

# Narn G'Laud Class Strike Cruiser

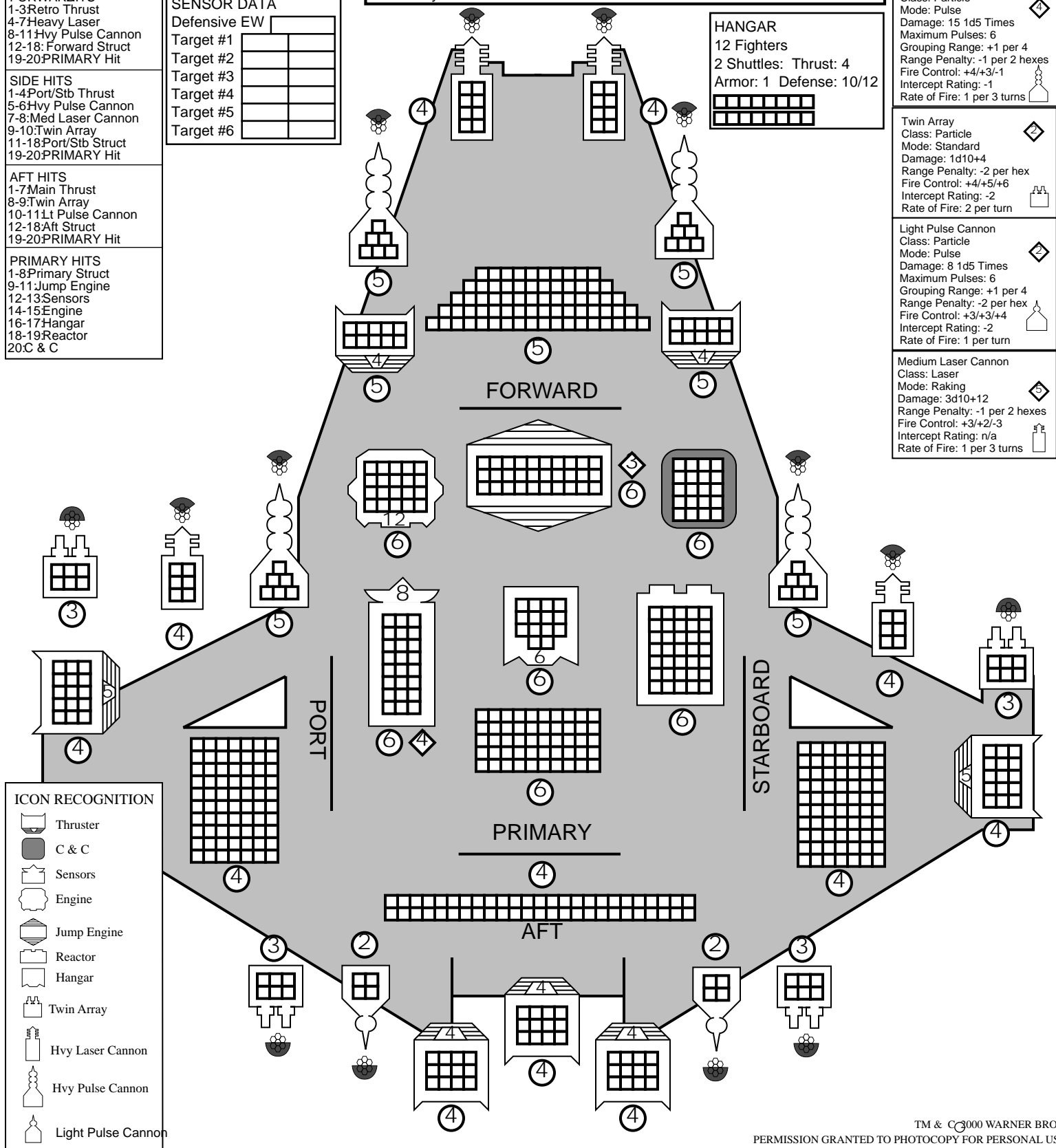
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2256	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Heavy Laser Cannon	6
Class: Laser	
Modes: R, S	
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Heavy Pulse Cannon	4
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
Twin Array	2
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	
Light Pulse Cannon	2
Class: Particle	
Mode: Pulse	
Damage: 8 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Medium Laser Cannon	5
Class: Laser	
Mode: Raking	
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

FORWARBITS
1-3 Retro Thrust
4-7 Heavy Laser
8-11 Hvy Pulse Cannon
12-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-4 Port/Stb Thrust
5-6 Hvy Pulse Cannon
7-8 Med Laser Cannon
9-10 Twin Array
11-18 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 Engine
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
	Hvy Laser Cannon
	Hvy Pulse Cannon
	Light Pulse Cannon