

Narn Ka'Kır Torpedo Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2278
Point Value: 614
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 12
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +6

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

Ion Disruptor Torpedo

Class: Ballistic
Mode: Standard
Damage: 15-1D6 Special
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+3/---
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Special Damage Rule:

Following turn reduce targets
Sensor rating by -1D6, per
HARM missile rule.

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

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 HITS

1-4: Retro Thrust
5-7: Ion Torpedos
8: Twin Array
9-10: Lt Pulse Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Pulse Cannon
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Port/Stb Thrust
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

HANGAR

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

