

# Narn Ka'Tor Early Battle Destroyer

## SPECS

Class: Hvy Combat Vsl  
In Service: 2234  
Point Value: 550  
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 Defense: 12  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +6  
Initiative Bonus: +6

## WEAPON DATA

### Imperial Laser

Class: Laser  
Modes: Raking  
Damage: 4d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### Heavy Bolter

Class: Particle  
Modes: Standard  
Damage: 24  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Scatter-Pulsar

Class: Particle  
Modes: Pulse  
Damage: 6 1d5 times  
Maximum Pulses: 6  
Pulse Grouping: +1 per 5  
Range Penalty: -2 per hex  
Fire Control: +1/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Imperial Laser  
7-8: Heavy Bolter  
9-10: Scatter Pulsar  
11-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Scatter Pulsar  
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

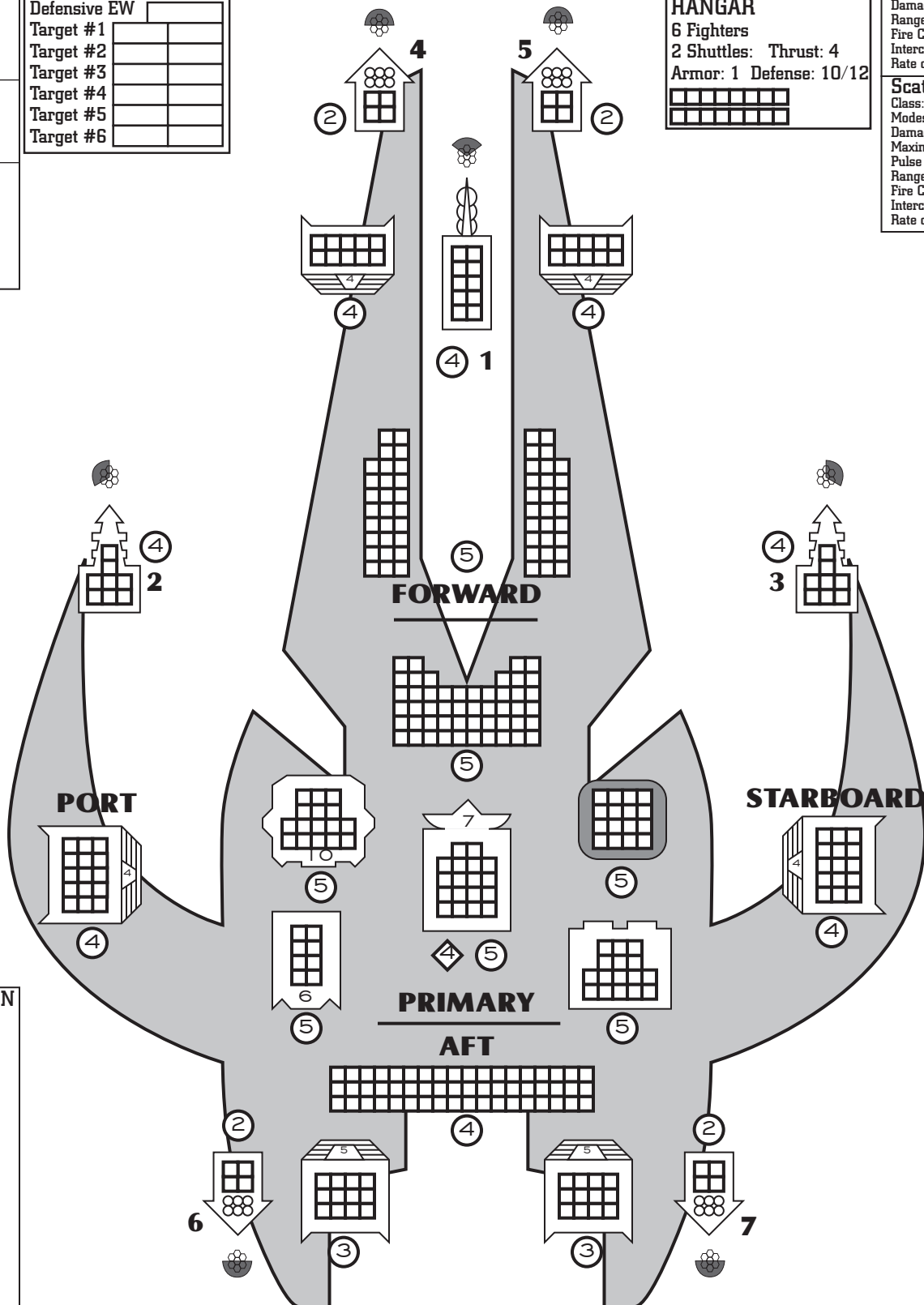
Target #6

## HANGAR

6 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Imperial Laser
- Heavy Bolter
- Scatter-Pulsar