



Narn Mor'Nak Class Torpedo Destroyer



SPECS

Class: Capital Ship
In Service: 2251
Point Value:
Ramming Factor:
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

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

Twin Array
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

FORWARD BITS
1-5 Retro Thrust
6-8 Ion Torp
9-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-4 Port/Stb Thrust
5-7 Ion Torp
8-9 Twin Array
10-18 Port/Stb Struct
19-20 PRIMARY Hit
AFT HITS
1-10 Main Thrust
11-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY HITS
1-10 Primary Struct
11-12 Sensors
13-14 Engine
15-17 Hangar
18-19 Reactor
20 C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighter

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

