



# Narn T'Var Class Battlecruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 16
In Service: 2253	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 2+2 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 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Medium Laser Cannon Class: Laser Mode: 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
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
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 HITS
1-5: Retro Thrust
6-8: Ion Torpedo
9-10: Twin Array
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Hvy Laser Cannon
7-8: Hvy Pulse Cannon
9-10: Med Laser Cannon
11-12: Lt. Pulse Cannon
13-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-10: Twin Array
11-12: Lt Pulse Cannon
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10: Jump Engine
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

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

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

