G'Quan Variant (Common)
Version 1.1: 2E/S10

Name: _____ Counter: _____

Narn G'Kon Cruiser

SPECS
Class: Capital Ship
In Service: 2228
Point Value: 600
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: 0
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

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
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

FORWARD HITS
1-3: Retro Thrust
4-7: Imperial Laser
8-11: Hvy Plasma Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-9: Twin Array
10-18: Port/Stb Struct
19-20: PRIMARY Hit

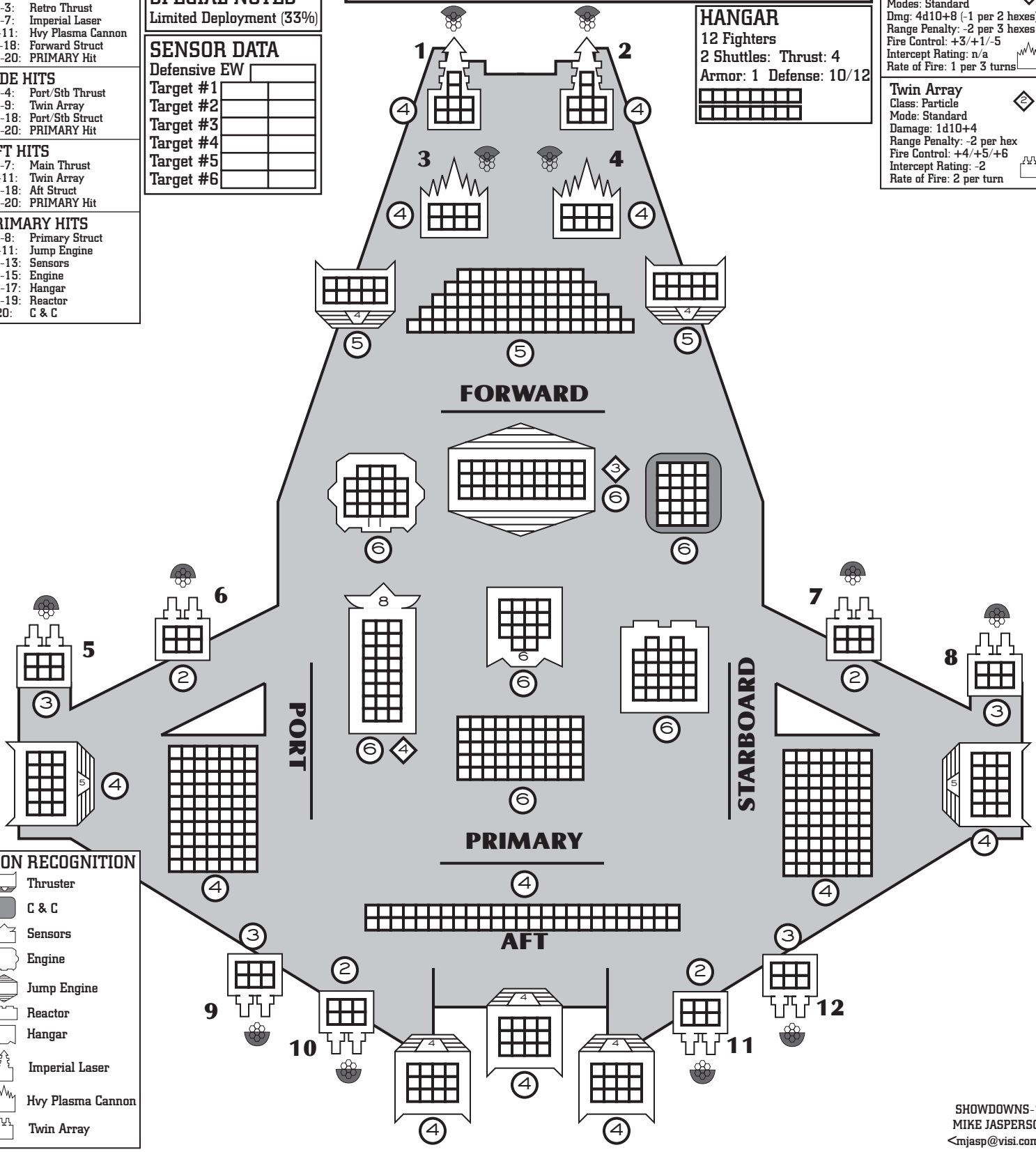
AFT HITS
1-7: Main Thrust
8-11: Twin Array
12-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Limited Deployment (33%)

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
Imperial Laser
Hvy Plasma Cannon
Twin Array

SHOWDOWNS-10
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