

Name: _____ Counter: _____



Narn Per'Nox Patrol Frigate

SPECS

Class: Medium Ship
In Service: 2264
Point Value:
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

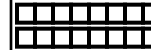
Medium Laser Cannon
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Light Pulse Cannon
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

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

HANGAR

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



FORWARD HITS
1-5:Retro Thrust
6-8:Medium Laser
9-11:Light Pulse Cannon
12-17:Structure
18-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-9:Light Pulse Cannon
10-17:Structure
18-20:PRIMARY Hit

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

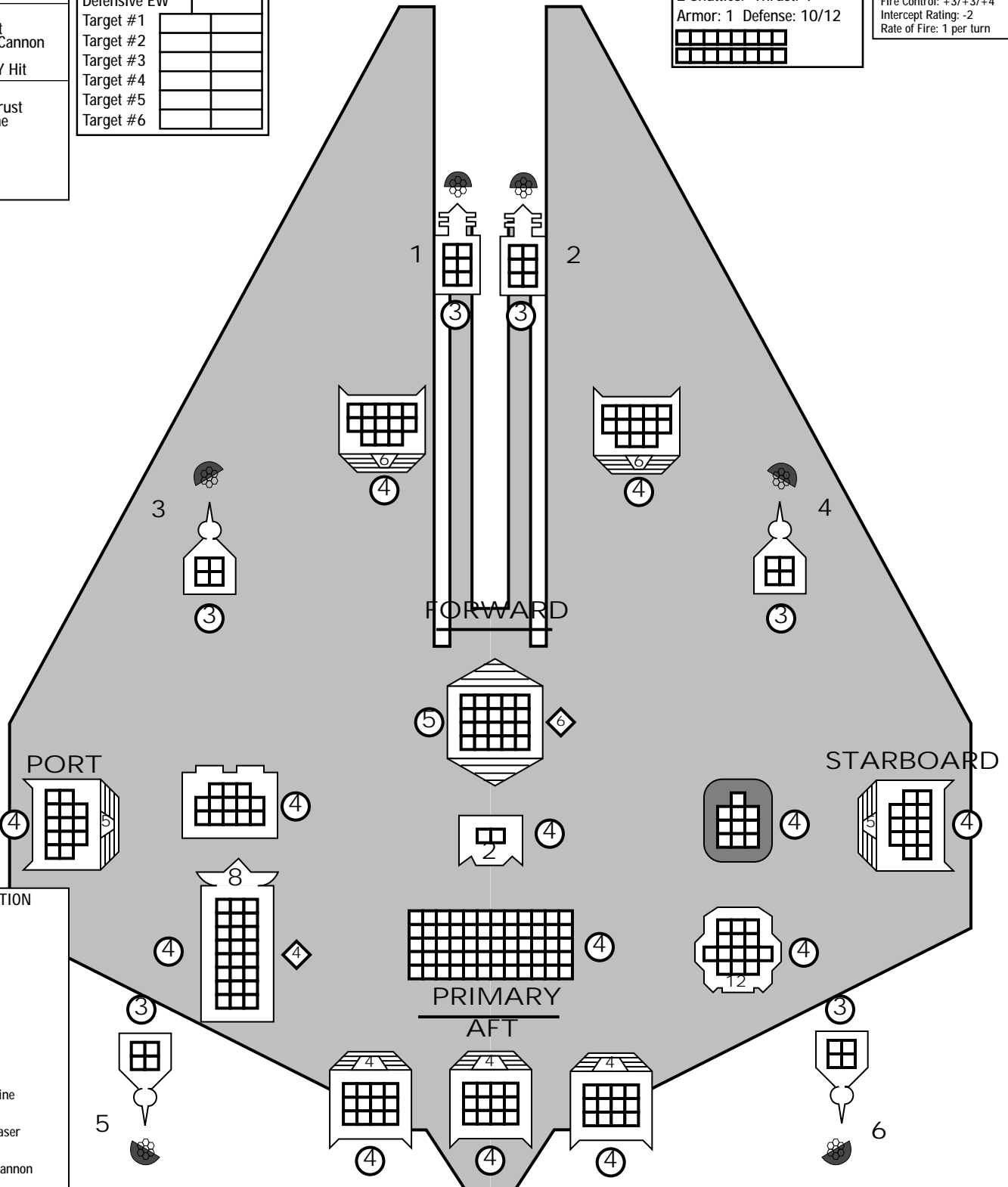
SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Medium Laser
- Lt Pulse Cannon