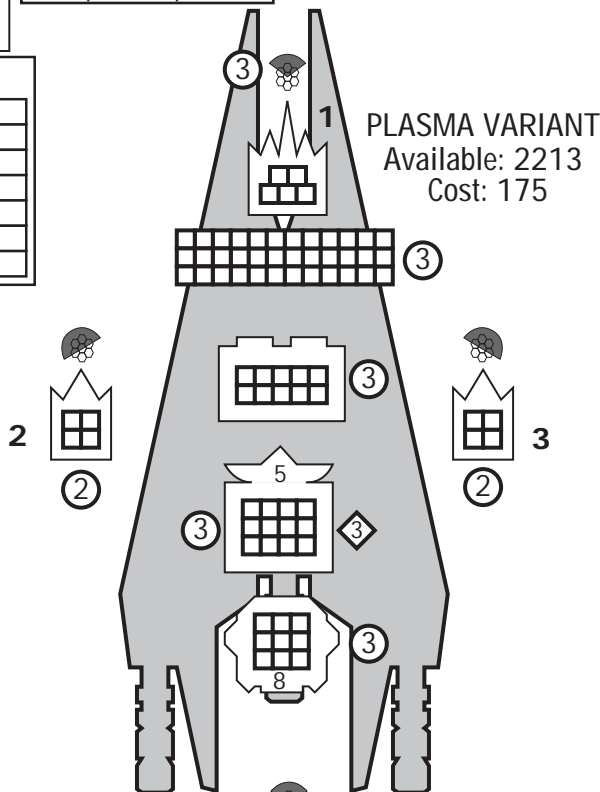
SENSOR DATA

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

ATTACK VARIANT (Rare)

Available: 2246

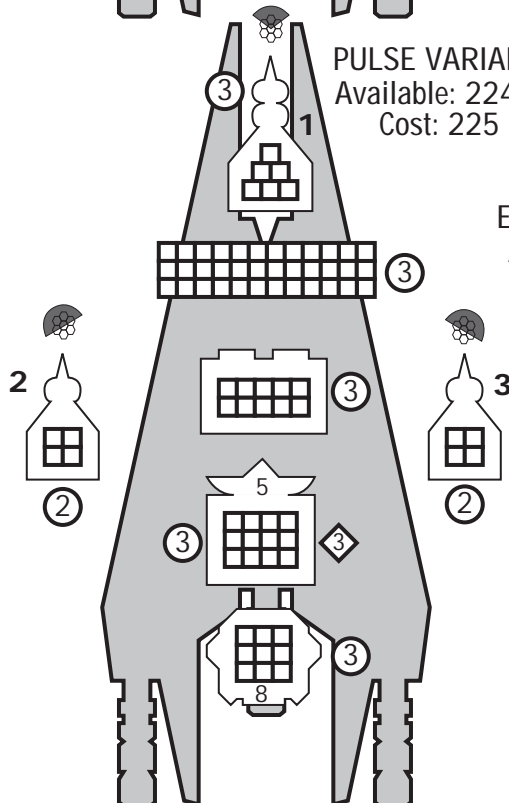
Cost: 225



PULSE VARIANT

Available: 2241

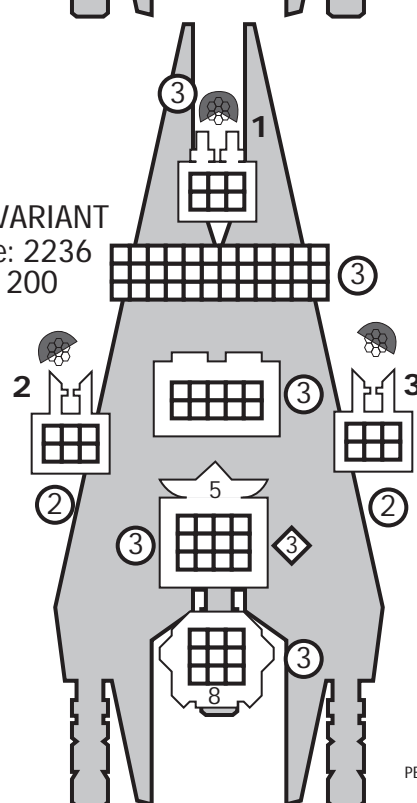
Cost: 225



ESCORT VARIANT

Available: 2236

Cost: 200



ICON RECOGNITION

- Control
- Drive
- Reactor
- Light Pulse Cannon
- Med Pulse Cannon
- Lt Plasma Cannon
- Med Plasma Cannon
- Medium Laser
- Burst Beam
- Twin Array