

Narn Dag'Kur Bombardment Frigate

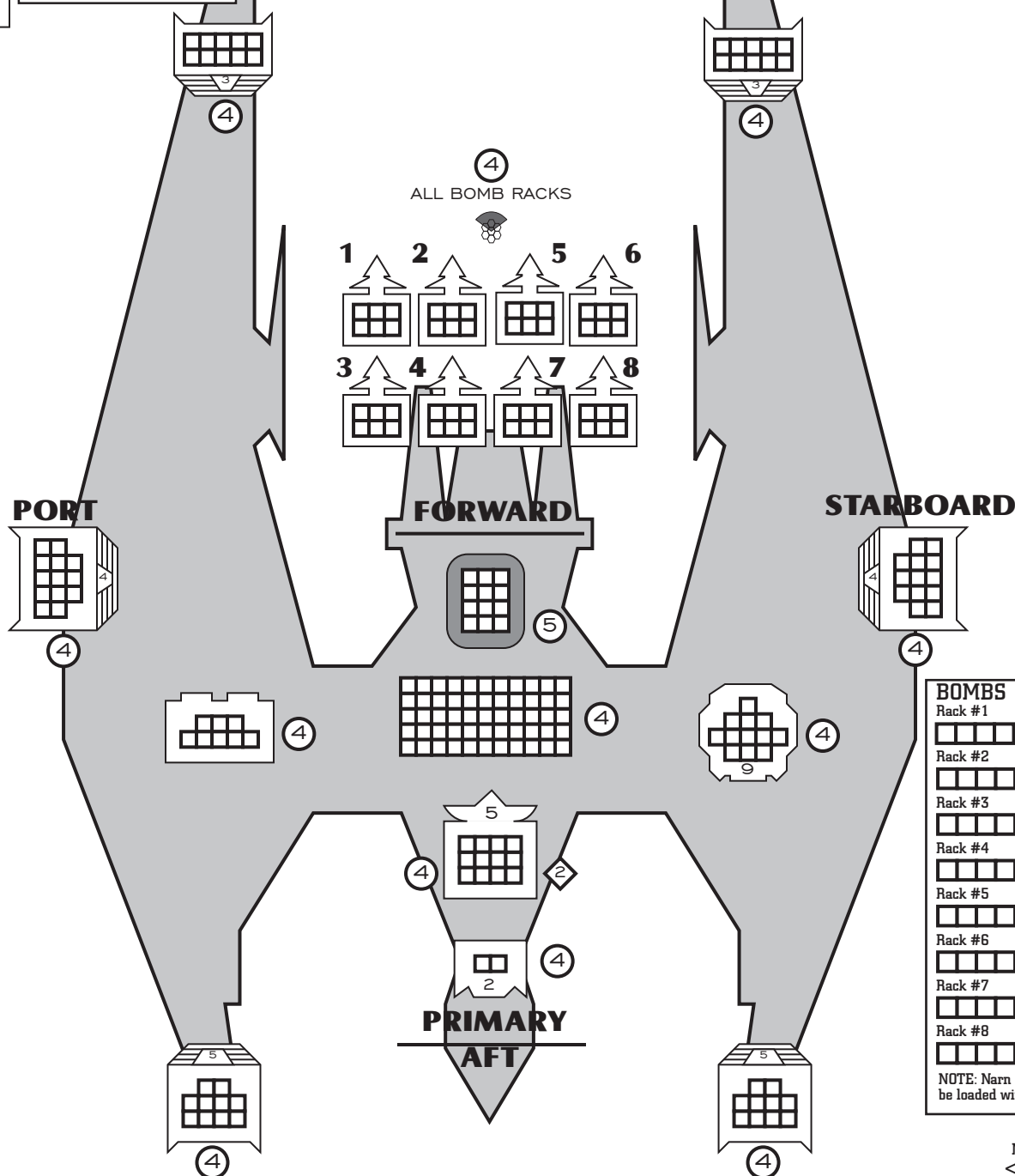
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2218	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 580	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	








WEAPON DATA
Bomb Rack
Class: Ballistic
Bombs/Missiles: 8
Range Penalty: None
Fire Control: +3/+2/+1
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-4: Retro Thrust
5-12: Bomb Rack
13-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-14: Structure
15-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)
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
	Reactor
	Hangar
	Bomb Rack

BOMBS
Rack #1
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8
NOTE: Narn Bomb racks can be loaded with Light missiles.