

Narn G'Tir Gunboats (4)

SPECS

Class: Lt Combat Vsl
 In Service: 2247
 Point Value: 225 each
 Ramming Factor: 25
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
 Stb/Port Defense: 10
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

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

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

HIT LOCATIONS

1-10: Structure
 11-12: Med Pulse Cannon
 13-15: Lt Pulse Cannon
 16-17: Drive
 18-19: Reactor
 20: Control

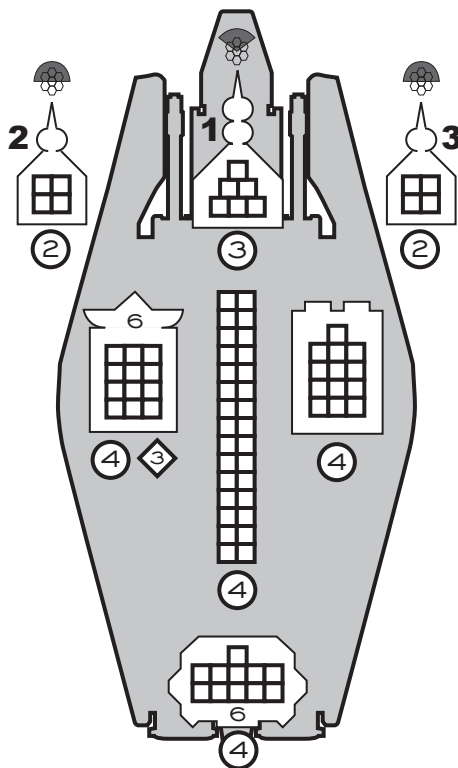
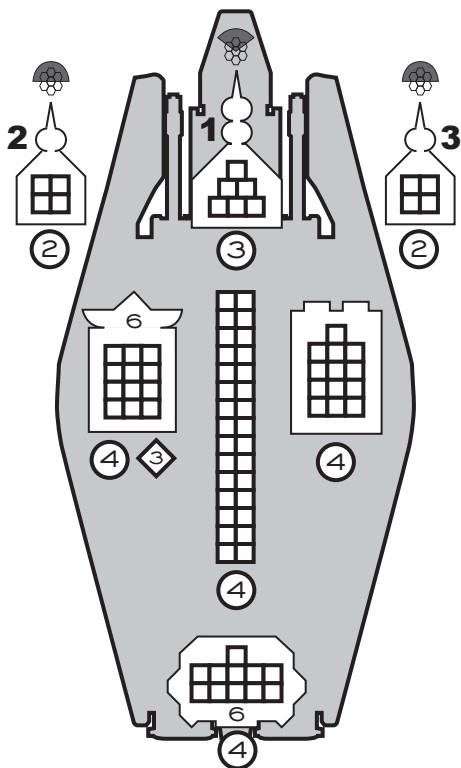
SPECIAL NOTES

Agile Ships
 Atmospheric Capable

SENSOR DATA

Defensive EW

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



SENSOR DATA

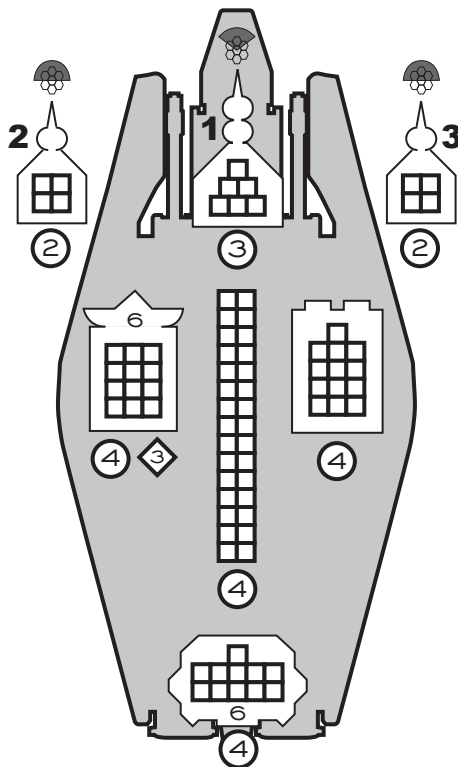
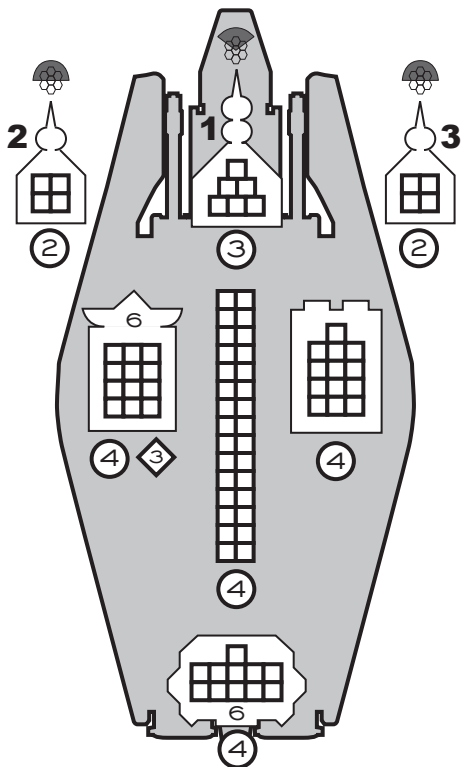
Defensive EW

Target #1		
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Defensive EW

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Target #6		

ICON RECOGNITION

- Control
- Drive
- Reactor
- Med Pulse Cannon
- Light Pulse Cannon