

Narn Dag'Quan Heavy Frigate

SPECS
 Class: Medium Ship
 In Service: 2240
 Point Value:
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING
 Turn Cost: 1/2 Speed
 Turn Delay: 1/2 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: 3/1
 Extra Power: 0
 Initiative Bonus: +12

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
Medium Laser Cannon
 Class: Laser
 Modes: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Interception Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

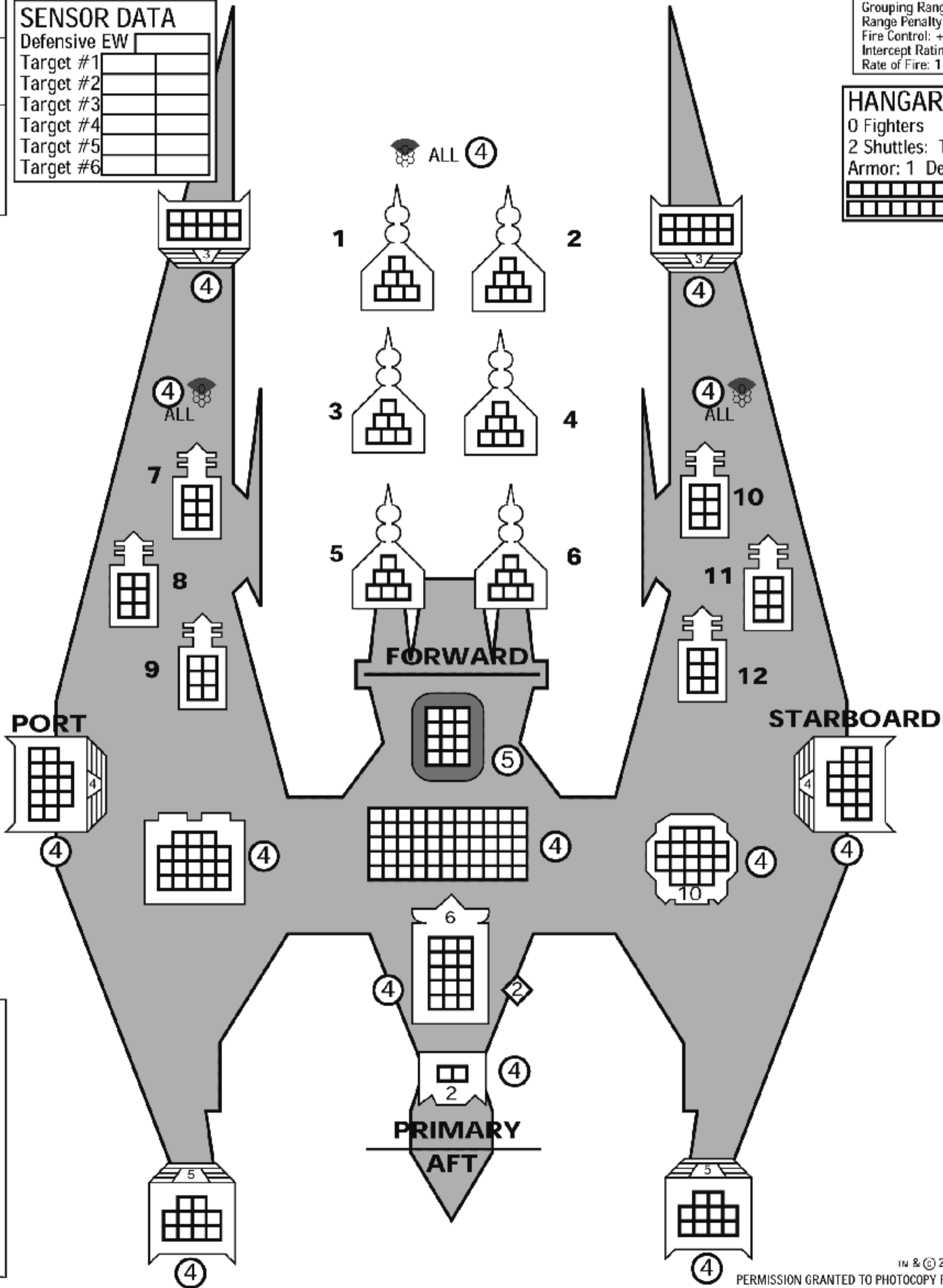
HANGAR
 0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12

- FORWARD HITS**
 1-4: Retro Thrust
 5-8: Med Pulse Cannon
 9-12: Medium Laser
 13-17: Structure
 18-20: PRIMARY Hit
- AFT HITS**
 1-8: Main Thrust
 9-14: Structure
 15-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Port/Stb Thrust
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: 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	



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Medium Laser
 - Med Pulse Cannon