

Narn G'Tor Bolt Cruiser

SPECS

Class: Capital Ship
In Service: 2234
Point Value: 650
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
Sth/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Medium Laser Cannon
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

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: -1
Rate of Fire: 1 per turn

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: Medium Laser
8-11: Heavy Bolter
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thrust
5-7: Medium Bolter
8-9: Twin Array
10-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Light Bolter
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

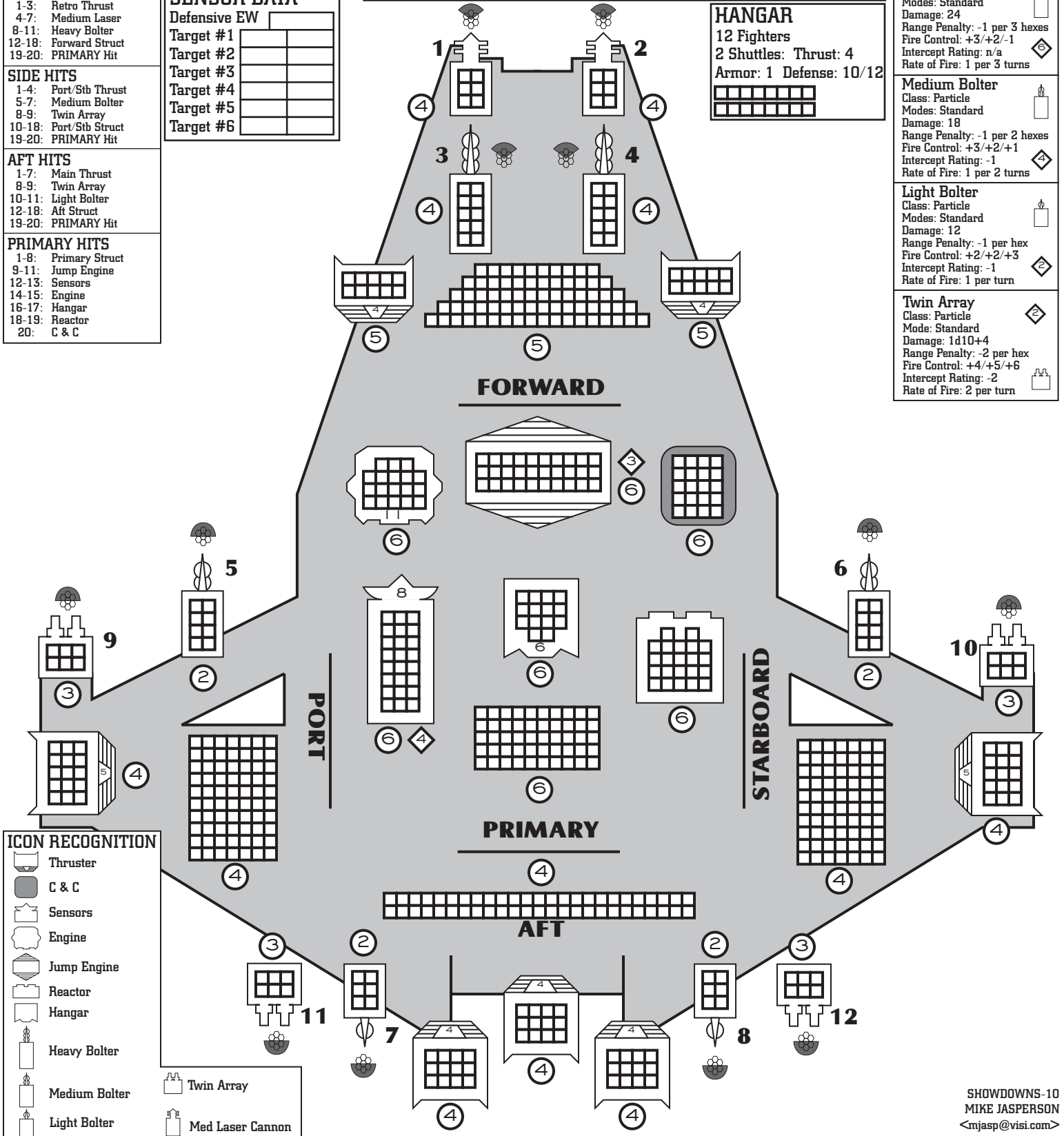
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Bolter
- Medium Bolter
- Light Bolter
- Twin Array
- Med Laser Cannon