

# Narn Dag'Gah'Gah'Gah'Ga Missile Cruiser

## SPECS

Class: Capital Ship  
In Service: Not  
Point Value: 1500  
Ramming Factor: 200  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2 x Speed  
Turn Delay: 2 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

## WEAPON DATA

### Energy Mine

Class: Ballistic  
Mode: Flash  
Damage: 30/10  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 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.*

### 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

## HANGAR

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

## FORWARD HITS

1-4: Retro Thrust  
5-12: Energy Mine  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-12: Ion Torpedo  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Sensors  
12-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Not a Real Ship

## SENSOR DATA

Defensive EW

Target #1

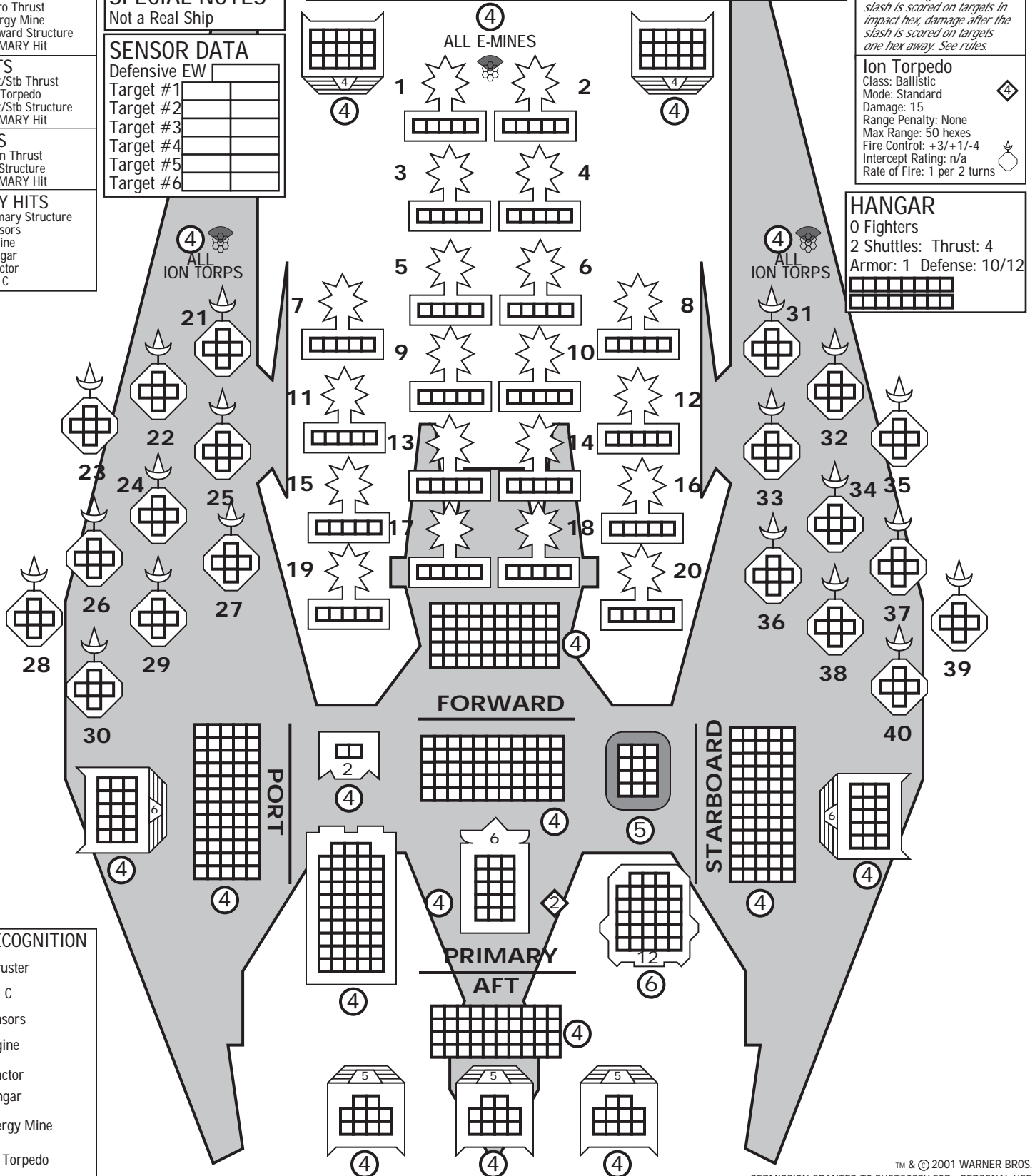
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Energy Mine
- Ion Torpedo