



# Narn Shadow G'Quan Cruiser

## SPECS

Class: Capital Ship  
In Service: ?  
Point Value: ?  
Ramming Factor: 345  
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: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

### Light Molecular Slicer Beam

Class: Molecular  
Mode: Raking  
Dmg, 1 Turn: 4d10+4  
Dmg, 2 Turns: 6d10+6  
Dmg, 3 Turns: 8d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.*

### Heavy Phasing Pulse Cannon

Class: Molecular  
Mode: Pulse  
Damage: 18 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +6/+4/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 3 turns

### Lt Multiphased Cutter

Class: Molecular  
Mode: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+6  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-7: Molecular Slicer  
8-10: Phasing Pulse Cannon  
11-12: Energy Diffuser  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Multiphased Cutter  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Multiphased Cutter  
10-11: Energy Diffuser  
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

