

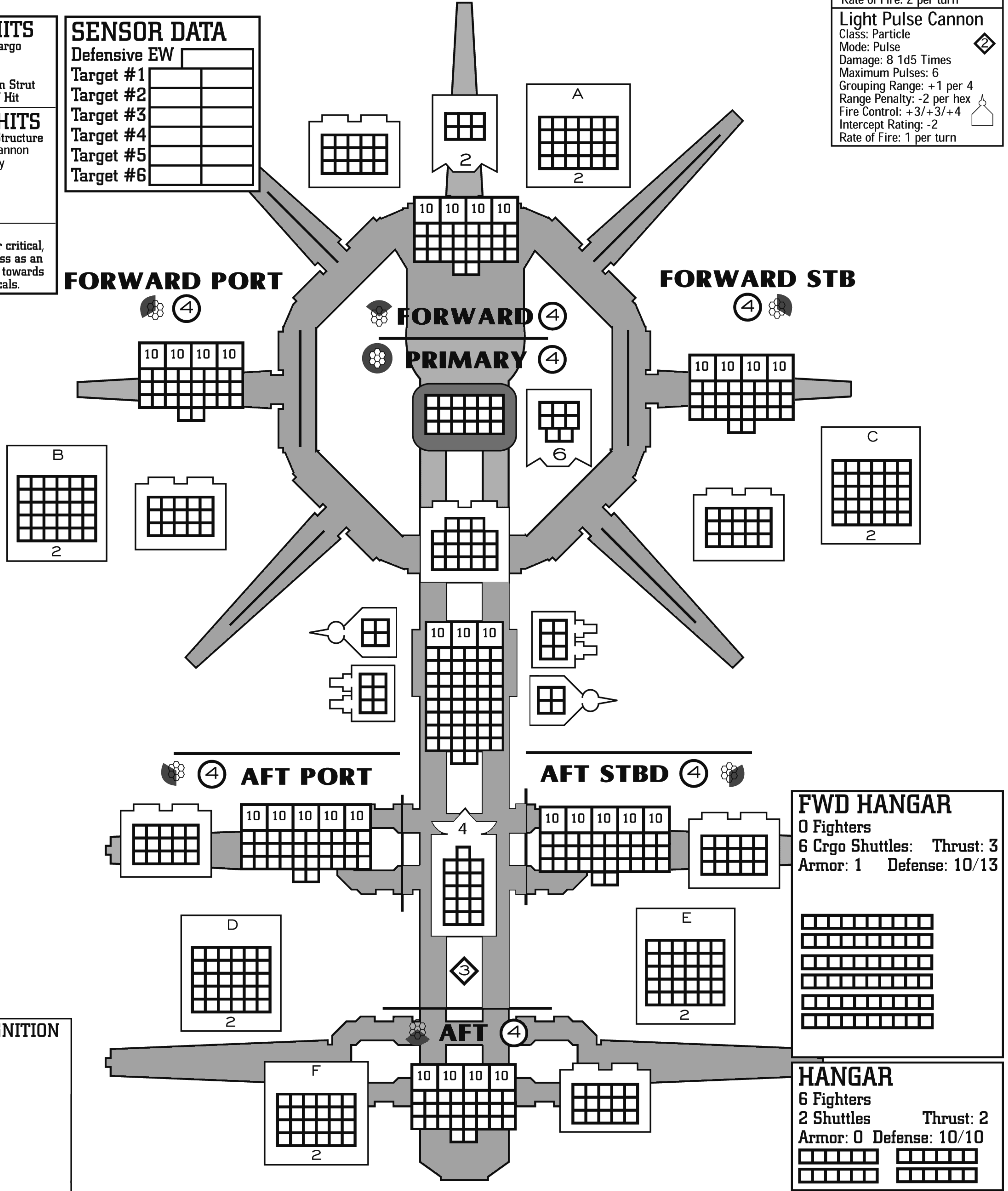
Narn HCV Shipyard

SPECS Class: Capital Base In Service: N/A Point Value: 450 Ramming Factor: 700 Jump Delay: N/A	MANEUVERING Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	COMBAT STATS Fwd/Aft Defense: 20 Stb/Port Defense: 20 Engine Efficiency: N/A Extra Power: +0 Initiative Bonus: N/A
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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	
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	

SECTION HITS
1-4: Hangar/Cargo
5-6: Reactor
7-15: Structure
16-18: Connection Strut
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
10: Lt Pulse Cannon
11: Twin Array
12-13: Sensors
14-15: Hangar
16-18: Reactor
19-20: C&C
SPECIAL RULE:
On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

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



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