

G'Quan Variant (Common)  
Version 1: 2E/S9

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  
Damage: 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

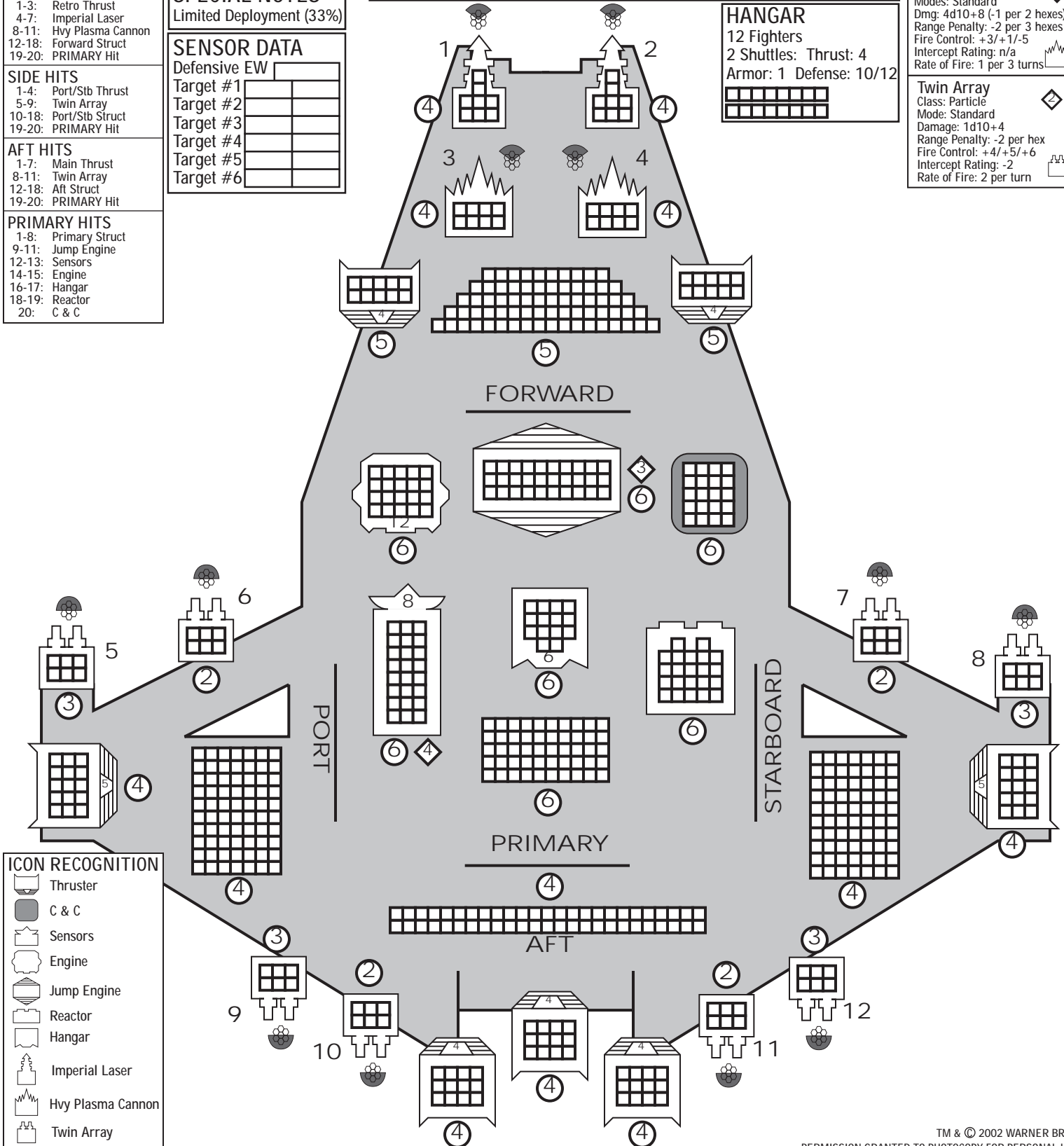
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Hvy Plasma Cannon
- Twin Array