

Narn Balvarix Spec. Ops. Carrier

SPECS

Class: Capital Ship

In Service: 2260

Point Value: 800

Ramming Factor: 240

Jump Delay: 16 Turns

Speed 1 2 3 4 5 6 7 8 9 10 11 12

Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12

Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12

MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 3+3 Thrust

Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 16

Stb/Port Defense: 16

Engine Efficiency: 3/1

Extra Power: +0

Initiative Bonus: +0

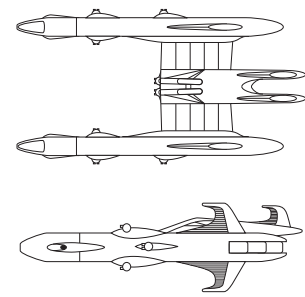
WEAPON DATA

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

Medium Pulse Cannon
Class: Particle
Modes: Pulse
Damage: 10xd5 (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
Modes: Pulse
Damage: 8xd5 (4)
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Ion Torpedo
Class: Ballistic
Modes: Standard
Damage: 15
Range Penalty: n/a
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



FORWARD HITS

1-2: Retro Thrust
3-8: Twin Array
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-2: Port/Stb Thrust
3-4: Port/Stb Retro Thrust
5: Lt. Pulse Cannon
6: Med. Pulse Cannon
7-8: Ion Torpedo
9-11: Port/Stb Hangar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Sensors
11-13: Engine
14-15: Jump Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Unique Ship

Veteran Narn Marines

Concealed Weapons

(to Balvarix configuration)

Centauri Colors and Insignia

MAIN HANGAR

12 Tor'eth Fighters

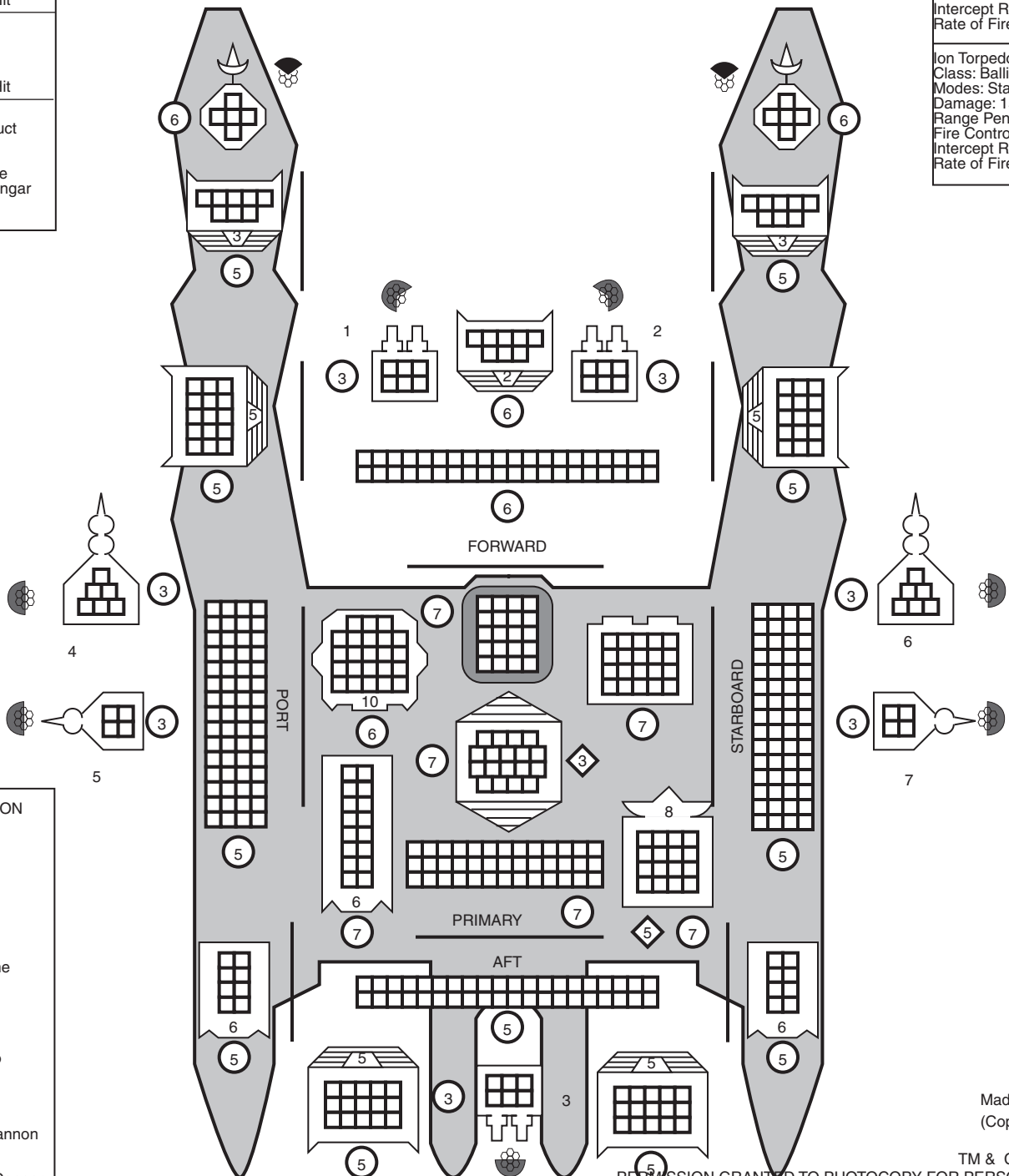
2 T'Kar Assault Shuttles

2 Breaching Pods

SIDE HANGARS

6 Tor'eth Fighters Each

2 T'Kar Assault Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Torpedo
- Twin Array
- Lt. Pulse Cannon
- Md. Pulse Cannon