

Narn T'Rakk Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2213
Point Value: 350
Ramming Factor: 120
Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
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 Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

HANGAR

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

FORWARD HITS

1-4: Retro Thrust
5-8: Hvy Plasma Cannon
9-10: Std Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
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

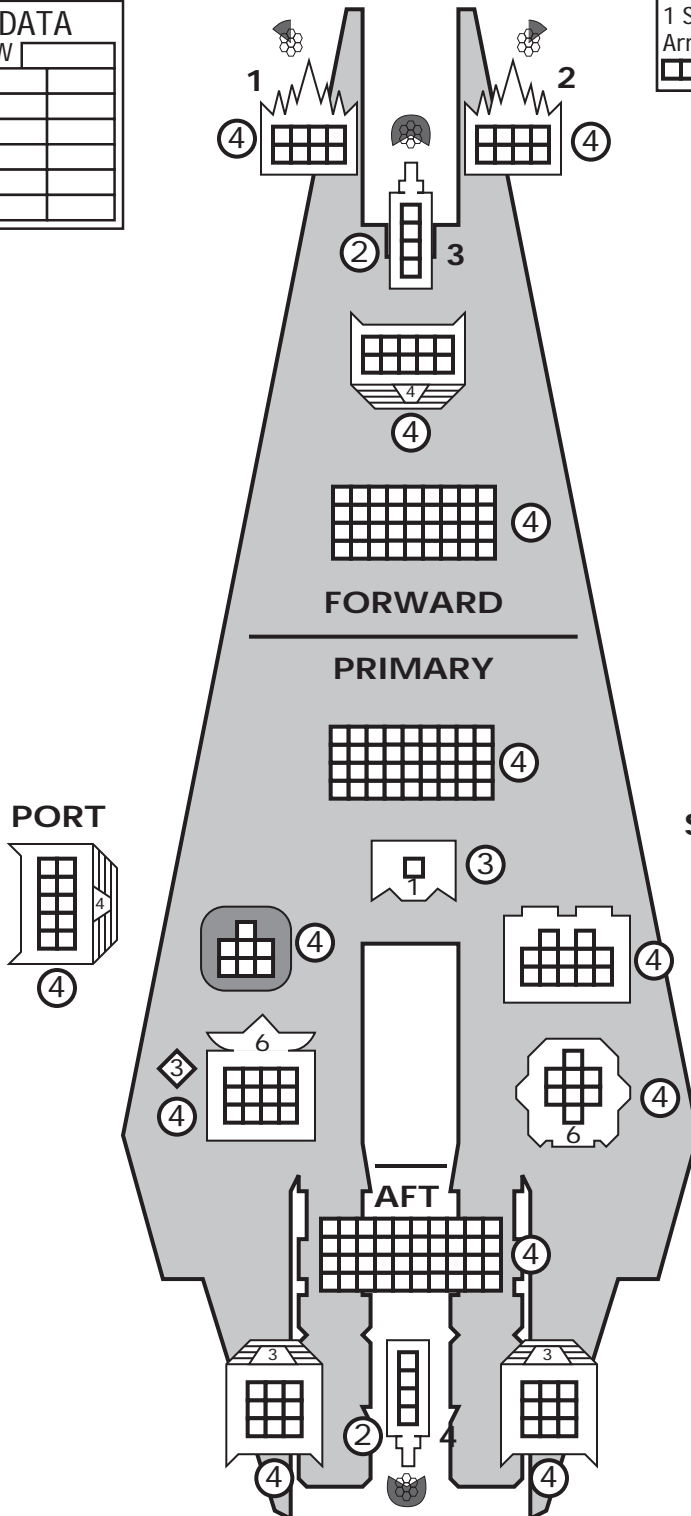
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Std Particle Beam