

Narn Var'Noc Prototype Design

SPECS

Class: Capital Ship
In Service: 2231
Point Value: 560
Ramming Factor: 210
Jump Delay: 20 Turns

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 2 2 3 4 4 5 6 6 7 8 8

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +2

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

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
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

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

SPECIAL NOTES

Restricted 10%

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

1-5: Retro Thrust
6-8: Imperial Laser
9-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
5-7: Medium Laser
8-9: Twin Array
10-18: Port Struct
19-20: PRIMARY Hit

STARBOARD HITS

1-4: Starboard Thrust
5-7: Class SO Rack
8-9: Twin Array
10-18: Starboard Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Array
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

HANGAR

6 Medium Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 10/12

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MISSILES

Rack #1

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ICON RECOGNITION



Thruster



C & C



Sensors



Engine



Jump Engine



Reactor



Hangar



Imperial Laser



Medium Laser



Class-SO Missile Rack



Twin Array

