



Narn G'eron Battleship

SPECS

Class: Capital Ship
In Service: 2243
Point Value: 1000
Ramming Value: 330
Jump Delay: 20 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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
Modes: 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

Energy Mine

Class: Ballistic
Modes: 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.

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 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

1-4: Retro Thrust
5-6: Hvy Laser Cannon
7-8: Energy Mine
9-10: Twin Array
11-12: Lt. Pulse Cannon
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Ion Torpedo
9-10: Med Pulse Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Twin Array
9: Hvy Laser Cannon
10-11: Lt. Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor

SPECIAL NOTES

Unique Ship (Only 2 Exist)

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

ICON RECOGNITION

