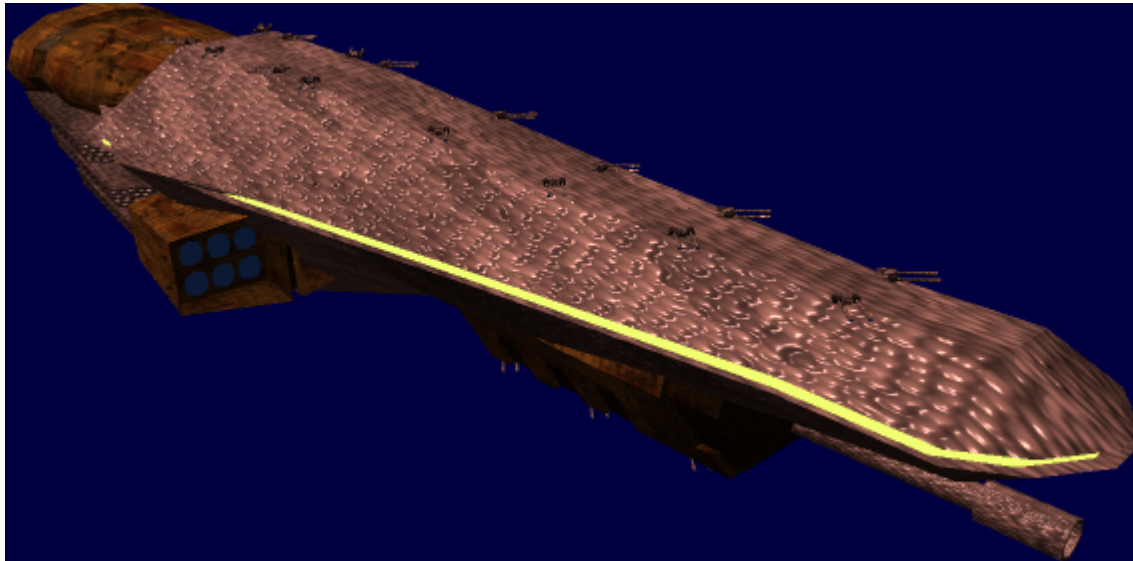


Tivurthinth-class patrol ship

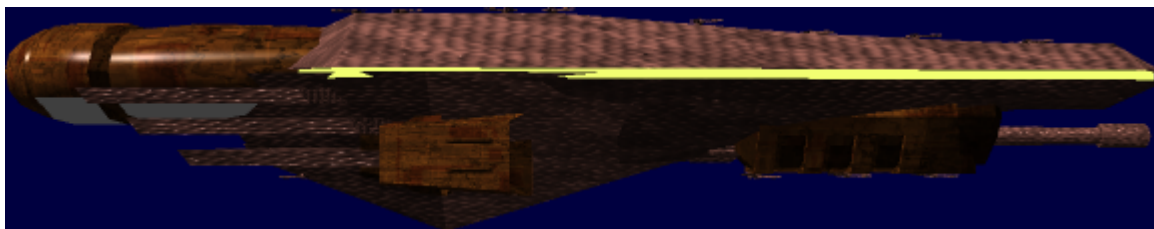
The Tivurthinth-class Patrol ship is a somewhat uncommon [NMX](#) ship that first appeared in [YE 31](#). Its primary purpose is to patrol areas which the NMX have control of, but is sometimes seen on the front lines.

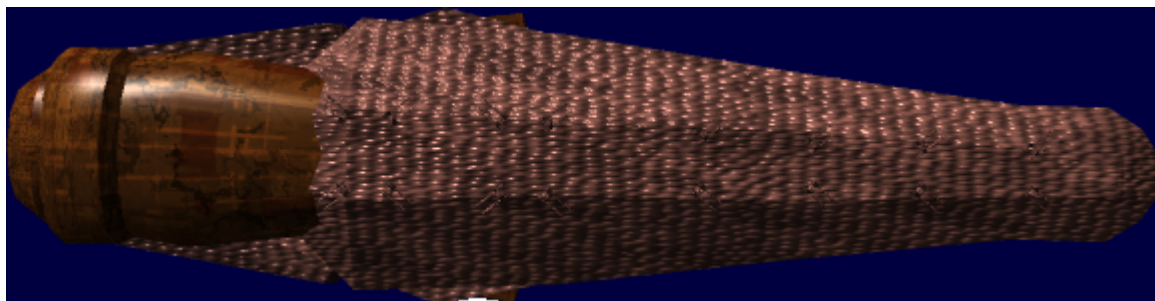


Features

- Large cannon
- EMP generators
- 12 Torpedo tubes
- 24 dual-barrel AA turrets

Appearance





Statistics and Performance

General

Class: Tivurnthinth Type: Cruiser (patrol) Designers: NMX Manufacturer: NMX Production: unknown Fielded by: [NMX](#)

Passengers

Crew: ? Maximum Capacity: ?

Dimensions

Length: 312 meters Width: 45 meters Height: 55 meters Decks: ?

Propulsion and Range

Continuum Distortion Drive: unknown Hyperspace Fold Drive: unknown Sublight Engines: .35c Range: unknown Lifespan: unknown

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 27
- Shields: 20 (Threshold 3)

Ship Systems

Armored Hull and Hull Integrated Systems

The Tivurthinth-class uses [Durandium Alloy](#) armor plating 2 meters thick, around a Nerimium frame.

Weapons Systems

- Equivalent of a [KFY W2901 Aether Beam Cannon](#): 1, DR 5
- Torpedo tubes: 12, DR variable
- anti-starship turrets: 24, DR 2
- EMP Generator: 1, DR 1, 1000 mile range, heavy shield and electronics damage.

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