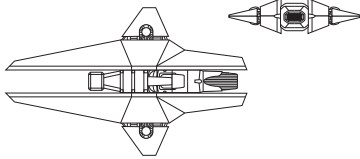


Narn Var'Not Support Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2265	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 500??	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 190	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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

FORWARD HITS
1-5: Retro Thrust
6-8: Hvy Pulse Cannon
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Starboard Thrust
5-7: Ion Torpedo
8-9: Twin Array
10-18: Starboard Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Lt Pulse Cannon
10-18: Aft Struct
19-20: PRIMARY Hit

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

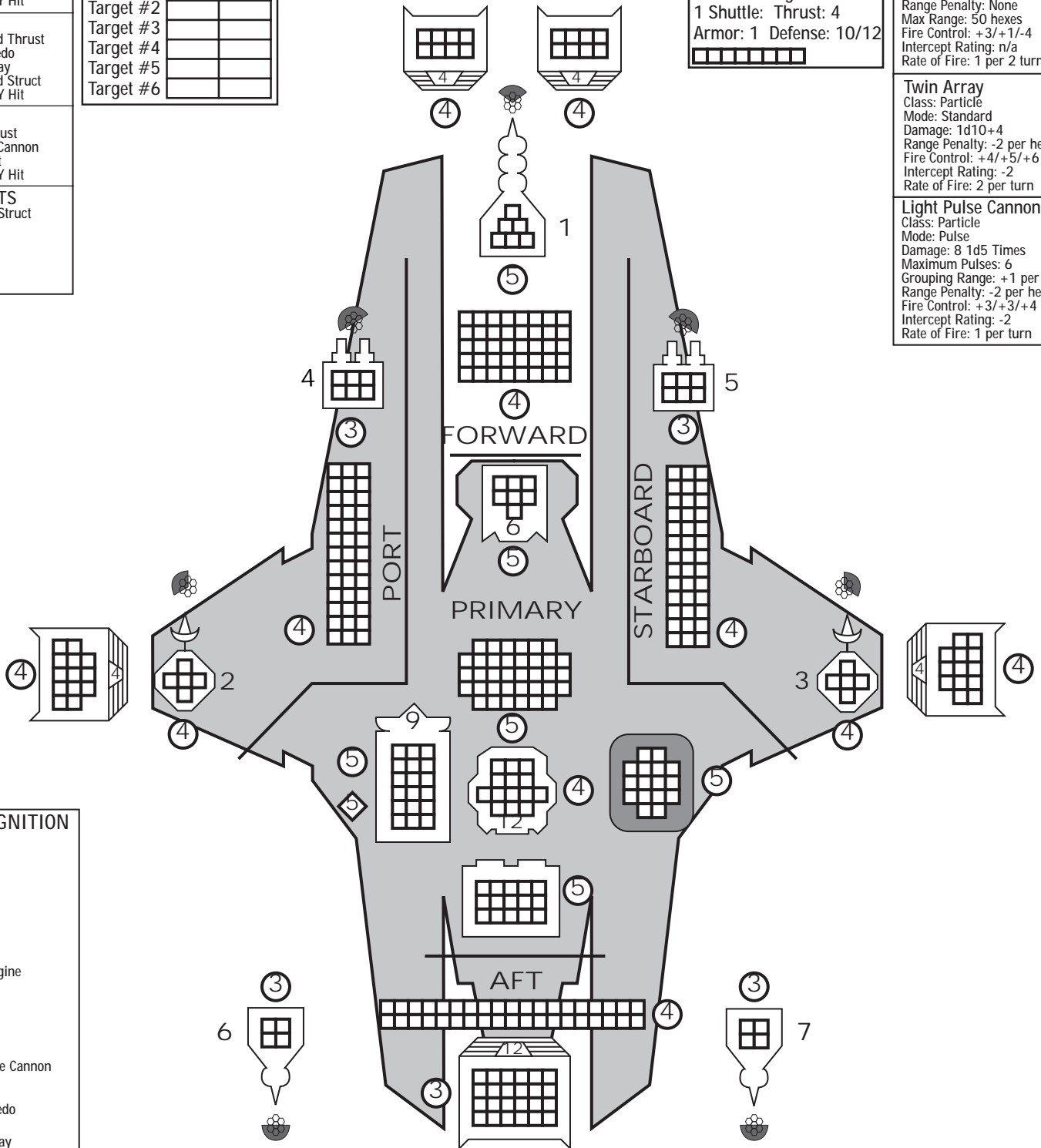
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
6 Medium Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 10/12

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Hvy Pulse Cannon
	Ion Torpedo
	Twin Array
	Lt Pulse Cannon