



SHIP NAME:

ID: _____
SQUADRON: _____

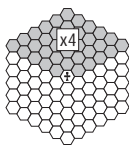
Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 1

Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 2

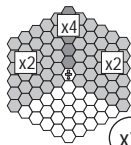
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3

Class: Particle
Range:1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2

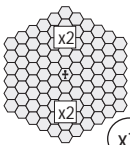
Energy Mine



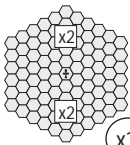
Ion Torpedo



Light Pulse



Twin Array



CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 5/5/4
SENSOR: 10
AVAIL: Rare*

RACE: Narn Regime
CLASS: G'vren Cruiser
CATEGORY: Capital
YEAR IN SERVICE: 2262
Jump Drive: Yes
POINT VALUE: 460

NOTES:

*G'Quan variant

Version 1.0

STRUCTURAL DATA

[illegible]

MANEUVERING DATA

[illegible]

SHIP NAME:

ID:
SQUADRON:

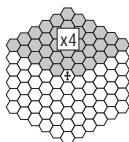
Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 1

Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 2

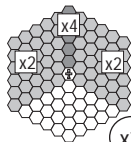
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3

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Range:1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2

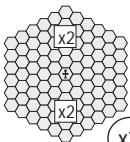
Energy Mine



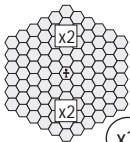
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