

# T'Loth Variant (Uncommon)

Version 2: 2E/SF

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

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



## Narn T'Rann Heavy Carrier

### SPECS

Class: Capital Ship  
In Service: 2247  
Point Value: 575  
Ramming Factor: 270  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 18  
Engine Efficiency: 3/1  
Extra Power: +2  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

### 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

### FORWARD HITS

1-5: Retro Thrust  
6-8: Lt Pulse Cannon  
9-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-4: Port/Stb Thrust  
5-7: Med Pulse Cannon  
8-9: Lt Pulse Cannon  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-10: Main Thrust  
11-12: Lt Pulse Cannon  
13-18: Aft Struct  
19-20: PRIMARY Hit

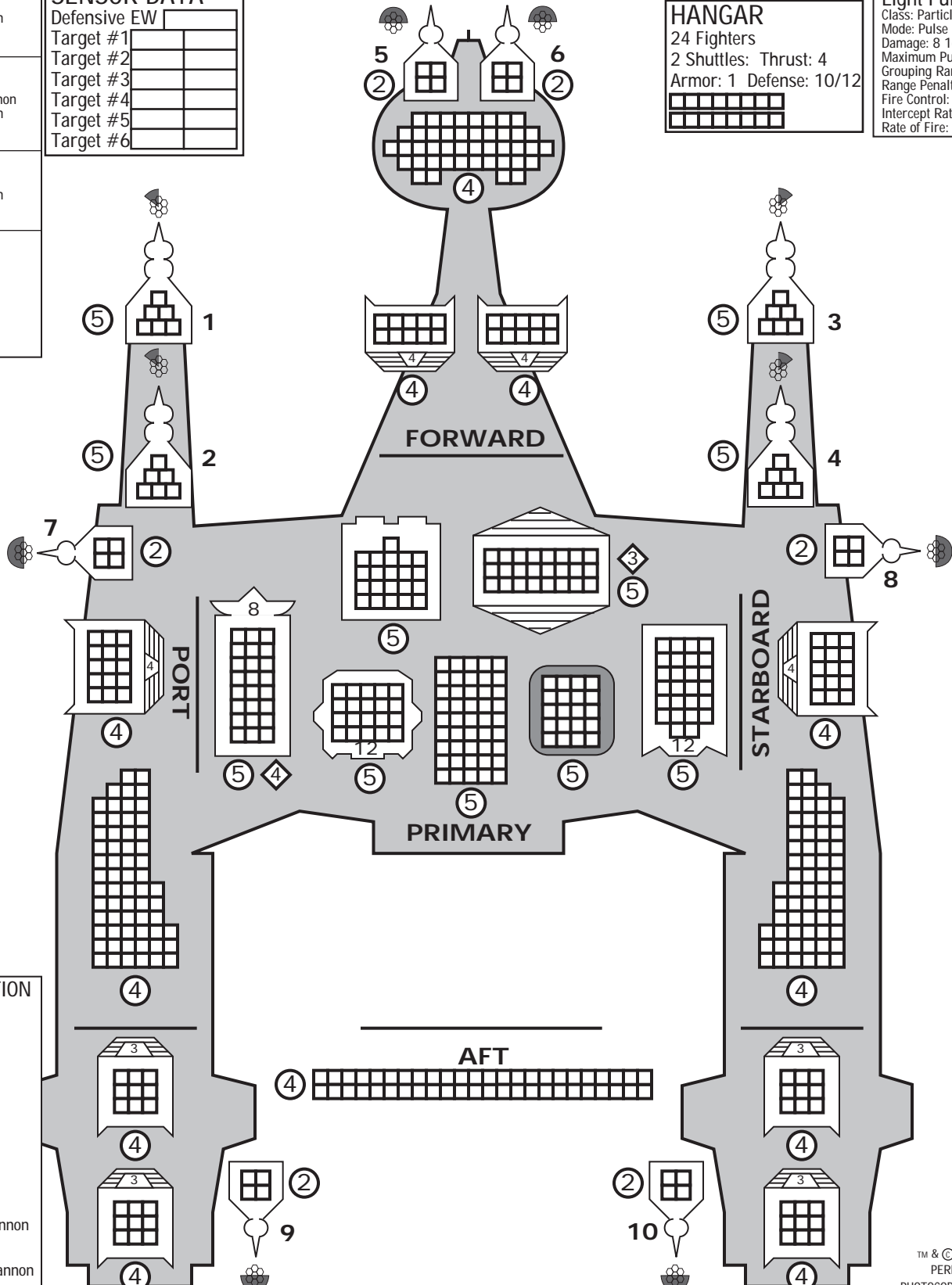
### PRIMARY HITS

1-9: Primary Struct  
10: Jump Engine  
11-12: Sensors  
13-14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Light Pulse Cannon