



Narn Mor'Sos Class Mine Destroyer



SPECS

Class: Capital Ship
In Service: 2253
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

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

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.

FORWARD BITS 1-5: Retro Thrust 6-8: Energy Mine 9-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-7: Energy Mine 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

10/12

