

Hurr Norek Missile Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2230
Point Value: 400
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +6

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Turn Delay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

WEAPON DATA

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-8: Missile Rack
9-11: Std Particle Beam
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-13: Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

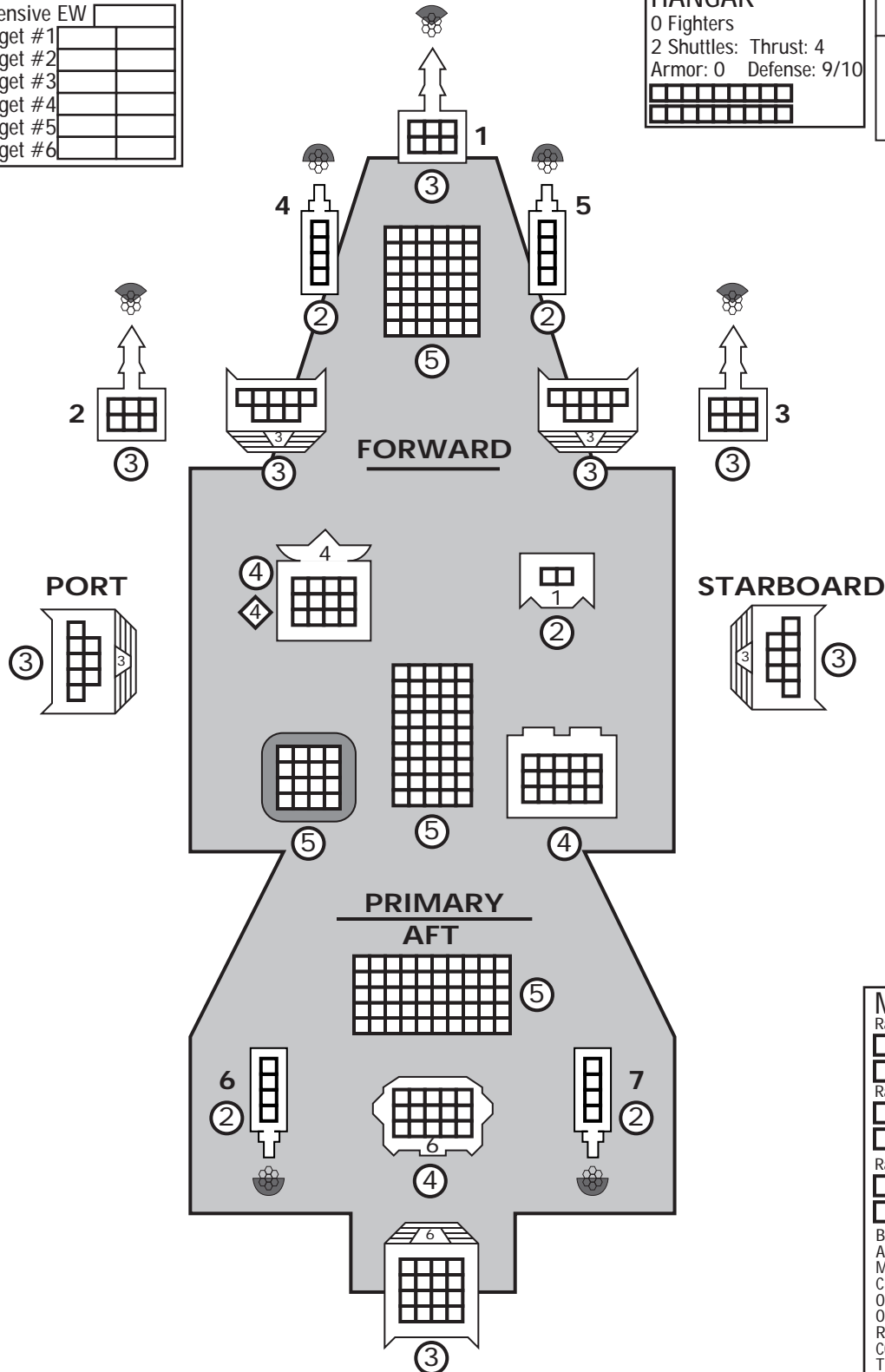
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S or Class-S0 Missile Rack
- Std Particle Beam

MISSILES

Rack #1

1 2 3 4 5 6 7 8 9 10 11 12

Rack #2

1 2 3 4 5 6 7 8 9 10 11 12

Rack #3

1 2 3 4 5 6 7 8 9 10 11 12

BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. S0-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE SHIP COST BY 9 COMBAT POINTS IF USING THIS VERSION.