



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



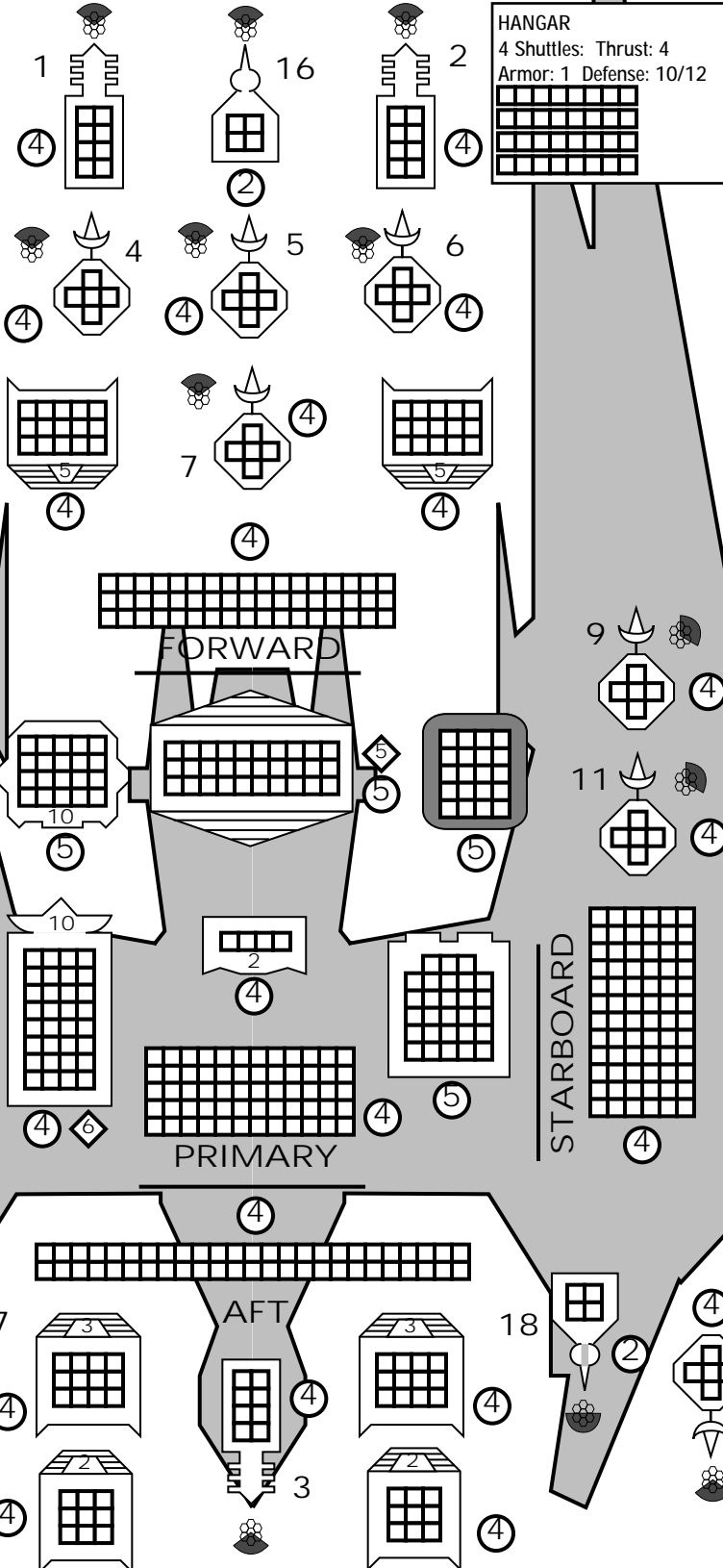
# Narn Gora'Kar Siege Cruiser

|                      |   |                            |   |   |   |   |   |   |                        |    |    |    |  |
|----------------------|---|----------------------------|---|---|---|---|---|---|------------------------|----|----|----|--|
| SPECS                |   | MANEUVERING                |   |   |   |   |   |   | COMBAT STATS           |    |    |    |  |
| Class: Capital Ship  |   | Turn Cost: 1 x Speed       |   |   |   |   |   |   | Fwd/Aft Defense: 16    |    |    |    |  |
| In Service: 2258     |   | Turn Delay: 1 x Speed      |   |   |   |   |   |   | Stb/Port Defense: 18   |    |    |    |  |
| Point Value:         |   | Accel/Decel Cost: 4 Thrust |   |   |   |   |   |   | Engine Efficiency: 3/1 |    |    |    |  |
| Ramming Factor: 340  |   | Pivot Cost: 4+4 Thrust     |   |   |   |   |   |   | Extra Power: 0         |    |    |    |  |
| Jump Delay: 20 Turns |   | Roll Cost: 2+2 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  |                  |
|--|------------------|
| Heavy Laser Cannon   | 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  |                  |
| Energy Mine  | Class: Ballistic |
| Mode: Flash  |                  |
| Damage: 30/10  |                  |
| Range Penalty: None  |                  |
| Max Range: 50 hexes  |                  |
| Fire Control: n/a  |                  |
| Intercept Rating: n/a  |                  |
| Rate of Fire: 1 per 2 turns  |                  |
| Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules. |                  |
| Ion Torpedo  | Class: Ballistic |
| Mode: Standard   |                  |
| Damage: 15   |                  |
| Range Penalty: None  |                  |
| Max Range: 50 hexes  |                  |
| Fire Control: +3/+1/-4   |                  |
| Intercept Rating: n/a  |                  |
| Rate of Fire: 1 per 2 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   |                  |

| FORWARD HITS          |
|-----------------------|
| 1-3:Retro Thrust      |
| 4-5:Heavy Laser       |
| 6-9:Ion Torpedo       |
| 10:Lt Pulse Cannon    |
| 11-18: Forward Struct |
| 19-20:PRIMARY Hit     |
| SIDE HITS             |
| 1-3:Port/Stb Thrust   |
| 4-5:E-Mine            |
| 6-7:Twin Array        |
| 8-9:Ion Torpedo       |
| 10-18:Port/Stb Struct |
| 19-20:PRIMARY Hit     |
| AFT HITS              |
| 1-6:Main Thrust       |
| 7-8:Heavy Laser       |
| 9-10:Ion Torpedo      |
| 11-12:Lt Pulse Cannon |
| 13-18:Aft Struct      |
| 19-20:PRIMARY Hit     |
| PRIMARY HITS          |
| 1-9:Primary Struct    |
| 10-12:Jump Engine     |
| 13-14:Sensors         |
| 15-16:Engine          |
| 17:Hangar             |
| 18-19:Reactor         |
| 20:C & C              |

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



| ICON RECOGNITION |                    |
|------------------|--------------------|
|                  | Thruster           |
|                  | C & C              |
|                  | Sensors            |
|                  | Engine             |
|                  | Jump Engine        |
|                  | Reactor            |
|                  | Hangar             |
|                  | Ion Torpedo        |
|                  | Light Pulse Cannon |
|                  | Twin Array         |
|                  | Energy Mine        |
|                  | Hvy Laser Cannon   |

|                           |                 |
|---------------------------|-----------------|
| Light Pulse Cannon        | 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  |                 |