

# Narn G'Rugek Class Battle Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2258	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: -6
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	

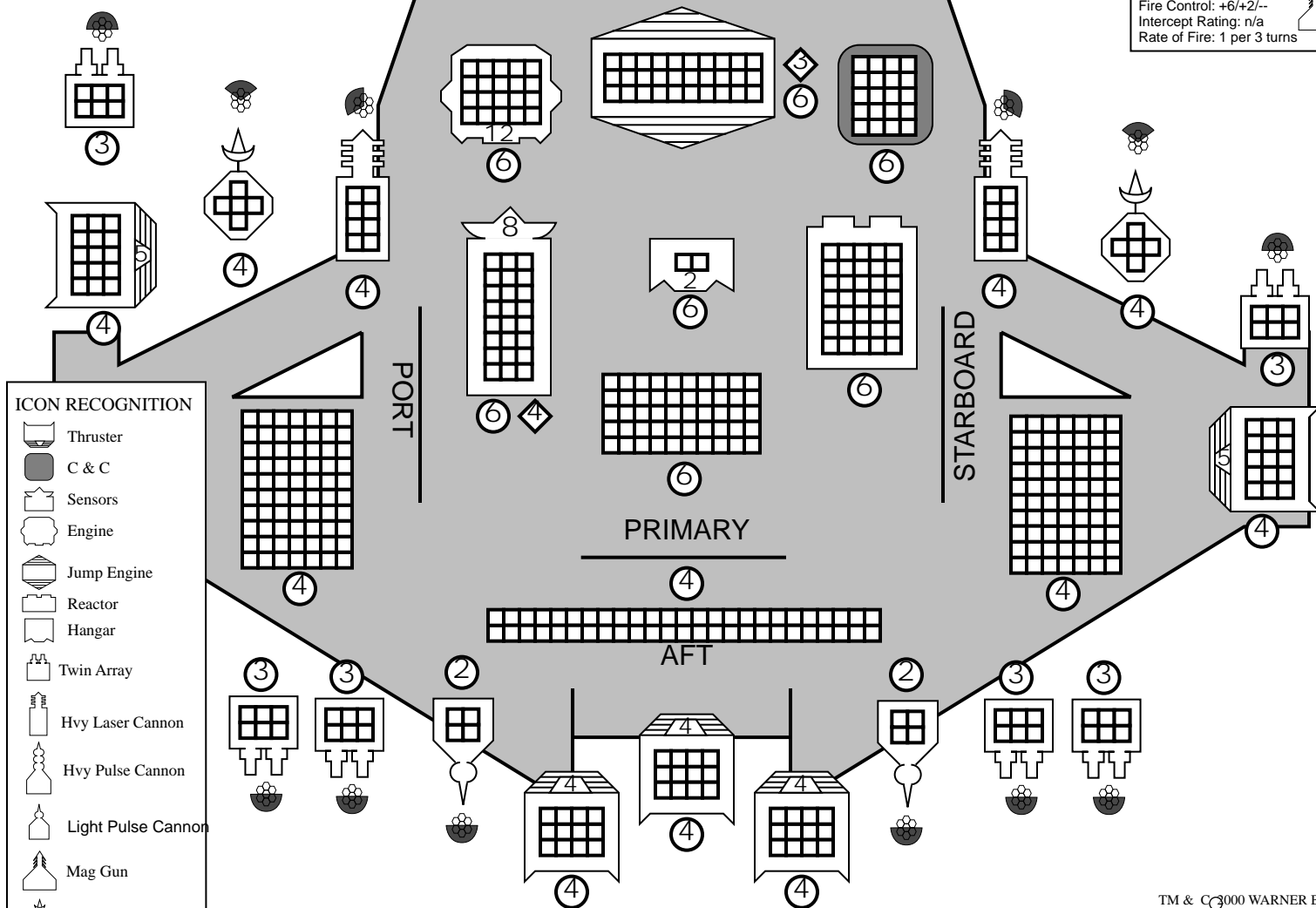
WEAPON DATA
Heavy Laser Cannon Class: Laser Modes: R, S Damage: 4d10+20 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Twin Array 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 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
Mag Gun Class: Plasma Modes: Flash Damage: 8d10+10 Range Penalty: -1 per hex Fire Control: +6/+2/- 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
13: Mag Gun
12-18: Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-4 Port/Stb Thrust
5-6 Hvy Laser Cannon
7-8: Ion Torpedo
9-10: Twin Array
11-18 Port/Stb Struct
19-20 PRIMARY Hit
AFT HITS
1-7 Main Thrust
8-10: Twin Array
11-12 Lt Pulse Cannon
13-18 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
0 Fighter
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Twin Array
Hvy Laser Cannon
Hvy Pulse Cannon
Light Pulse Cannon
Mag Gun
Ion Torpedo