



# Narn G'Del Minesweeper

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2254	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: +2
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1
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	

WEAPON DATA	
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	
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	
Standard Particle Beam	
Class: Particle	
Mode: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARBITS
1-6Retro Thrust
7-8Ion Torpedo
9-10Twin Array
11-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-5Port/Stb Thrust
6-7:Ion Torpedo
8:Std Particle Beam
9-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-7Main Thrust
8:Ion Torpedo
9-10:Twin Array
11-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-8Primary 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	
SPECIAL NOTES	
Minesweeping Bonus +4	

HANGAR	
0 Fighters	
8 Minesweeping Shuttles:	
Thrust: 4	
Armor: 1 Defense: 10/12	

ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Ion Torpedo
	Std Particle Beam

