

Narn T'Dirk Early OSATs (4)

SPECS

Class: OSAT
In Service: 2213
Point Value: 175 each
Ramming Factor: 20
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

PRIMARY HITS

1-9: Primary Struct
10-11: Thruster
12-13: Light Particle Beam
14-16: Missile Rack
17-18: Sensors
19-20: Reactor

SPECIAL NOTES

Missile Racks may only be loaded with Class-D Light Missiles

WEAPONS REFIT

In scenarios after 2217, replace all Class-S0 racks with Class-S racks, use grey ammo boxes, and increase CPV by 25 points each.

MISSILES

Rack #1

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Rack #2

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SENSOR DATA

Defensive EW

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

MISSILES






Rack #1

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Rack #2

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ICON RECOGNITION

-  Thruster
-  Sensors
-  Reactor
-  Missile Rack
-  Lt Particle Beam

SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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|-----------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
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MISSILES

Rack #1

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Rack #2

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SENSOR DATA

Defensive EW

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