

Narn Thentus Frigate

SPECS

Class: Medium Ship
In Service: 2215
Point Value: 425
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +13

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

WEAPON DATA

Burst Beam

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
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-droptout on fighters. See rules.

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Interception Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Laser
9-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Array
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Burst Beam
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Laser
- Burst Beam
- Twin Array

