



Narn T'Sok Heavy Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2232
Point Value: 410
Ramming Factor: 165
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 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: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

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

Energy Pulsar

Class: Particle
Modes: Pulse
Damage: 10 1d2 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 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

FORWARD HITS

1-4: Retro Thrust
5-8: Imperial Laser
9-10: Energy Pulsar
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Light Bolter
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

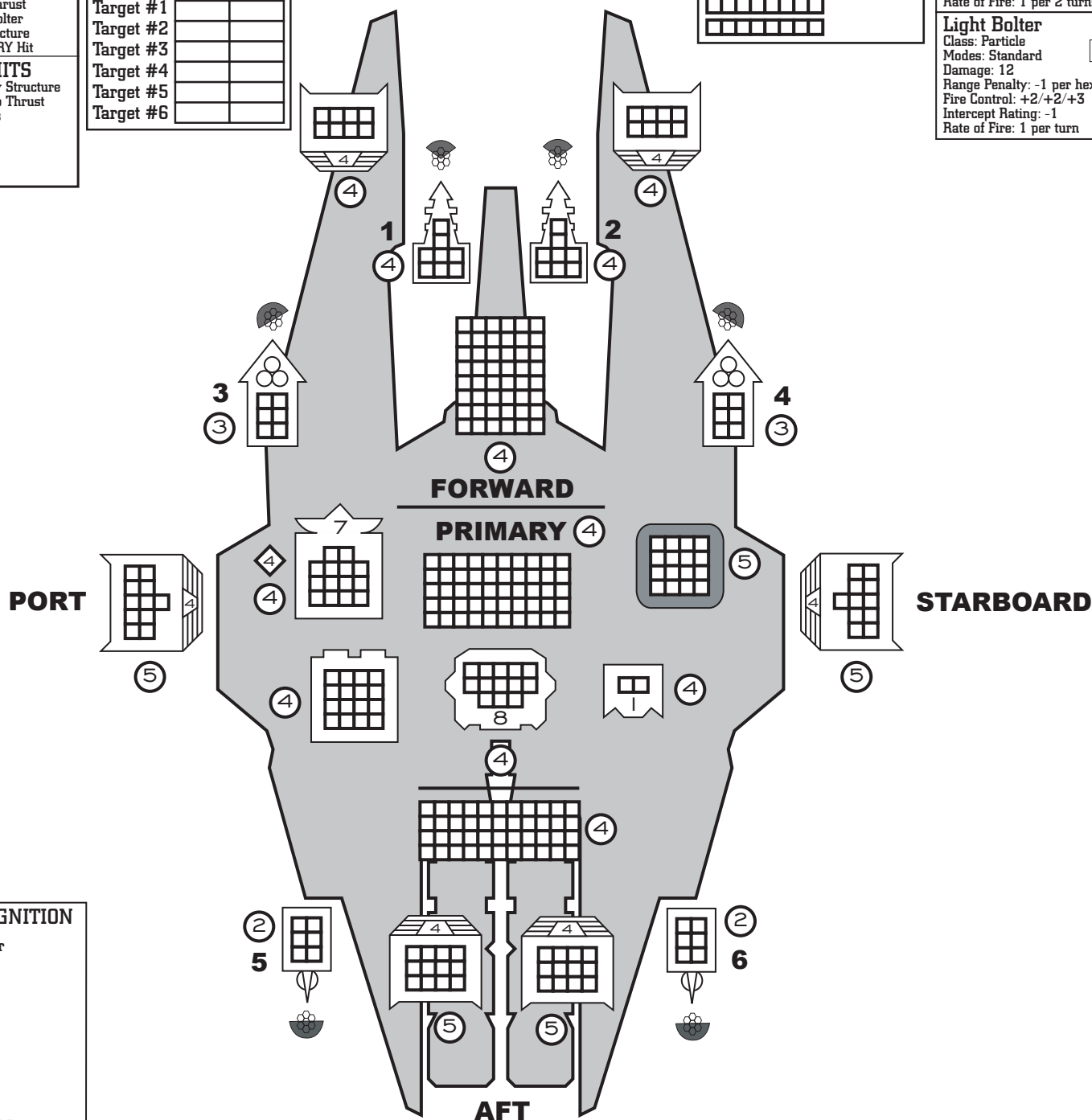
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Imperial Laser
- Energy Pulsar
- Light Bolter