

Narn T'Norr Frigate

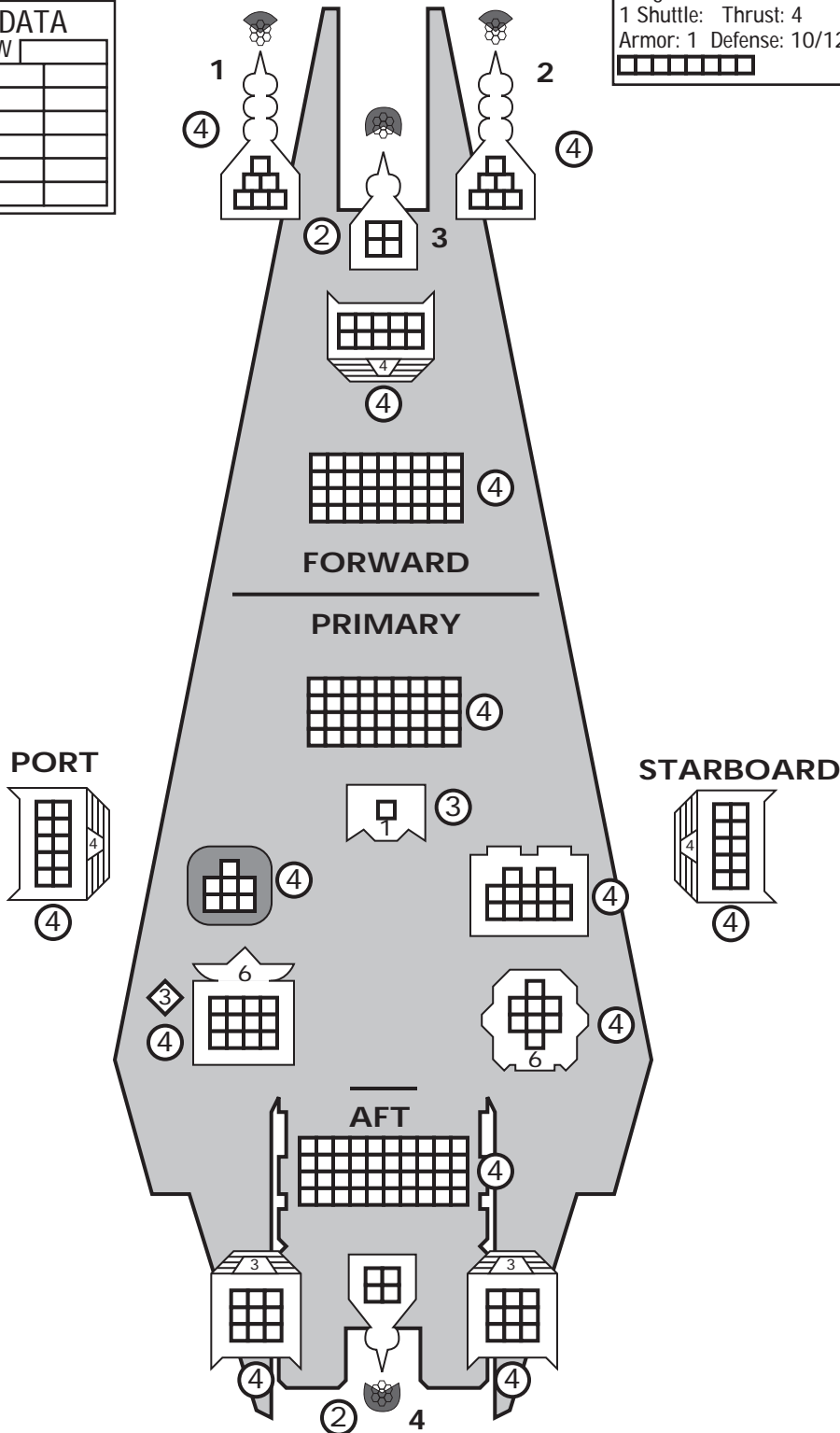
SPECS	MANEUVERING							COMBAT STATS				
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed							Fwd/Aft Defense: 10				
In Service: 2255	Turn Delay: 1/2 Speed							Stb/Port Defense: 16				
Point Value: 425	Accel/Decel Cost: 2 Thrust							Engine Efficiency: 3/1				
Ramming Factor: 120	Pivot Cost: 1+1 Thrust							Extra Power: +0				
Jump Delay: N/A	Roll Cost: 2+2 Thrust							Initiative Bonus: +6				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
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
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
1-4: Retro Thrust
5-8: Heavy Pulse Cannon
9-10: Lt Pulse Cannon
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Lt Pulse Cannon
9-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Atmospheric Capable
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Heavy Pulse Cannon
	Lt Pulse Cannon