

Uncommon Before 2271
Common after that

Name: _____ Counter: _____



Narn G'Quan Advanced Cruiser

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 925
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: +2
Initiative Bonus: +2

| 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

I.Hvy Laser/Pulse Array
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

I.Heavy Laser Cannon
Class: Laser
Modes: R, S(3)
Damage: 4d10+26
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

I.Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

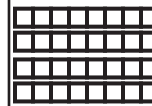
Imp.Energy Mine
Class: Ballistic
Mode: Flash
Damage: 45/15
Range Penalty: None
Max Range: 60 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

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

I.Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +5/+5/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR

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



Imp.Pulsar Mine

Class: Particle
Mode: Pulse (Special)
Damage: 9
Range Penalty: None (max 2)
Fire Control: -/-/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 18 shots at fighters/shuttles per turn

FORWARD HITS

1-3: Retro Thrust
4-8: Hvy Laser/Pulse Array
9-12: Energy Mine
13-18: 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

1-5: Main Thrust
6-7: Hvy Laser/Pulse Array
8-9: Twin Array
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8: Pulsar Mine
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

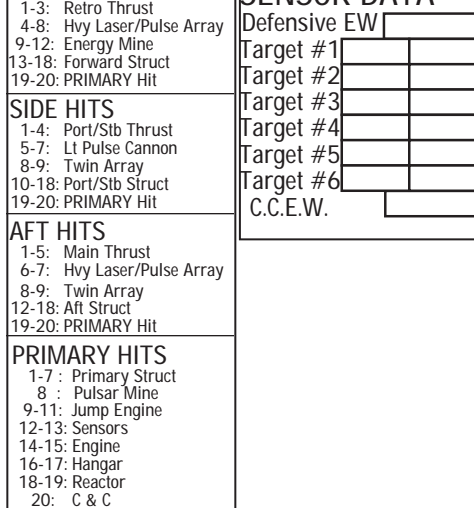
Target #3

Target #4

Target #5

Target #6

C.C.E.W.



ICON RECOGNITION

