

## Narn G'Rann Patrol Carrier

### SPECS

Class: Capital Ship  
In Service: 2253  
Point Value: 530  
Ramming Factor: 270  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost<sup>2/3</sup> Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

### WEAPON DATA

Pulsar Mine  
Class: Particle  
Mode: Pulse (Special)  
Damage: 8  
Range Penalty: None (max 2)  
Fire Control: -/-/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Up to 18 shots at fighters/shuttles per turn

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

**FORWARD BITS**  
1-6: Retro Thrust  
7-8: Pulsar Mine  
9-10: Lt Pulse Cannon  
11-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-6: Port/Stb Thrust  
7-8: Med Pulse Cannon  
9-10: Hangar  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Pulsar Mine  
9-10: Lt Pulse Cannon  
11-18: 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

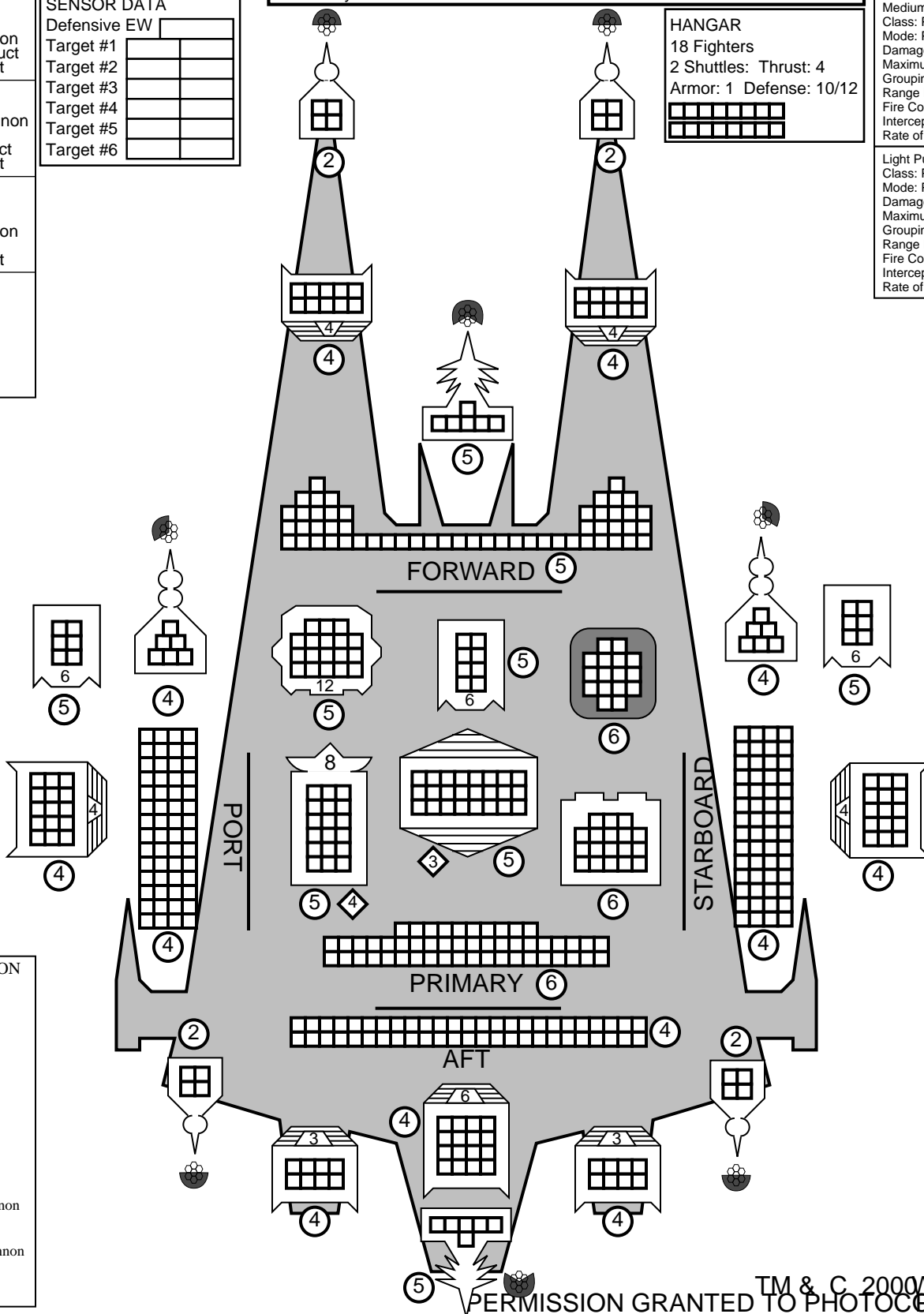
Target #6

### HANGAR

18 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Light Pulse Cannon
- Pulsar Mine