

Gaim Na'chak'fa Battleship



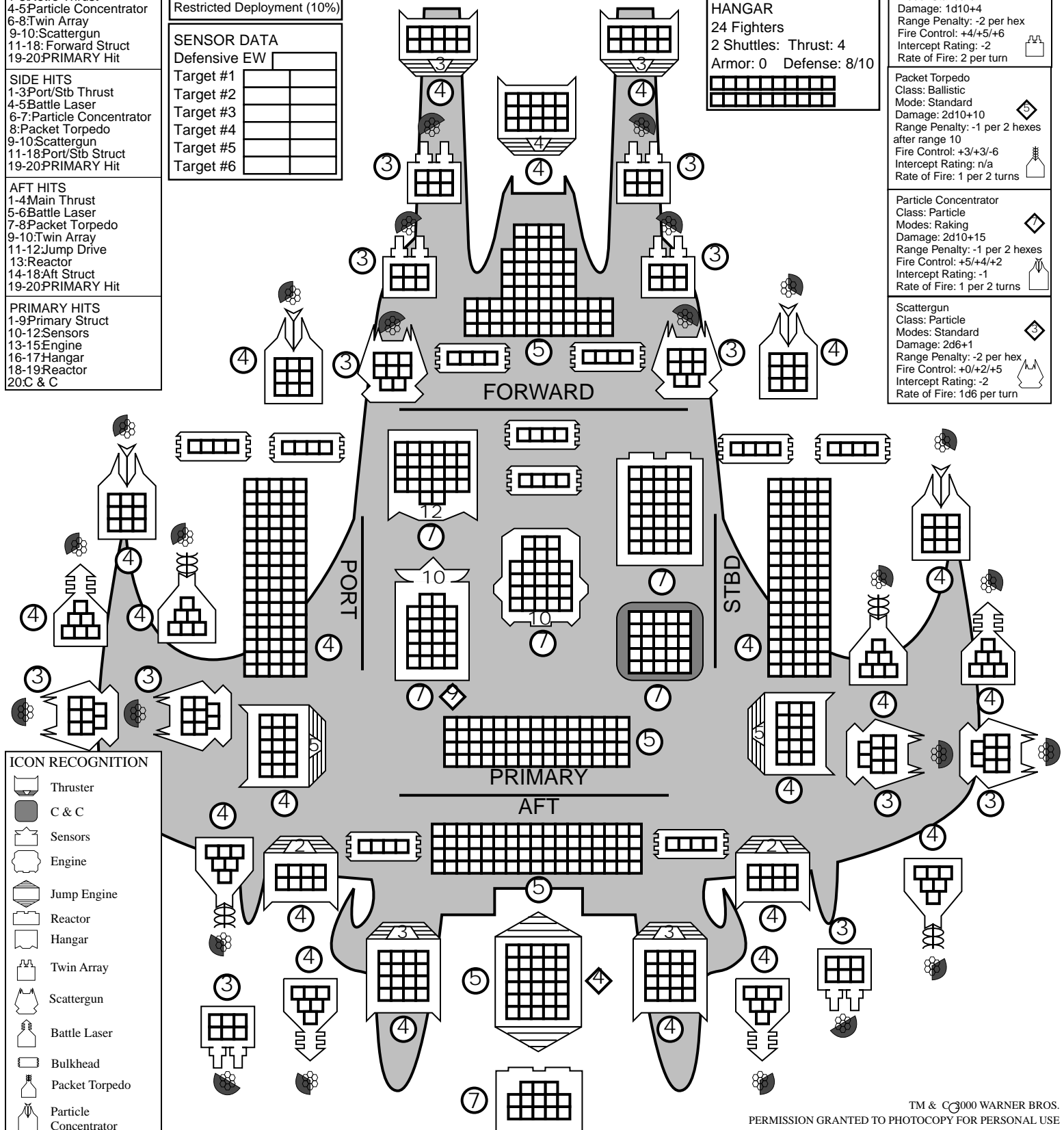
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 17
In Service: 2271	Turn Delay: 1x Speed	Stb/Port Defense: 17
Point Value: 1450	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Battle Laser Class: Laser Modes: R, P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-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
Packet Torpedo Class: Ballistic Mode: Standard Damage: 2d10+10 Range Penalty: -1 per 2 hexes after range 10 Fire Control: +3/+3/-6 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Particle Concentrator Class: Particle Modes: Raking Damage: 2d10+15 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+2 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Scattergun Class: Particle Modes: Standard Damage: 2d6+1 Range Penalty: -2 per hex Fire Control: +0/+2/+5 Intercept Rating: -2 Rate of Fire: 1d6 per turn

FORWARBITS
1-3Retro Thrust
4-5Particle Concentrator
6-8:Twin Array
9-10:Scattergun
11-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-5Battle Laser
6-7:Particle Concentrator
8:Packet Torpedo
9-10:Scattergun
11-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-4Main Thrust
5-6Battle Laser
7-8Packet Torpedo
9-10:Twin Array
11-12:Jump Drive
13:Reactor
14-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-9Primary Struct
10-12:Sensors
13-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Restricted Deployment (10%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
24 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Array
Scattergun
Battle Laser
Bulkhead
Packet Torpedo
Particle Concentrator