

Narn Dag'Nabbit Missile Frigate

SPECS

Class: Medium Ship
In Service: 2258
Point Value:
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

| 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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |



WEAPON DATA

Energy Mine
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Ion Torpedo
Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/-1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

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|---------------------|
| FORWARBITS |
| 1-4Retro Thrust |
| 5-10Energy Mine |
| 11-12Ion Torpedo |
| 13-17Structure |
| 18-20PRIMARY Hit |
| AFT HITS |
| 1-8Main Thrust |
| 9-14Structure |
| 15-20PRIMARY Hit |
| PRIMARY HITS |
| 1-8Port/Stb Thrust |
| 9-11Sensors |
| 12-14Engine |
| 15-16Hangar |
| 17-19Reactor |
| 20C & C |

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

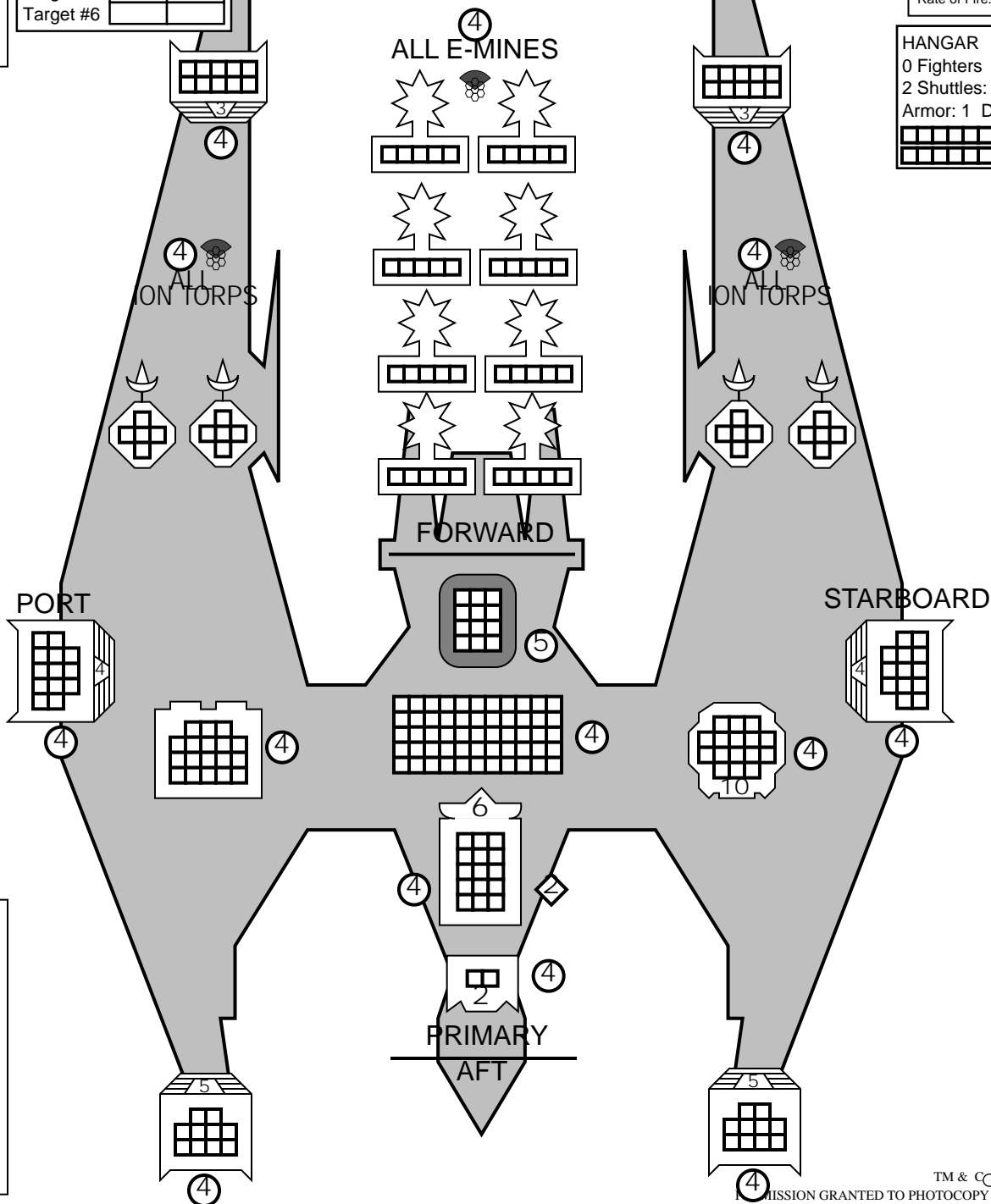
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Energy Mine
- Ion Torpedo