

Narn Bor'Kan Gunship



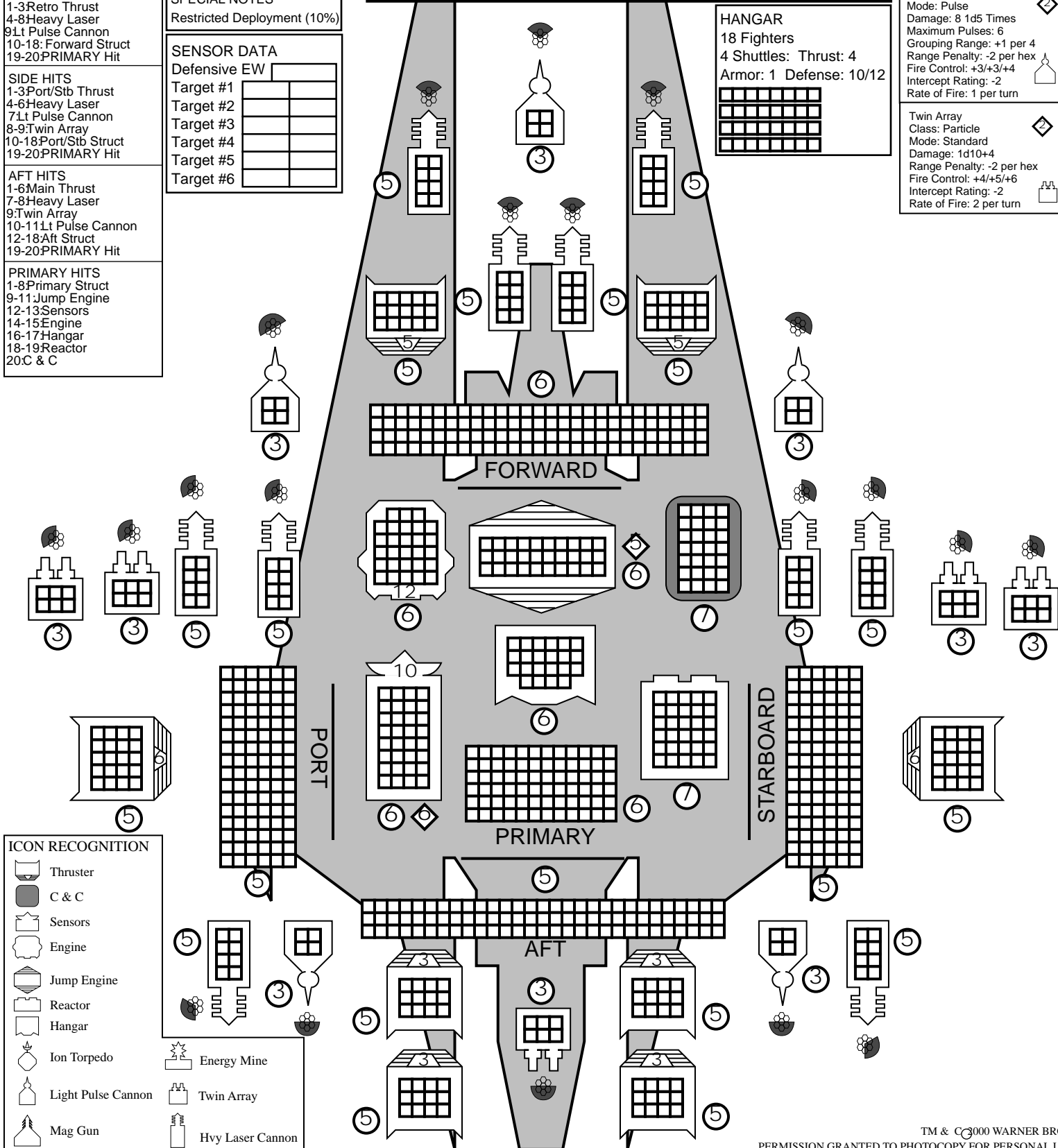
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 16
In Service: 2262	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 460	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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	

WEAPON DATA	
Heavy Laser Cannon	
Class: Laser	
Modes: R, S	
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 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	
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	

FORWARD BITS
1-3 Retro Thrust
4-8 Heavy Laser
9 Lt Pulse Cannon
10-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-3 Port/Stb Thrust
4-6 Heavy Laser
7 Lt Pulse Cannon
8-9 Twin Array
10-18 Port/Stb Struct
19-20 PRIMARY Hit
AFT HITS
1-6 Main Thrust
7-8 Heavy Laser
9 Twin Array
10-11 Lt Pulse Cannon
12-18 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

SPECIAL NOTES
Restricted Deployment (10%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
18 Fighters
4 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ion Torpedo
Light Pulse Cannon
Mag Gun
Energy Mine
Twin Array
Hvy Laser Cannon