



# Narn G'Var Minesweeper

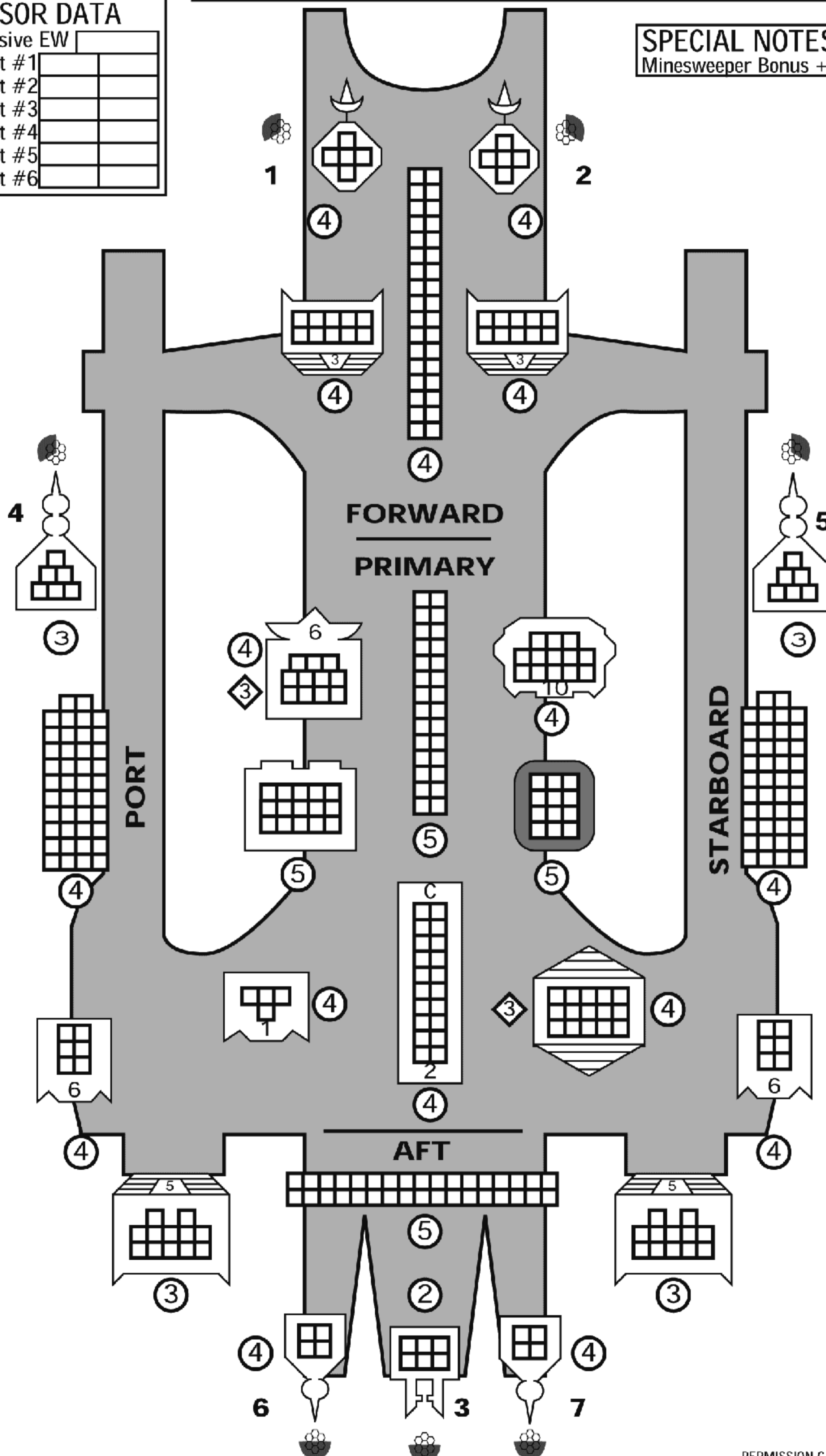
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2252	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 585	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 32 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
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Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
<b>Burst Beam</b>	Class: Electromagnetic Mode: Standard Damage: None Range Penalty: -2 per hex Fire Control: +2/+2/+4 Intercept Rating: n/a Rate of Fire: 1 per turn <i>Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.</i>
<b>Light Pulse Cannon</b>	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
<b>Medium Pulse Cannon</b>	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
<b>Ion Torpedo</b>	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

<b>FORWARD HITS</b>
1-8: Retro Thrust
9-11: Ion Torpedo
12-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-5: Port/Stb Thrust
6-8: Med Pulse Cannon
9-12: Side Hangar
13-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-9: Lt Pulse Cannon
10-11: Burst Beam
12-18: Aft Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-6: Primary Struct
7-8: Cargo
9-11: Jump Engine
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	

**SPECIAL NOTES**  
Minesweeper Bonus +4



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Med Pulse Cannon
	Ion Torpedo
	Burst Beam
	Lt Pulse Cannon

MAIN HANGAR	
0 Fighters	
4 Shuttles: Thrust: 4	
Armor: 1 Defense: 10/12	

SIDE HANGARS	
0 Fighters	
6 Minesweeping Shuttles:	
Offense: +4 Thrust: 4	
Armor: 0 Defense: 8/9	