

# Nintian Ghost Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2254	Turn Delay: 1/2 Speed	Stb/Port Defense: 10
Point Value: 1200	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 400	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: 14 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +5
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Neutron Laser</b>	
Class: Laser	
Modes: R, P, S	
Damage: 4d10+15	
Range penalty: 1 per 4 hexes	
Fire control: +4/+4/+1	
Intercept Rating: N/A	
ROF: 1 per 3 turns	

<b>Fusion Cannon</b>	
Class: Molecular	
Damage: 1d10 +9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
ROF: 1 per turn	

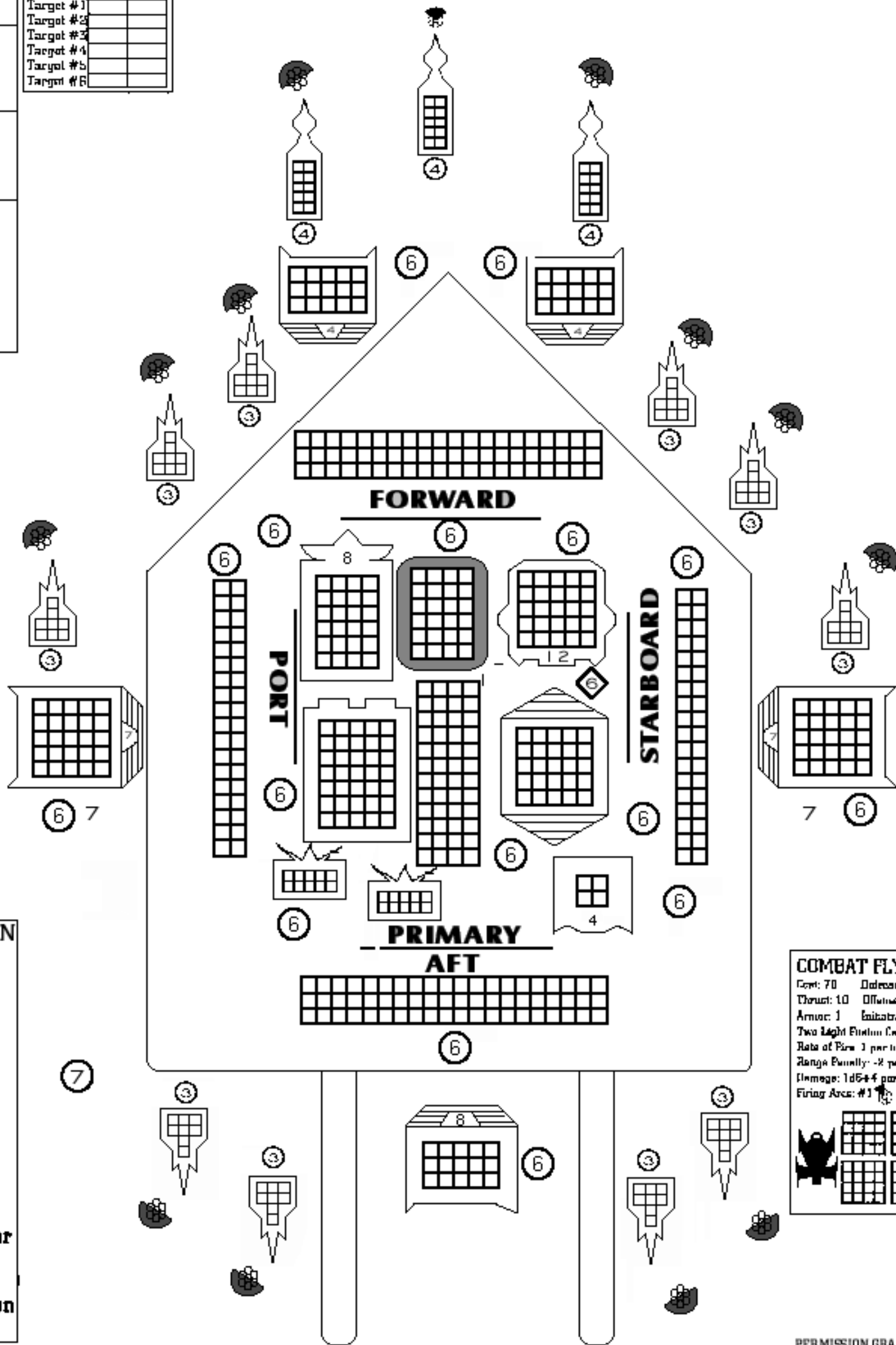
- FORWARD HITS**  
 1-4: Retro Thrust  
 5-8: Fusion Cannon  
 9-10: Neutron Laser  
 11-18: Forward Struct  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-6: Port/Stb Thrust  
 7-8: Fusion Cannon  
 9-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-8: Main Thrust  
 9-10: Fusion Cannon  
 11-18: Aft Struct  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-8: Primary Struct  
 9-10: Hangar  
 11-12: Jammer  
 13-14: Sensors  
 15-16: Engine  
 17: Jump Drive  
 18-19: Reactor  
 20: C & C

**SPECIAL NOTES**  
 Gravitic Net System

**SENSOR DATA**

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

**HANGAR**  
4 Flyers



**COMBAT FLYERS**

Cost: 70    Defense: 9/7  
 Thrust: 10    Offense: 4/4  
 Armor: 1    Initiative: +10  
 Two Light Fusion Cannons:  
 Rate of Fire: 1 per turn  
 Range Penalty: -2 per hex  
 Damage: 1d5+4 per gun  
 Firing Arc: #1 #2

- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Jammer
  - Neutron Laser
  - Fusion Cannon