

Uncommon Before 2271
Common after that

Name: _____ Counter: _____



Narn Rongoth Adv. Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2269
Point Value: 725
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING


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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +8


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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

I.Hvy Laser/Pulse Array
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken. 

I.Heavy Laser Cannon
Class: Laser
Modes: R, S(3)
Damage: 4d10+26
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

I.Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 4 turns

I.Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken. 

I.Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

I.Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Adv.Lt. Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-9: Heavy Particle Cannon
10-12: Twin Array
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Med Pulse Cannon
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

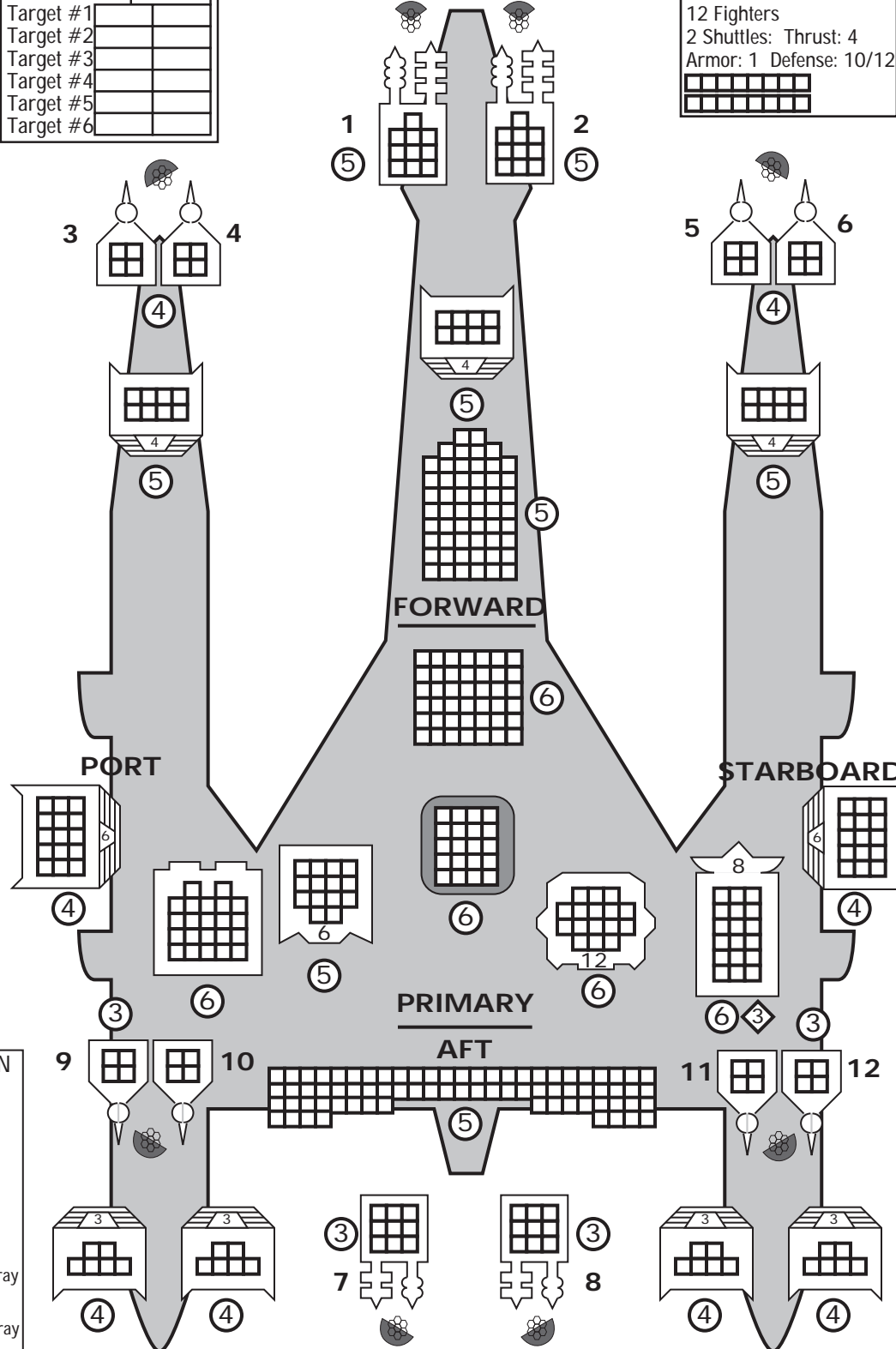
SENSOR DATA

Defensive EW










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

HANGAR

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



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Hvy Laser/Pulse Array
-  Med Laser/Pulse Array
-  Lt Pulse Cannon