



Narn G'Qual Heavy Cruiser

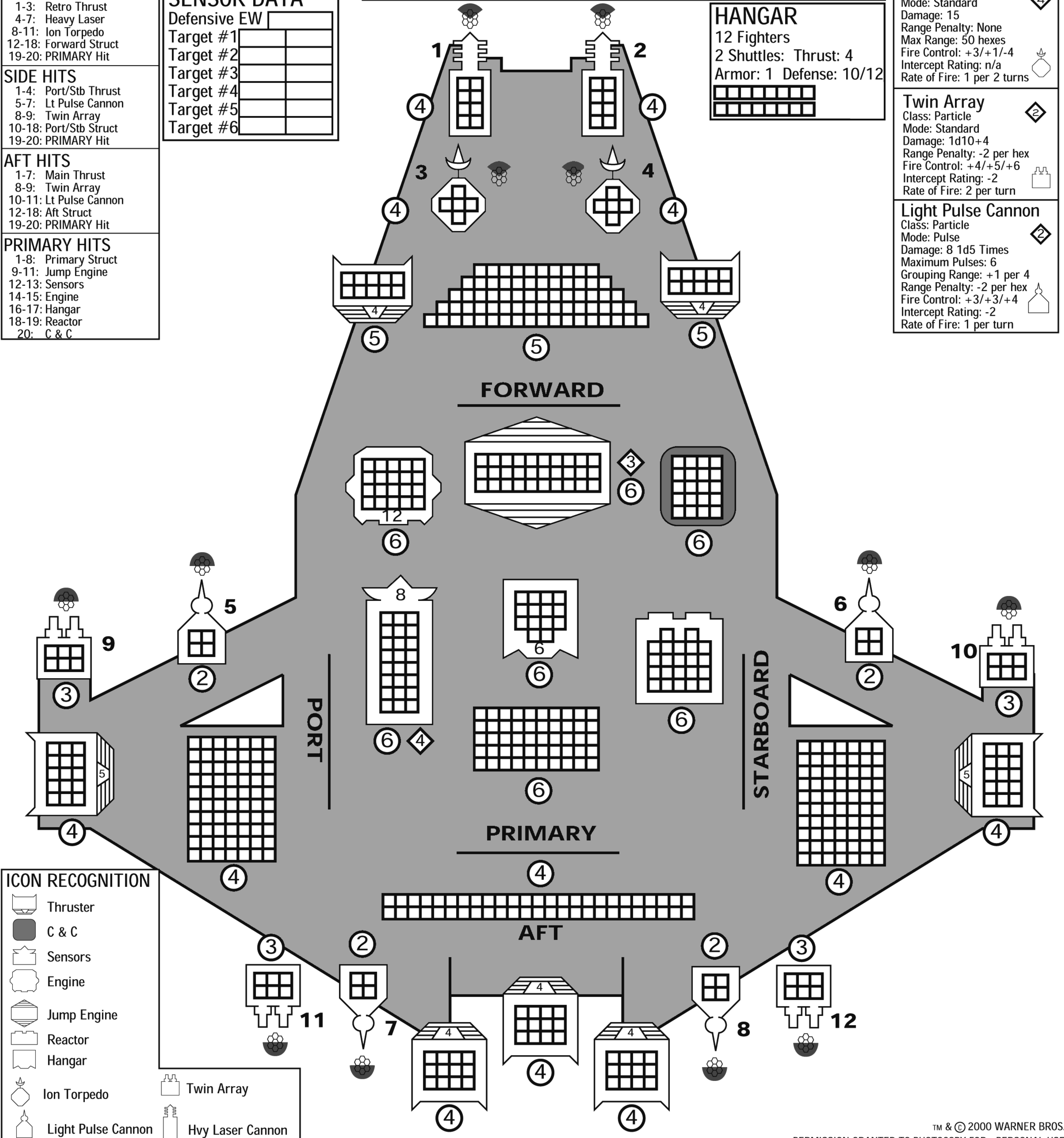
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2242	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 655	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 330	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll 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
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
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

FORWARD HITS
1-3: Retro Thrust
4-7: Heavy Laser
8-11: Ion Torpedo
12-18: 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
1-7: Main Thrust
8-9: Twin Array
10-11: Lt Pulse Cannon
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	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Ion Torpedo
	Twin Array
	Light Pulse Cannon
	Hvy Laser Cannon