

Narn T'Kir Class Torpedo Cruiser

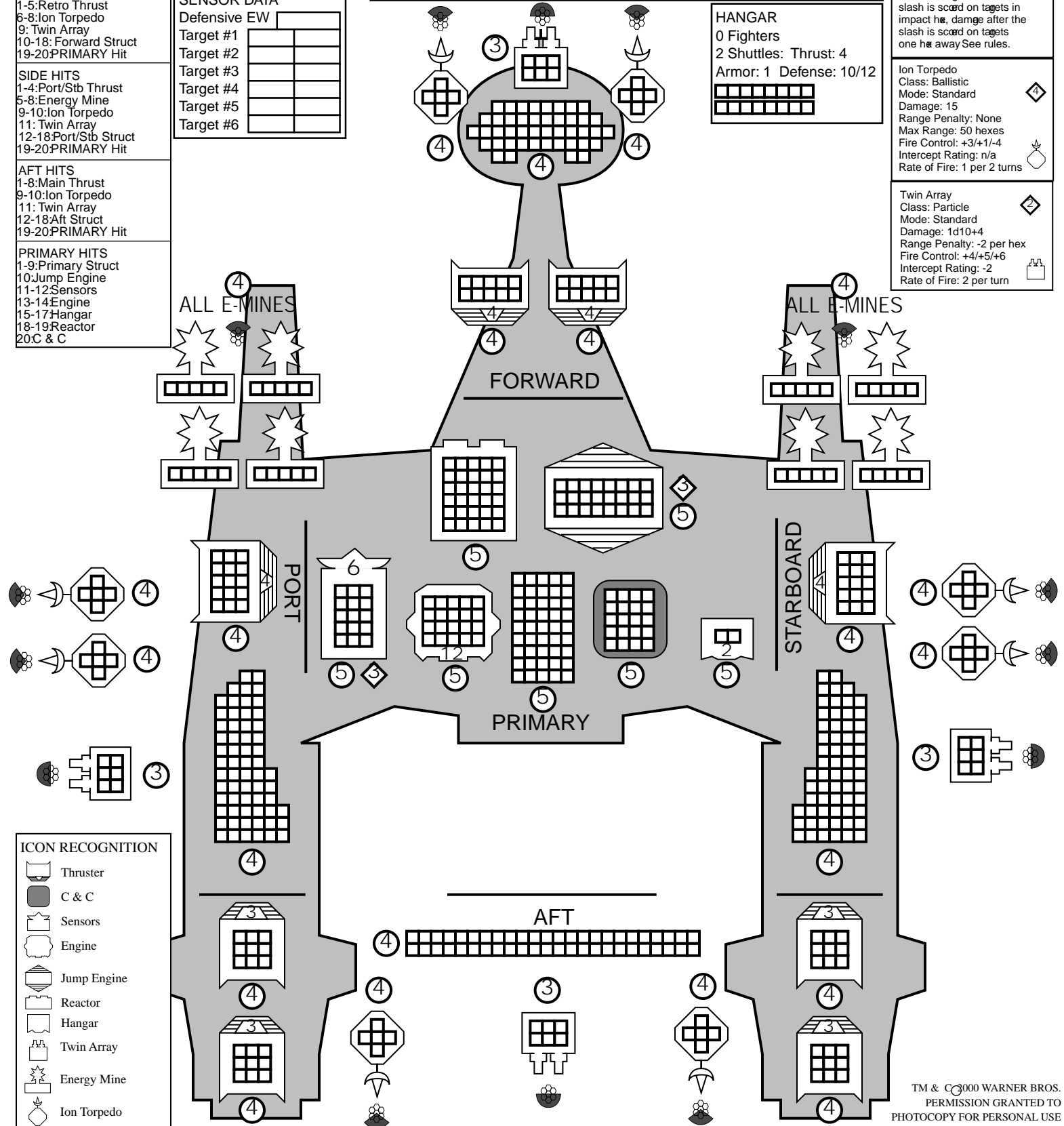
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2243	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 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 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Energy Mine	
Class: Ballistic	4
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	4
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	2
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 HITS
1-5: Retro Thrust
6-8: Ion Torpedo
9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-8: Energy Mine
9-10: Ion Torpedo
11: Twin Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-10: Ion Torpedo
11: Twin Array
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10: Jump Engine
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 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Array
Energy Mine
Ion Torpedo