

## Narn Dar'Mok Class Electronic Warfare Cruiser



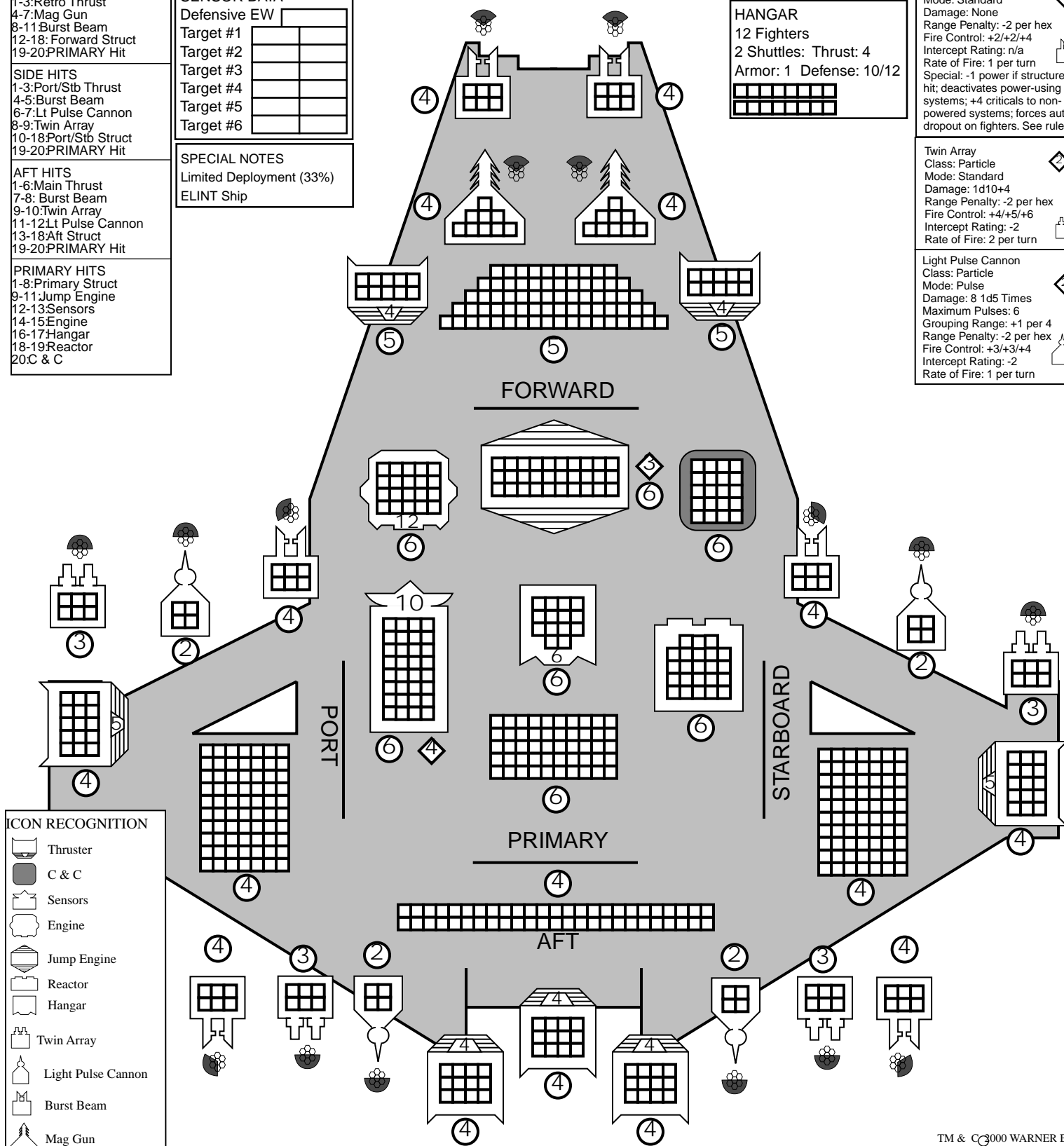
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2247	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 775	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 330	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	












WEAPON DATA	
Mag Gun	6
Class: Plasma	
Modes: Flash	
Damage: 8d10+10	
Range Penalty: -1 per hex	
Fire Control: +6/+2/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Burst Beam	4
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-dropout on fighters. See rules.	
Twin Array	2
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Light Pulse Cannon	2
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
1-3: Retro Thrust
4-7: Mag Gun
8-11: Burst Beam
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-5: Burst Beam
6-7: Lt Pulse Cannon
8-9: Twin Array
10-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Burst Beam
9-10: Twin Array
11-12: Lt Pulse Cannon
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
Limited Deployment (33%)
ELINT Ship

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Light Pulse Cannon
	Burst Beam
	Mag Gun