



Rev: 1.0

Narn G'Neth Carrier

SPECS

Classification: Capital Ship
In Service: 2246
Point Value: ???
Ramming Factor: 330
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3
Pivot Cost: 2+2 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Pulsar Mine
Class: Particle
Mode: Pulse (Special)
Damage: 8
Range Penalty: None (max 2)
Fire Control: -/-/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 18 shots at fighters/shuttles per turn

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

Energy Mine
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See Rules.

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

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

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-3: Retro Thrust
5-6: Pulsar Mine
7-8: Energy Mine
9-10: Twin Array
11: Hangar
12: Lt. Pulse Cannon
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thruster
4-5: Twin Array
6-8: Lt. Pulse Cannon
9-10: Ion Torpedo
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Twin Array
9: Pulsar Mine
10-11: Lt. Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Drive
10-11: Sensor
12-13: Engine
14-17: Hangar
18-19: Reactor
20: C & C

HANGAR

48 Fighters
8 Shuttles
Armor: 1
Thrust: 4
Defense: 10/12

