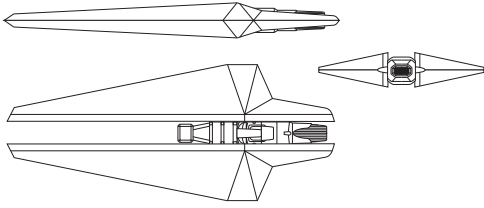


Narn Var'Tro Gunship



| SPECS | MANEUVERING | COMBAT STATS |
|---------------------|----------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 2/3 Speed | Fwd/Aft Defense: 15 |
| In Service: 2267 | Turn Delay: 2/3 Speed | Stb/Port Defense: 14 |
| Point Value: 625?? | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 250 | Pivot Cost: 2+2 Thrust | Extra Power: 0 |
| Jump Delay: N/A | Roll Cost: 2+2 Thrust | Initiative Bonus: 0 |
| 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 | |
|-------------------------------|--|
| Heavy Laser Cannon | |
| Class: Laser | |
| Modes: R, S | |
| Damage: 4d10+20 | |
| Range Penalty: -1 per 3 hexes | |
| Fire Control: +3/+2/-4 | |
| Intercept Rating: n/a | |
| Rate of Fire: 1 per 4 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 | |
| Twin Array | |
| Class: Partical | |
| Mode: Standard | |
| Damage: 1d10+4 | |
| Range Penalty: -2 per hex | |
| Fire Control: +4/+5/+6 | |
| Intercept Rating: -2 | |
| Rate of Fire: 2 per turn | |

| FORWARD HITS |
|----------------------|
| 1-5: Retro Thrust |
| 6-8: Heavy Laser |
| 9-18: Forward Struct |
| 19-20: PRIMARY Hit |

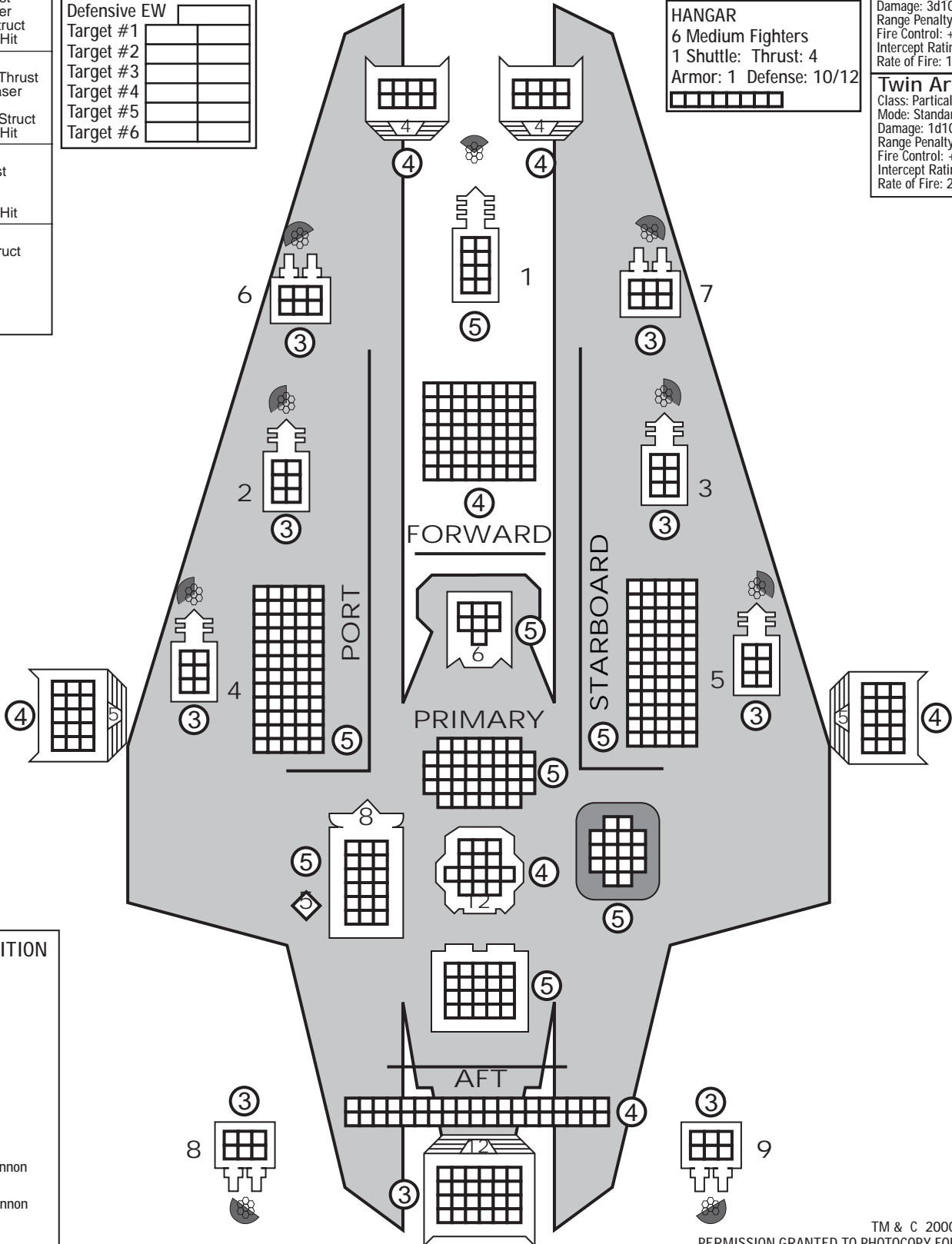
| SIDE HITS |
|-------------------------|
| 1-4: Starboard Thrust |
| 5-7: Medium Laser |
| 8-9: Twin Array |
| 10-18: Starboard Struct |
| 19-20: PRIMARY Hit |

| AFT HITS |
|--------------------|
| 1-6: Main Thrust |
| 7-9: Twin Array |
| 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 |
| |



| ICON RECOGNITION | |
|------------------|------------------|
| | Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Hvy Laser Cannon |
| | Med Laser Cannon |
| | Twin Array |