











# G'lan Mag Cruiser

## GENERAL DATA

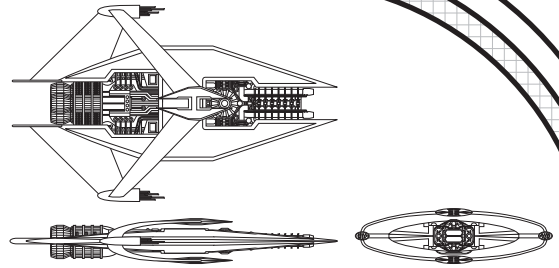
Nation: Narn Regime  
Year: 2259  
Availability: Uncomm  
Point Value: 251/342  
Command R/C: 6/3  
Jump Engine: Yes

## OPERATIONAL DATA

Category: 5  
Defensive Rating: 13  
Armor: 5/4/4  
Sensors: 8  
Fire Control: 3/1/0

## CARRIER DATA

Flights Aboard: 2  
Control Rating: 1



## Maneuvering Damage (5B)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	9	7	7	6	5	4	3	2
1	8	6	6	5	4	3	3	2
2	7	5	5	4	3	2	2	2
3	6	4	4	3	2	--	2	1
4	5	3	3	2	--	--	1	1
5	4	2	2	--	--	--	1	--

## INTERCEPTORS

Pin Point Rating: 3  
Assist Rating: 0  
Volley Rating: 4  
Intercept Die: d10

## ANTI-FIGHTER

Strafe AF: 3  
Strafe AF Assist: 0  
Stand-Off AF: 1  
AF Die: d10

Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8  
Maneuver: 5 4 3 2 1 0

### Shield System Damage

### Structural Damage

Missile Ammo:   
Reloads:

Notes:

### FCD Damage

FCD (3):   
FCD (1):   
FCD (0):   
FCD (-):

### Weapon Systems Damage

Mag Gun: 1 1 2 2  
Med Laser: 1 2  
Med Pulse: 1 2  
Lt Pulse: 1 2  
Twin Array: 2 4  
Hangar Bay:

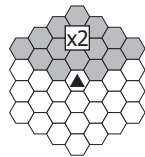
### Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4  
Anti-Fight: 1 2 3

TYPE: Plasma/Flash

RANGE: 5/9  
TRAVERSE: 6  
DELAY: 3  
DAMAGE: 6d10+1  
MAX X: 2  
VUL: 2 (E/G/D)

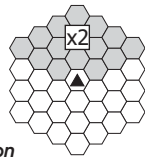
### Mag Gun



TYPE: Laser

RANGE: 4/8/12/18  
TRAVERSE: 3  
DELAY: 3  
DAMAGE: 3d10+1  
MAX X: 2  
VUL: -- (G/D)

### Med Laser Cannon



Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8  
Maneuver: 5 4 3 2 1 0

### Shield System Damage

### Structural Damage

Missile Ammo:   
Reloads:

Notes:

### FCD Damage

FCD (3):   
FCD (1):   
FCD (0):   
FCD (-):

### Weapon Systems Damage

Mag Gun: 1 1 2 2  
Med Laser: 1 2  
Med Pulse: 1 2  
Lt Pulse: 1 2  
Twin Array: 2 4  
Hangar Bay:

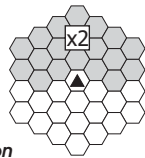
### Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4  
Anti-Fight: 1 2 3

TYPE: Particle/Pulse

RANGE: 2/4/6/9  
TRAVERSE: 2  
DELAY: 2  
DAMAGE: d8+1  
MAX X: 2  
VUL: 1 (E/G/D)

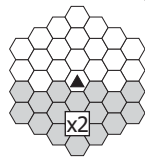
### Med Pulse Cannon



TYPE: Particle/Pulse

RANGE: 1/2/3/5  
TRAVERSE: 1  
DELAY: 1  
DAMAGE: d6+1  
MAX X: 2  
VUL: 1 (E/G/D)

### Lt Pulse Cannon



Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8  
Maneuver: 5 4 3 2 1 0

### Shield System Damage

### Structural Damage

Missile Ammo:   
Reloads:

Notes:

### FCD Damage

FCD (3):   
FCD (1):   
FCD (0):   
FCD (-):

### Weapon Systems Damage

Mag Gun: 1 1 2 2  
Med Laser: 1 2  
Med Pulse: 1 2  
Lt Pulse: 1 2  
Twin Array: 2 4  
Hangar Bay:

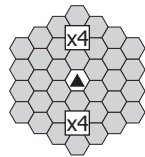
### Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4  
Anti-Fight: 1 2 3

TYPE: Particle

RANGE: 1/2/3/5  
TRAVERSE: 1  
DELAY: 1  
DAMAGE: d8  
MAX X: 4  
VUL: 1 (E/G/D)

### Twin Array



Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8  
Maneuver: 5 4 3 2 1 0

### Shield System Damage

### Structural Damage

Missile Ammo:   
Reloads:

Notes:

### FCD Damage

FCD (3):   
FCD (1):   
FCD (0):   
FCD (-):

### Weapon Systems Damage

Mag Gun: 1 1 2 2  
Med Laser: 1 2  
Med Pulse: 1 2  
Lt Pulse: 1 2  
Twin Array: 2 4  
Hangar Bay:

### Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4  
Anti-Fight: 1 2 3



















































# T'Rann Heavy Carrier

## GENERAL DATA

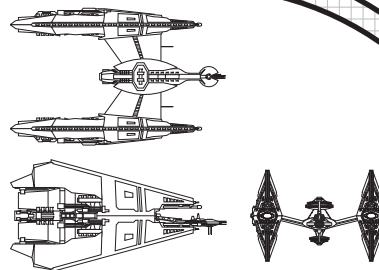
Nation: Narn Regime  
Year: 2247  
Availability: Uncomm  
Point Value: 191/231  
Command R/C: 5/4  
Jump Engine: Yes

## OPERATIONAL DATA

Category: 5  
Defensive Rating: 14  
Armor: 4/4/4  
Sensors: 7  
Fire Control: 2/1/0

## CARRIER DATA

Flights Aboard: 4  
Control Rating: 2



## Maneuvering Damage (5D)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	7	5	5	4	3	3	3	2
1	6	4	4	3	2	2	3	2
2	5	3	3	2	1	1	2	2
3	4	2	2	1	1	--	2	1
4	3	1	1	1	--	--	1	1
5	2	1	1	--	--	--	1	--

## INTERCEPTORS

Pin Point Rating: 3  
Assist Rating: 0  
Volley Rating: 4  
Intercept Die: d10

## ANTI-FIGHTER

Strafe AF: 3  
Strafe AF Assist: 0  
Stand-Off AF: 1  
AF Die: d10

Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●  
Maneuver: ⑤④③②①⑦●●●●●●●●

### Shield System Damage

### Weapon Systems Damage

Med Pulse: ①②③④●●●●●●●●●●  
Lt Pulse: ①②③④●●●●●●●●●●  
Hangar Bay: ○○○○●●●●●●●●●●

### Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●

Notes:

### FCD Damage

FCD (2): ○○○○  
FCD (1): ○○○○  
FCD (0): ○○○○  
FCD (-): ●●●●

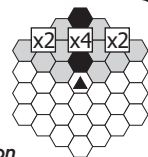
### Interceptor/Anti-Fighter Damage

Intercept: ①②③④●●●●●●●●●●  
Anti-Fight: ①②③●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●  
Reloads: ●●●●●●●●●●●●●●●●●●●●

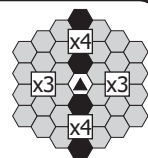
TYPE: Particle/Pulse  
RANGE: 2/4/6/9  
TRAVERSE: 2  
DELAY: 2  
DAMAGE: d8+1  
MAX X: 4  
VUL: 1 (E/G/D)

Med Pulse Cannon



TYPE: Particle/Pulse  
RANGE: 1/2/3/5  
TRAVERSE: 1  
DELAY: 1  
DAMAGE: d6+1  
MAX X: 4  
VUL: 1 (E/G/D)

Lt Pulse Cannon



Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●  
Maneuver: ⑤④③②①⑦●●●●●●●●

### Shield System Damage

### Weapon Systems Damage

Med Pulse: ①②③④●●●●●●●●●●  
Lt Pulse: ①②③④●●●●●●●●●●  
Hangar Bay: ○○○○●●●●●●●●●●

### Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●

Notes:

### FCD Damage

FCD (2): ○○○○  
FCD (1): ○○○○  
FCD (0): ○○○○  
FCD (-): ●●●●

### Interceptor/Anti-Fighter Damage

Intercept: ①②③④●●●●●●●●●●  
Anti-Fight: ①②③●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●  
Reloads: ●●●●●●●●●●●●●●●●●●●●

Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●  
Maneuver: ⑤④③②①⑦●●●●●●●●

### Shield System Damage

### Weapon Systems Damage

Med Pulse: ①②③④●●●●●●●●●●  
Lt Pulse: ①②③④●●●●●●●●●●  
Hangar Bay: ○○○○●●●●●●●●●●

### Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●

Notes:

### FCD Damage

FCD (2): ○○○○  
FCD (1): ○○○○  
FCD (0): ○○○○  
FCD (-): ●●●●

### Interceptor/Anti-Fighter Damage

Intercept: ①②③④●●●●●●●●●●  
Anti-Fight: ①②③●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●  
Reloads: ●●●●●●●●●●●●●●●●●●●●

Sqdr/Ship ID:

### Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●  
Maneuver: ⑤④③②①⑦●●●●●●●●

### Shield System Damage

### Weapon Systems Damage

Med Pulse: ①②③④●●●●●●●●●●  
Lt Pulse: ①②③④●●●●●●●●●●  
Hangar Bay: ○○○○●●●●●●●●●●

### Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●  
○○○○○ ●●●●●●●●●●●●●●●●●●●●●●

Notes:

### FCD Damage

FCD (2): ○○○○  
FCD (1): ○○○○  
FCD (0): ○○○○  
FCD (-): ●●●●

### Interceptor/Anti-Fighter Damage

Intercept: ①②③④●●●●●●●●●●  
Anti-Fight: ①②③●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●  
Reloads: ●●●●●●●●●●●●●●●●●●●●









# Narn Regime Fighter Control Sheet

Rev. 1

Fighter Type	Year	Action	Armor	Defense	Dogfight	Strike	Strafe Die	Stand-Off Die	Range	Volley	Accuracy	Ammo	Point Value
Frazi	2249	5	1.5	3	1.00	1.10	d12	--	--	--	--	--	15
Gorith	2210	6	1	3	1.10	1.10	d18	--	--	--	--	--	14
Tarza	2255	5	1	4	0.95	1.10	d18	d8	15	1	2	4	34 (N)

I - Improved Patrol Range, N - Navigator, R - Rear Firing Weapon, S - Stealth

Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○

Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____
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Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____	Squadron: _____ Capacity: _____ Frazi: _____ Gorith: _____ Tarza: _____
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