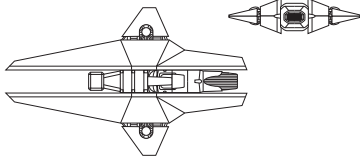


Narn Var'Nit Escort Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2267	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: +2
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

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

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

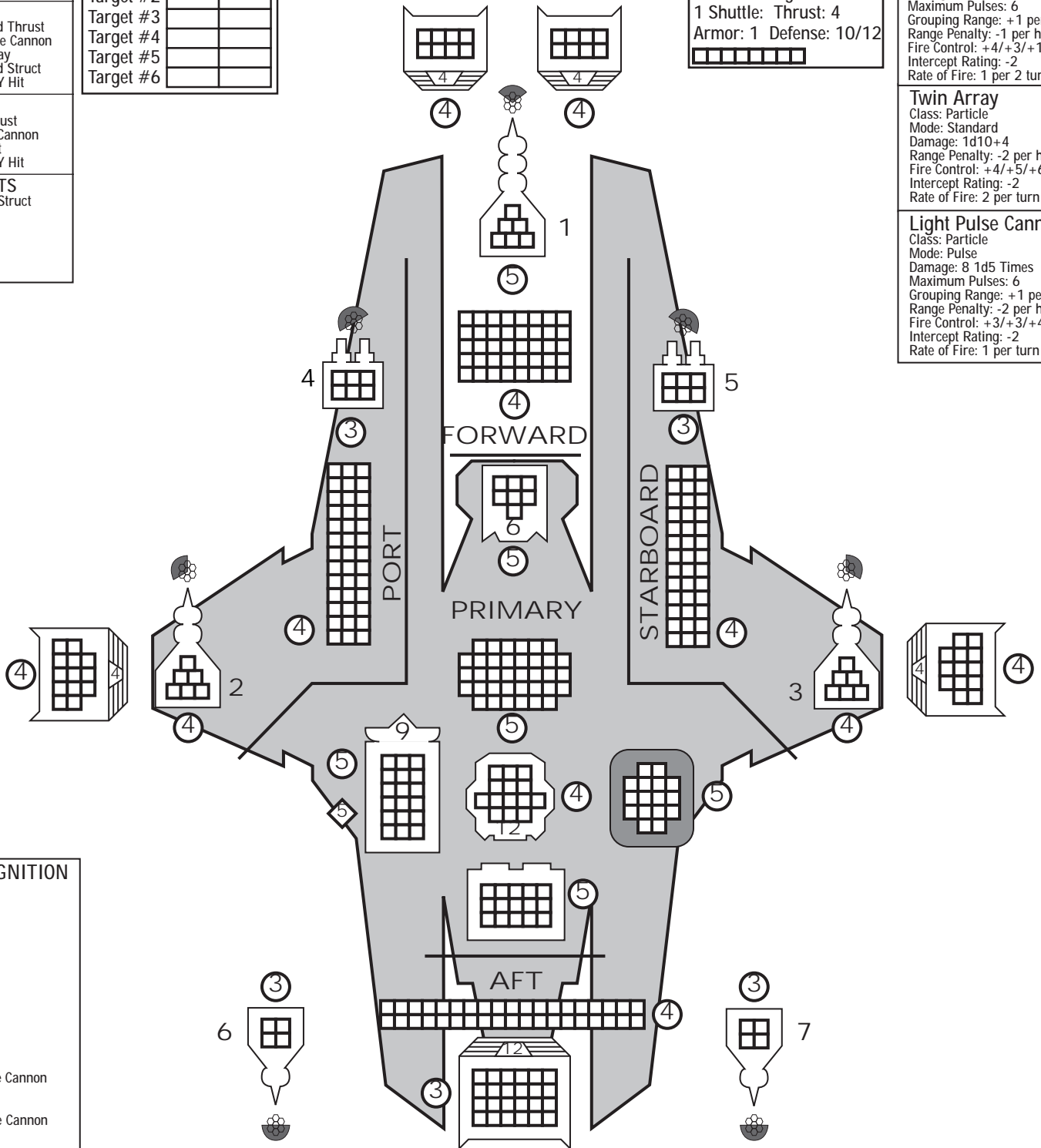
SIDE HITS
1-4: Starboard Thrust
5-7: Med Pulse Cannon
8-9: Twin Array
10-18: Starboard Struct
19-20: PRIMARY Hit

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Pulse Cannon
- Med Pulse Cannon
- Twin Array
- Lt Pulse Cannon