

# G'Karith Variant (Uncommon)

Version 2: 2E

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Narn G'Var Scout Cruiser

### SPECS

Class: Capital Ship  
In Service: 2270  
Point Value: 775  
Ramming Factor: 270  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 2/3 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

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

**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 Array

Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +4/+4/+5  
Intercept Rating: -2  
Rate of Fire: 2 per turn

### FORWARD HITS

1-7: Retro Thrust  
8-10: Lt Pulse Cannon Array  
11-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-5: Port/Stb Thrust  
6-9: Med Pulse Cannon  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-7: Main Thrust  
8-10: Lt Pulse Cannon Array  
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

### SPECIAL NOTES

ELINT Ship

Limited Deployment (33%)

### SENSOR DATA

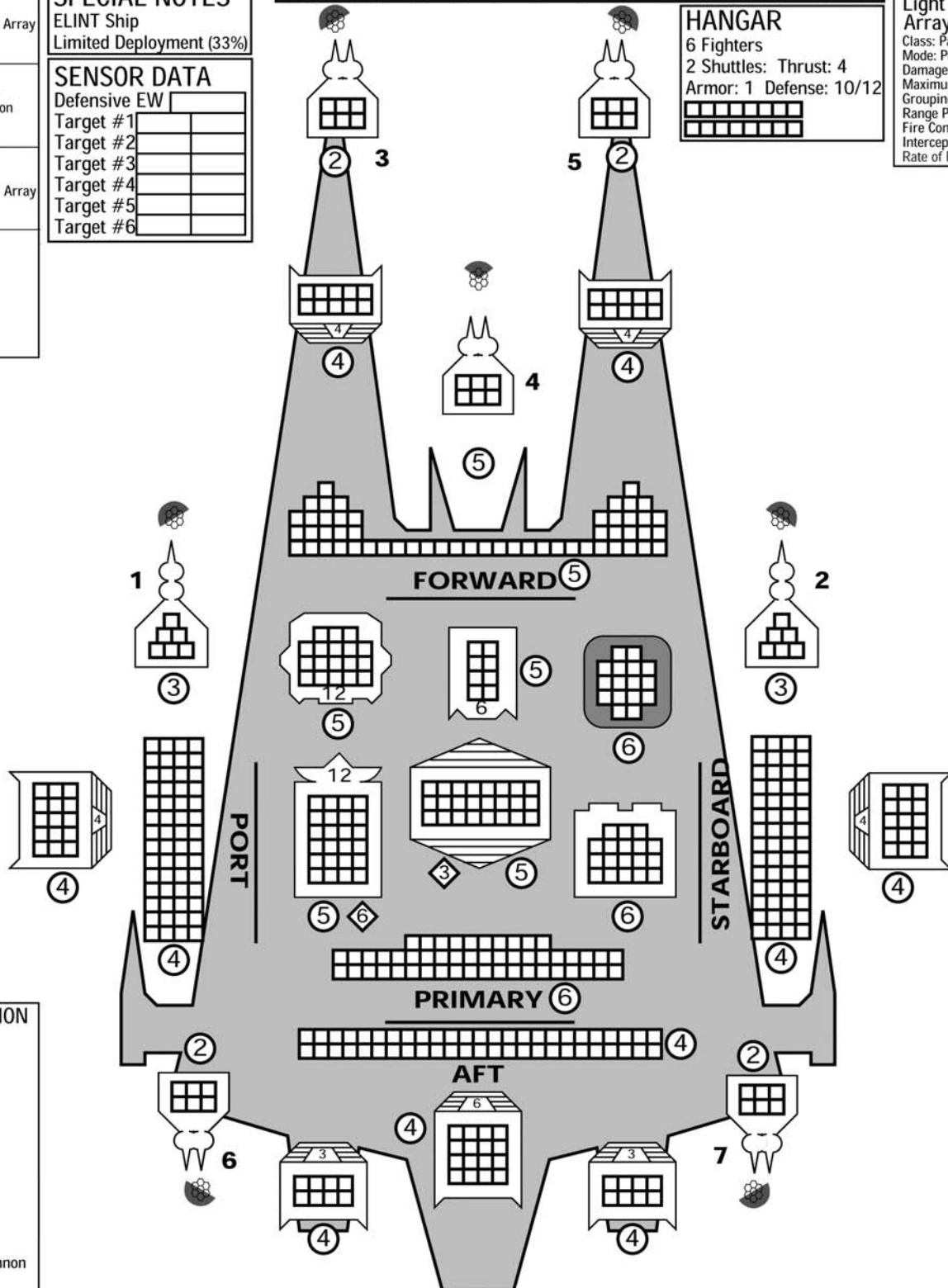
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

### HANGAR

6 Fighters  
2 Shuttles: Thrust: 4

Armor: 1	Defense: 10/12
----------	----------------



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Lt Pulse Cannon Array