



Narn G'Quan Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 2245
Point Value: ?
Ramming Factor: 330
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Interception Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon
Class: Pulse
Mode: Standard
Damage: 15 1d5 Times
Maximum Pulses: 6
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Light Pulse Cannon
Class: Pulse
Mode: Standard
Damage: 8 1d5 Times
Maximum Pulses: 6
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Interception Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-3: Retro Thrust
4-7: Heavy Laser
8-11: Heavy Pulse Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Lt Pulse Cannon
8-9: Twin Array
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

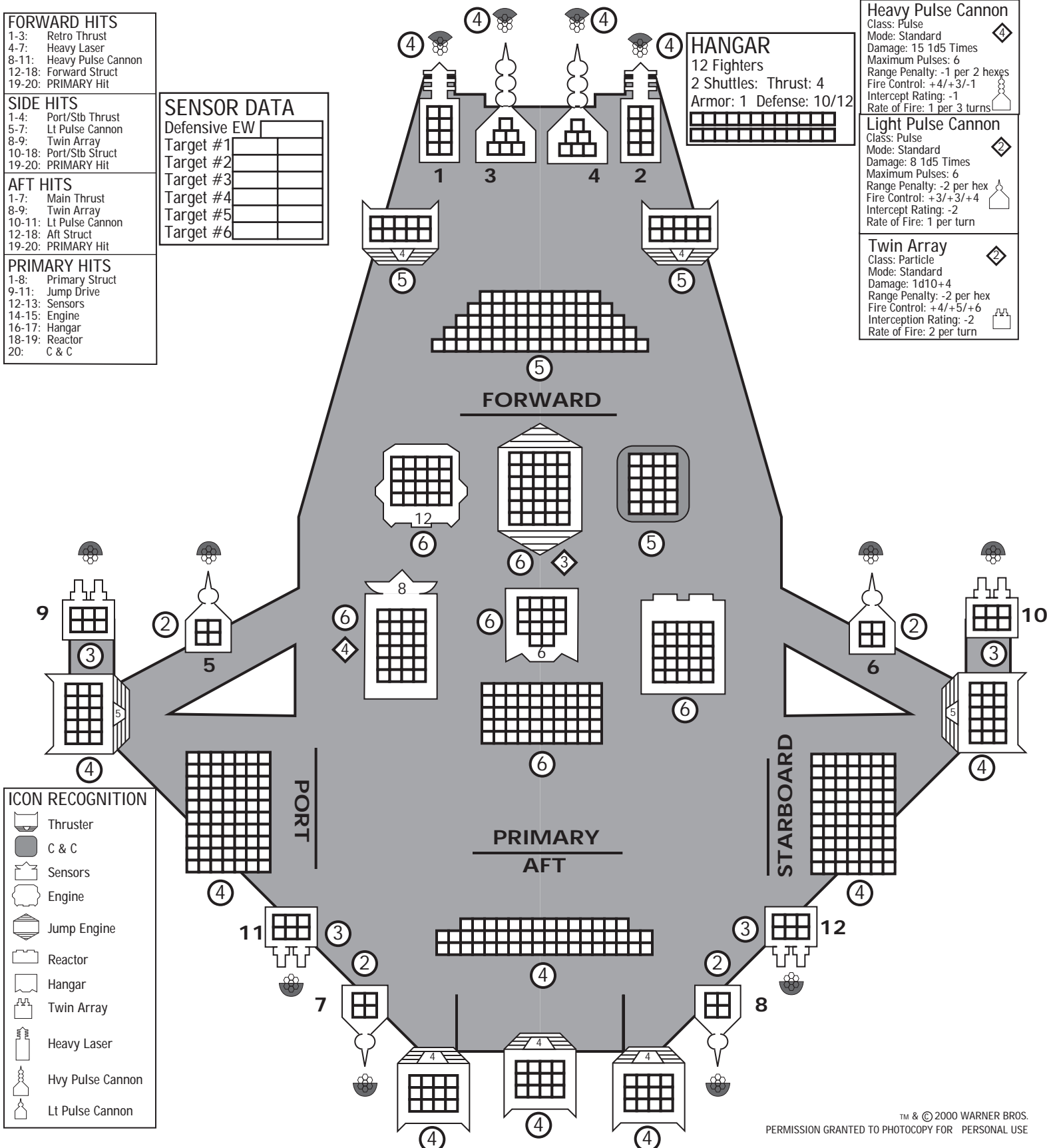
Target #4

Target #5

Target #6

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Heavy Laser
- Hvy Pulse Cannon
- Lt Pulse Cannon