

Name: _____ Counter: _____



2ND EDITION

Narn Orbital Fighter Production Facility

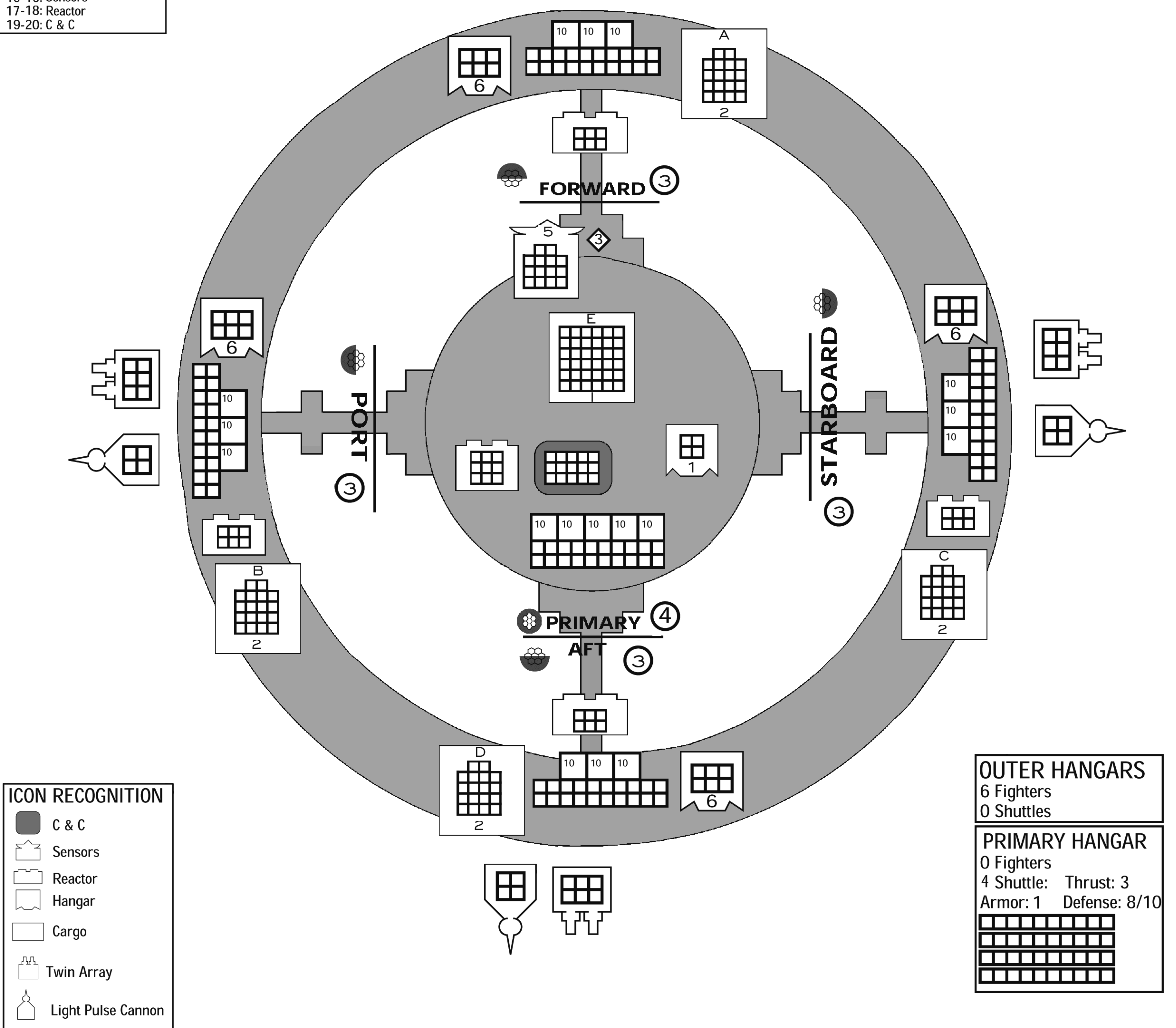
| SPECS | MANEUVERING | COMBAT STATS |
|---------------------|-----------------------|------------------------|
| Class: Capital Base | Turn Cost: N/A | Fwd/Aft Defense: 16 |
| In Service: 2240 | Turn Delay: N/A | Stb/Port Defense: 16 |
| Point Value: 450 | Accel/Decel Cost: N/A | Engine Efficiency: N/A |
| Ramming Factor: 220 | Pivot Cost: N/A | Extra Power: 0 |
| Jump Delay: N/A | Roll Cost: N/A | 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 | |
| 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: | Lt Pulse Cannon |
| 2: | Twin Array |
| 3-6: | Cargo |
| 7-8: | Hangar |
| 9: | Reactor |
| 10-18: | 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 | |
| 0 Fighters | |
| 4 Shuttle: Thrust: 3 | |
| Armor: 1 Defense: 8/10 | |
| | |