

# Narn Bor'gan Long Range Explorer

## SPECS

Class: Enormous Unit  
In Service: 2256  
Point Value: 1400  
Ramming Factor: 760  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 2 x Speed  
Turn Delay: 2 x Speed  
Accel/Decel Cost: 8 Thrust  
Pivot Cost: N/A  
Roll Cost: 5+5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 21  
Engine Efficiency: 6/1  
Extra Power: 0  
Initiative Bonus: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

## SIDE HANGARS

6 Assault Shuttles (each)  
1 Shuttle (each): Thrust: 4  
Armor: 1 Defense: 10/12



## PRIMARY HANGAR

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



## WEAPON DATA

**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

1-3: Retro Thrust  
4-5: Hvy Pulse Cannon  
6-8: Twin Array  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stbd Thrust  
5: Port/Stbd Hangar  
6: Ion Torpedo  
7-8: Medium Laser  
9-10: Cargo  
11-18: Port Struct  
19-20: PRIMARY Hit

## AFT HITS

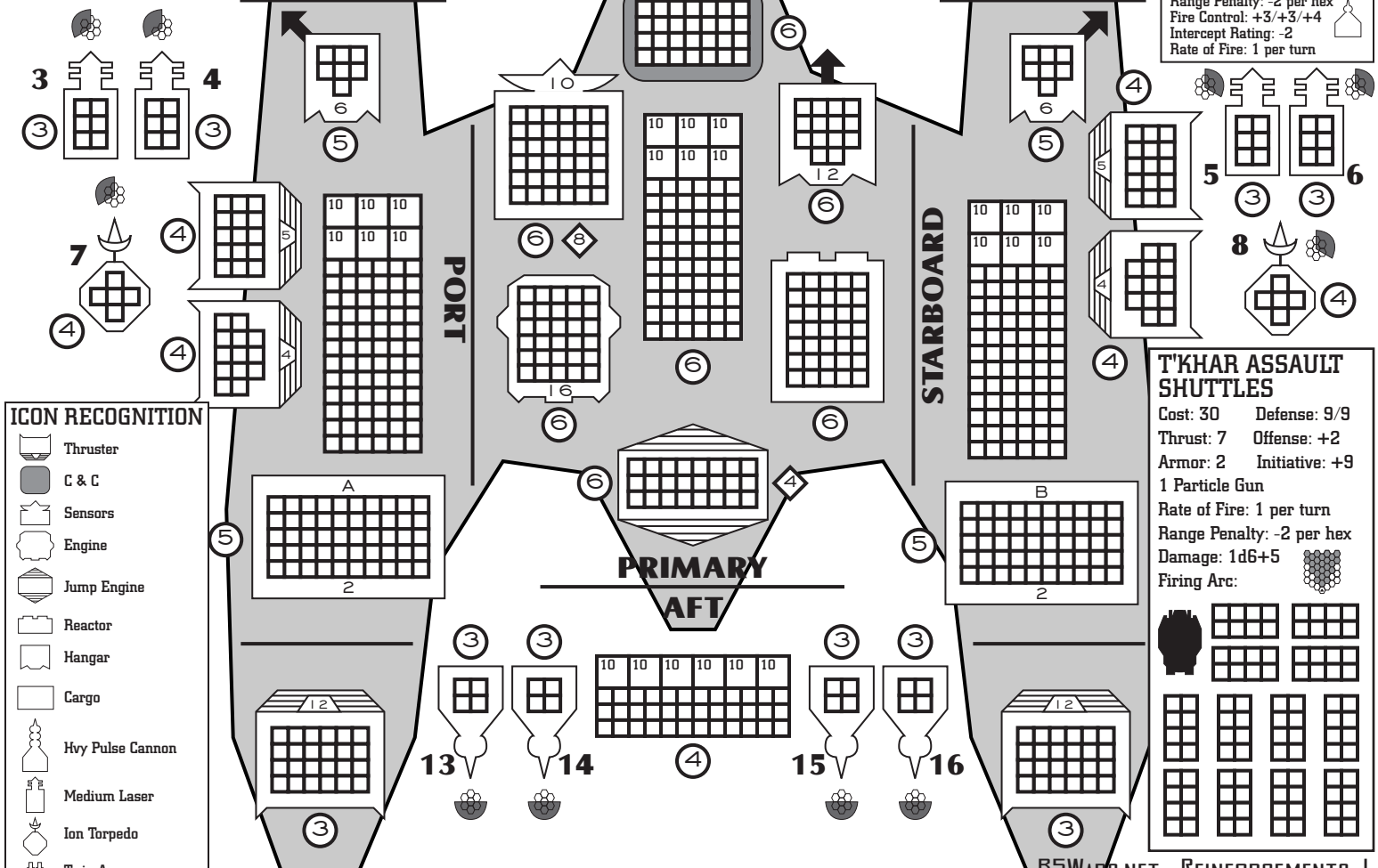
1-5: Main Thrust  
6-7: Lt Pulse Cannon  
8-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Primary Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Restricted Deployment (10%)  
ELINT Ship



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Hvy Pulse Cannon
- Medium Laser
- Ion Torpedo
- Twin Array
- Lt Pulse Cannon

## T'KHAR ASSAULT SHUTTLES

Cost: 30 Defense: 9/9  
Thrust: 7 Offense: +2  
Armor: 2 Initiative: +9  
1 Particle Gun  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+5  
Firing Arc:

