Rongoth Variant (Uncommon)
Version 1.2: 2E/S10

Name: _____ Counter: _____

Narn Rongor Bolt Destroyer

SPECS
Class: Hvy Combat Vsl
In Service: 2233
Point Value: 475
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 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
Power Shortage: -2
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

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

WEAPON DATA

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

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

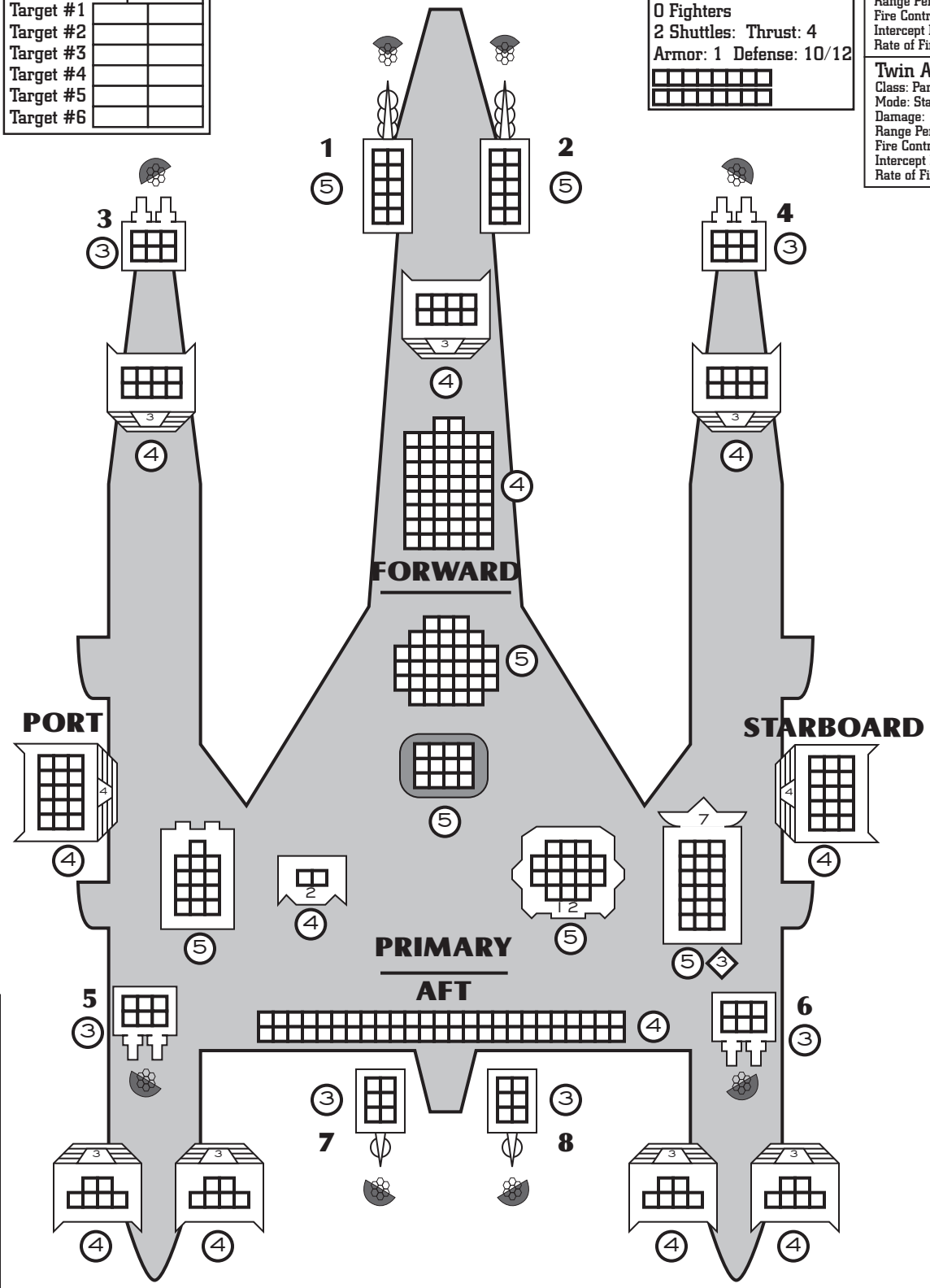
Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

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

AFT HITS
1-7: Main Thrust
8-9: Twin Array
10-11: Light Bolter
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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Heavy Bolter
Twin Array
Light Bolter

SHOWDOWNS-10
MIKE JASPERSON
<mjasp@visi.com>