









	Narn Regime	2242+
	<b>G'Quan-class Heavy Cruiser</b>	
Turns: 1/45°	Hull: 6	
Speed: 6	Troops: 8	
Special: Jump Point		
Craft: 2 Frazi Flights		
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	



<b>G'Quan-class Heavy Cruiser</b>				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Heavy Laser Cannon	B	30	3	Beam, DD, SAP
	F		6	
	F		6	
Or Short Charge	F	20	3	Energy Mine
Twin Particle Array	F	8	10	Twin-Linked, Weak
Light Pulse Cannon	F	8	8	
Twin Particle Array	P	8	10	Twin-Linked, Weak
Light Pulse Cannon	P	8	8	
Twin Particle Array	S	8	10	Twin-Linked, Weak
Light Pulse Cannon	S	8	8	
Twin Particle Array	A	8	10	Twin-Linked, Weak
Light Pulse Cannon	A	8	8	
Damage: 55 / 13				
Crew: 70 / 19				


	Narn Regime	2259+
	<b>G'Lan-class Mag Cruiser</b>	
Turns: 1/45°	Hull: 6	
Speed: 6	Troops: 6	
Special: Jump Point		
Craft: 2 Frazi Flights		
		
Notes:		
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-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	

<b>G'Lan-class Mag Cruiser</b>				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Medium Laser Cannon	B	18	4	AP, Beam, DD
Mag Gun	F	18	2	Beam, Super AP, TD
Twin Particle Array	F	8	10	Twin-Linked, Weak
Light Pulse Cannon	F	8	6	
Twin Particle Array	P	8	10	Twin-Linked, Weak
Light Pulse Cannon	P	8	6	
Twin Particle Array	S	8	10	Twin-Linked, Weak
Light Pulse Cannon	S	8	6	
Twin Particle Array	A	8	10	Twin-Linked, Weak
Light Pulse Cannon	A	8	6	
Damage: 55 / 13				
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