Narn Regime | 2240+

Sho'Kos-class Patrol Cutter

Turns: 2/45° Hull: 4
Speed: 12 Troops: 1
Special: Dodge 5

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Sho'Kos-class Patrol Cutter

Weapon	Arc	Range	AD	Special
Medium Pulse Cannon	F	6	2	
Burst Beam	F	4	2	Beam, Precise
Light Pulse Cannon	T	4	4	Weak

Damage: 12 / 3

Crew: 10 / 3

Narn Regime | 2243+

Sho'Kov-class Torpedo Cutter

Turns: 2/45° Hull: 4
Speed: 12 Troops: 1
Special: Dodge 5

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Sho'Kov-class Torpedo Cutter

Weapon	Arc	Range	AD	Special
Ion Torpedo	F	20	1	Precise, Super AP
Light Pulse Cannon	T	4	4	Weak

Damage: 12 / 3

Crew: 10 / 2

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