



Narn G'Vrahn Fast Cruiser

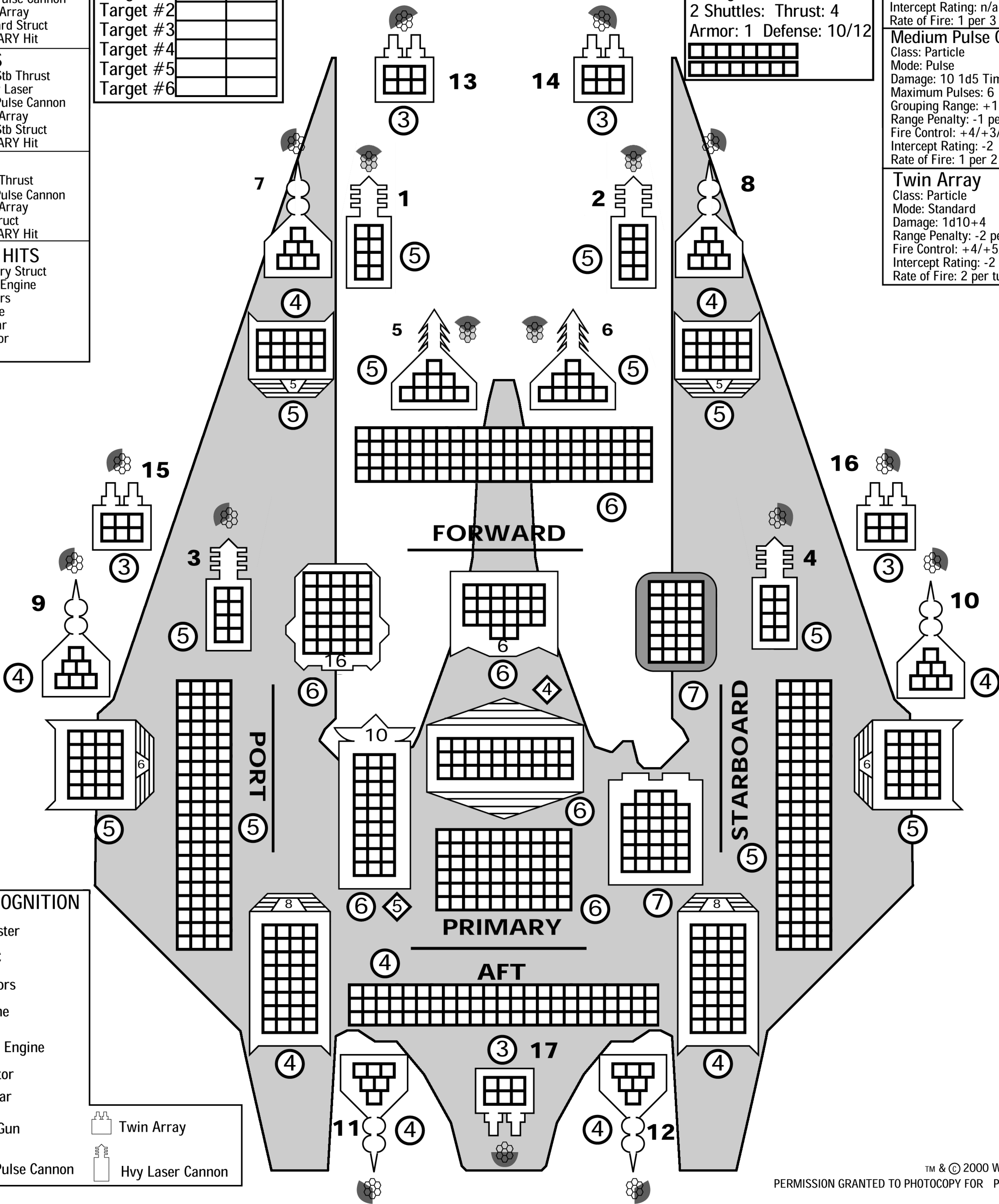
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16
In Service: 2266	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 1100	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
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
Mag Gun Class: Plasma Modes: Flash Damage: 8d10+10 Range Penalty: -1 per hex Fire Control: +6/+2/- Intercept Rating: n/a Rate of Fire: 1 per 3 turns
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
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 HITS 1-3: Retro Thrust 4-5: Heavy Laser 6: Mag Gun 7-8: Med Pulse Cannon 9: Twin Array 10-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-6: Heavy Laser 7-8: Med Pulse Cannon 9-10: Twin Array 11-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-7: Main Thrust 8-9: Med Pulse Cannon 10-11: Twin Array 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

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
	Mag Gun
	Twin Array
	Med Pulse Cannon
	Hvy Laser Cannon