G'QUAN Heavy Cruiser
Narn Regime CH

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Ship Name:_____

Counter: _____

BABYLON WARS 2ND EDITION

SPECS

Class:	Capital Ship
Point Value:	625
In Service:	2242
Endurance:	? months
Jump Delay:	20 turns
Ram Factor:	330

HANGAR

Launch: 6 / turn

Fighters: 12

Flt 1:_____

Flt 2:_____

Shuttles: 2

S1:____S2:____

COMBAT STATS

Defense

Fwd / Aft:	15
Strb / Port:	17
Engine Effciency:	3/1
Free Thrust:	12
Sensors:	8
Power:	43(+0)
Initiative Bonus:	+0

MANEUVERING

Turn Cost:	2/3 x Speed
Turn Delay:	2/3 x Speed
Accel/Decel:	3
Pivot:	2 + 2
Roll:	3 + 3
Slide:	1/5 Speed

FOREWARD HITS

1-3	:	Retro Thruster	5
4-7	:	Heavy Laser	4
8-11	:	Energy Mine	4
12-18	:	Fore Structure	5
19-20	:	PRIMARY Hit	

SIDE HITS

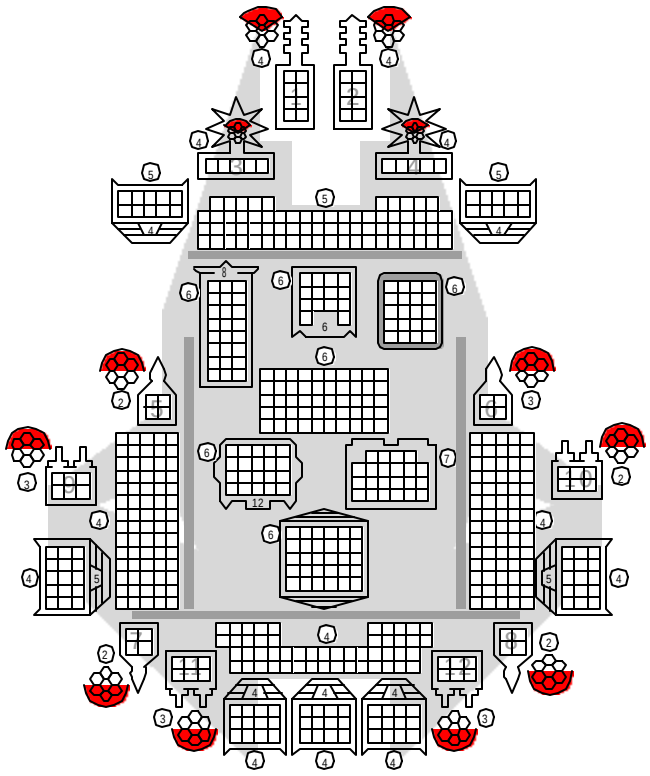
1-4	:	Side Thruster	4
5-7	:	Lt. Pulse Cannon	2
8-9	:	Twin Array	3
10-18	:	Side Structure	4
19-20	:	PRIMARY Hit	

AFT HITS

1-7	:	Main Thruster	4
8-9	:	Twin Array	3
10-11	:	Lt. Pulse Cannon	2
12-18	:	Aft Structure	4
19-20	:	PRIMARY Hit	

PRIMARY HITS

1-8	:	Primary Structure	6
9-11	:	Jump Engine	6
12-13	:	Sensors	6
14-15	:	Engine	6
16-17	:	Hangar	6
18-19	:	Reactor	6
20	:	C&C	6



WEAPONS	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Hvy Laser Cannon	laser	R, S	4d10+20	-1/3 h	+3/+2/-4	n/a	1/4
Energy Mine	ballistic	flash	30 / 10	0	n/a	n/a	1/2
Twin Array	particle	Std	1d10+4	-2 / h	+4/+5/+6	-2	2/1
Lt. Pulse Cannon	particle	Pulse	8 1d5 times	-2 / h	+3/+3/+4	-2	1/1

System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.Hvy Laser 6															
2.Hvy Laser 6															
3.Energy Mine 4															
4.Energy Mine 4															
5.Lt Pulse 2															
6.Lt Pulse 2															
7.Lt Pulse 2															
8.Lt. Pulse 2															
9.Twin Array 2															
10.Twin Array 2															
11.Twin Array 2															
12.Twin Array 2															
Sensors 4															
Jump Drive 3															
Extra Power [+0]															
EW Total [8]															
Thrust (e/e) (3/1)[12]															
INITIATIVE [+0]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (3)															
SPEED															
THRUST Avail.															
Last Move															
Thrust F [8]															
Thrust P/S [5 /5]															
Thrust A [12]															