

Name: _____ Counter: _____



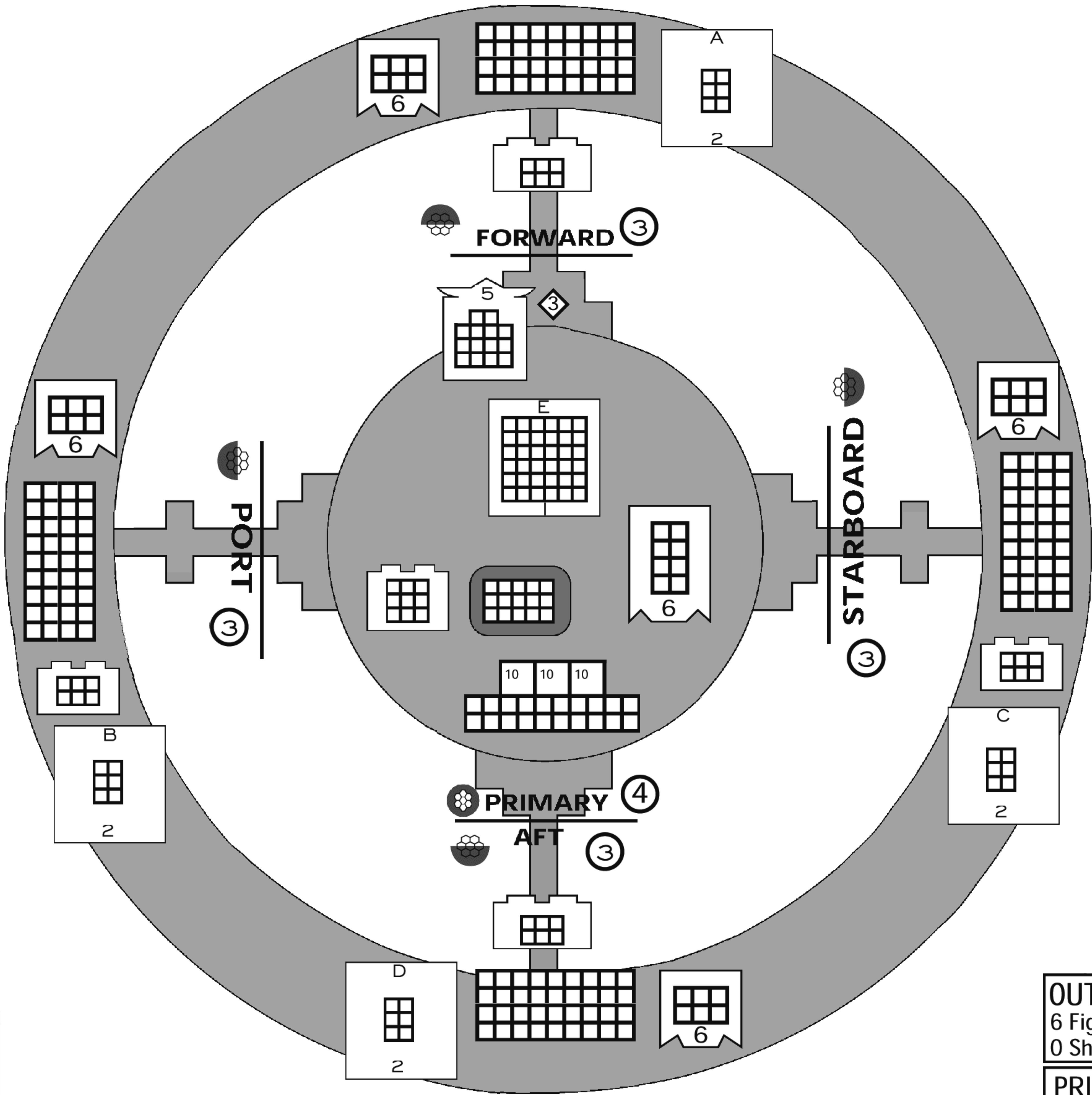
Narn Orbital Hangar Facility

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base In Service: 2240 Point Value: 330 Ramming Factor: 220 Jump Delay: N/A	Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: N/A

WEAPON DATA	
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	②
Light Pulse Cannon Class: Particle Mode: Pulse Damage: 8 1d5 Times Maximum Pulses: 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	②

SECTION HITS	
1:	Lt Pulse Cannon
2:	Twin Array
3-4:	Cargo
5-7:	Hangar
8:	Reactor
9-18:	Section Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Structure
10-13:	Cargo
14:	Hangar
15-16:	Sensors
17-18:	Reactor
19-20:	C & C

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



ICON RECOGNITION	
	C & C
	Sensors
	Reactor
	Hangar
	Cargo
	Twin Array
	Light Pulse Cannon

OUTER HANGARS	
6 Fighters	0 Shuttles
PRIMARY HANGAR	
6 Fighters	2 Shuttles: Thrust: 3
Armor: 1	Defense: 8/10