

Name: _____ Counter: _____



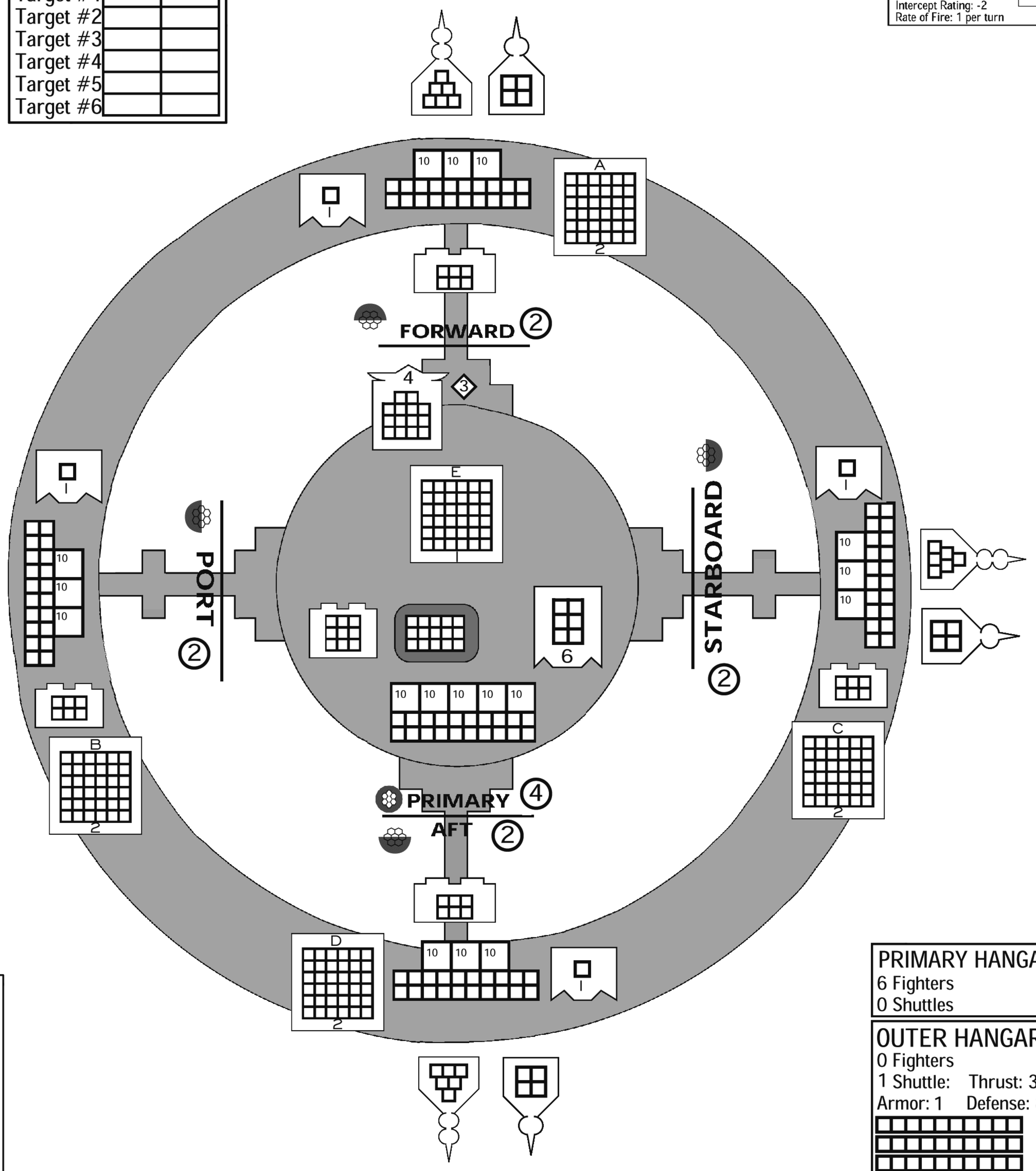
Narn Civilian Base

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base In Service: 2240 Point Value: 380 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: 18 Stb/Port Defense: 18 Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: N/A

WEAPON DATA
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
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: Pulse Cannon 3-7: Cargo 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
Pulse Cannon
Lt Pulse Cannon

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