

# Narn Na'Ston Explorer

## SPECS

Class: Capital Ship  
In Service: 2221  
Point Value: 900  
Ramming Factor: 340  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 18  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

| Speed      | 1 | 2 | 3 | 4 | 5 | 6 | 7  | 8  | 9  | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Turn Cost  | 2 | 3 | 3 | 5 | 6 | 8 | 9  | 11 | 12 | 14 | 15 | 17 |
| Turn Delay | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 |

## WEAPON DATA

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**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

1-3: Retro Thrust  
4-7: Med Plasma Cannon  
8-11: Twin Array  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-9: Twin Array  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-11: Twin Array  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Cargo  
10-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)  
ELINT Ship  
Unreliable Ship:  
Sluggish

## SENSOR DATA

Defensive EW

Target #1

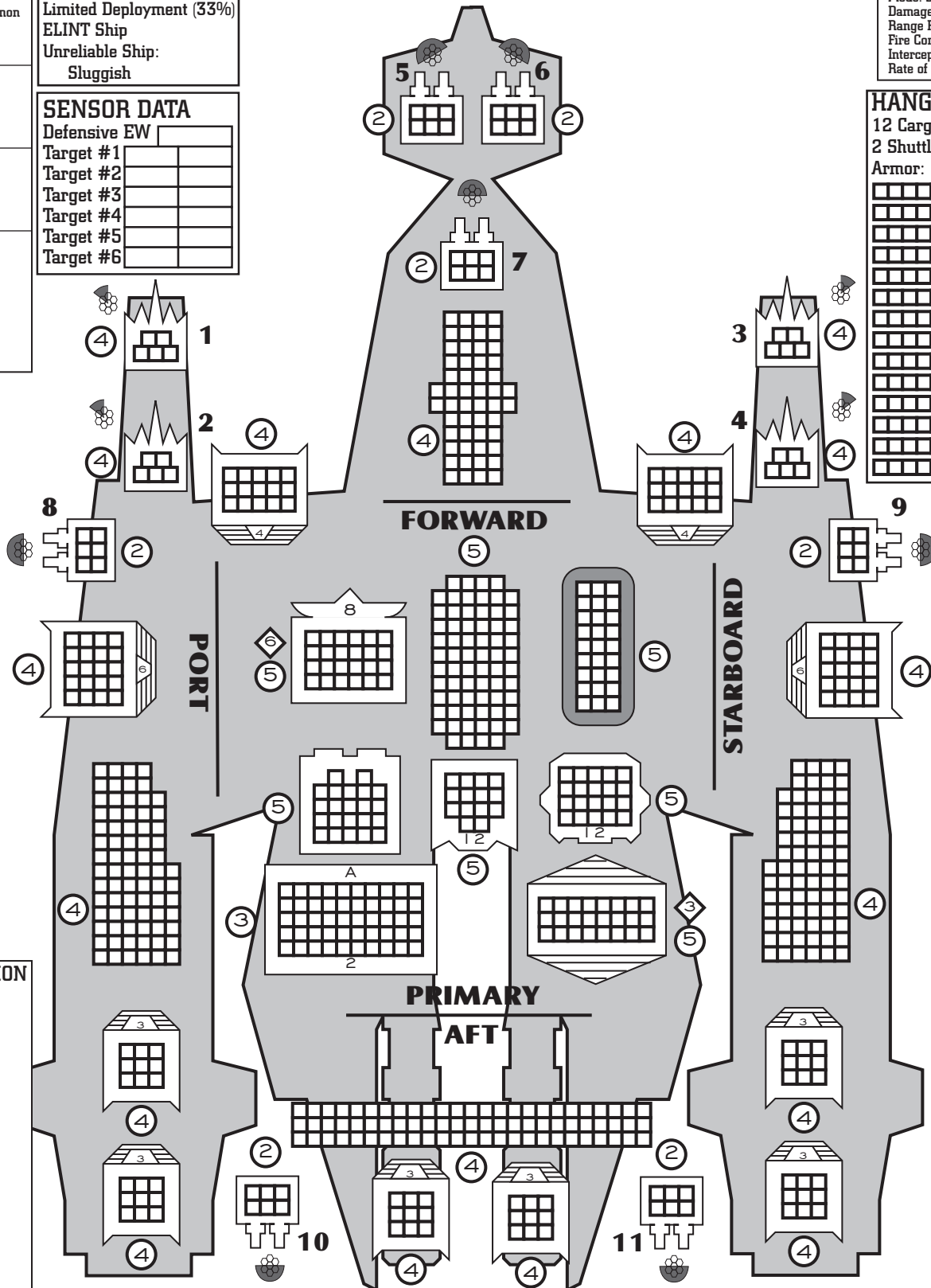
Target #2

Target #3

Target #4

Target #5

Target #6



## HANGAR

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

## ICON RECOGNITION

