

Name: \_\_\_\_\_ Counter: \_\_\_\_\_


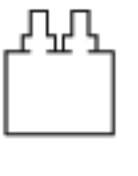


# Narn MCV Shipyard

SPECS
Class: Capital Base
In Service: 2240
Point Value: 310
Ramming Factor: 220
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: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

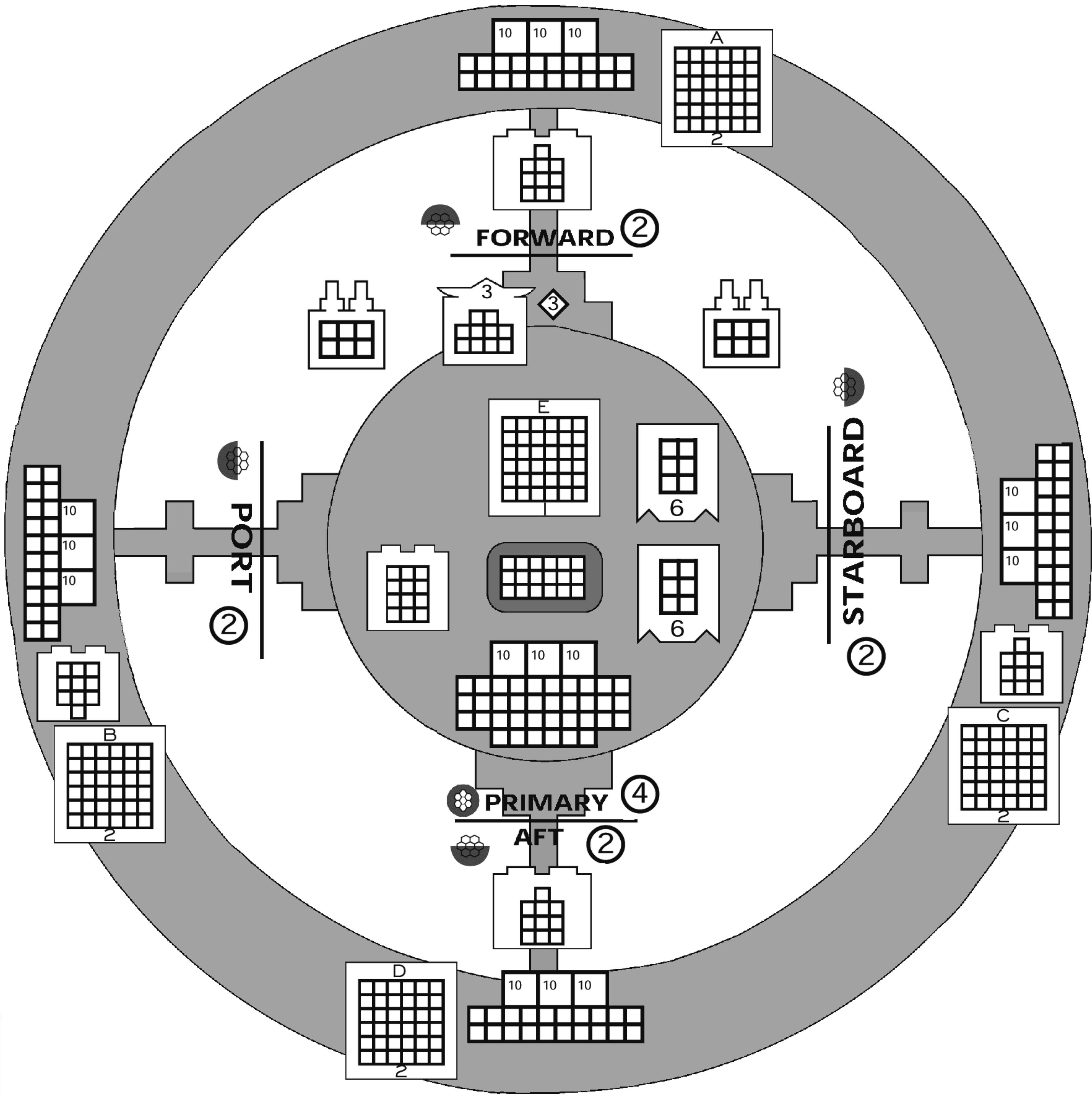
WEAPON DATA
<b>Twin Array</b> 
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn 




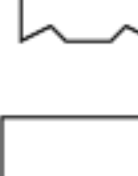


SECTION HITS
1-2: Twin Array
3-7: Cargo
8: Reactor
9-16: Section Structure
17-18: Connection Strut
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-12: Cargo
13-14: 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

PRIMARY HANGAR
6 Fighters
6 Shuttles