

Version 3: 2E/SF

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



# Narn T'Loth Assault Cruiser

## SPECS

Class: Capital Ship  
In Service: 2241  
Point Value: 500  
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: 0  
Initiative Bonus: +0

## WEAPON DATA

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Interception Rating: n/a  
Rate of Fire: 1 per 3 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: Hvy Plasma 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

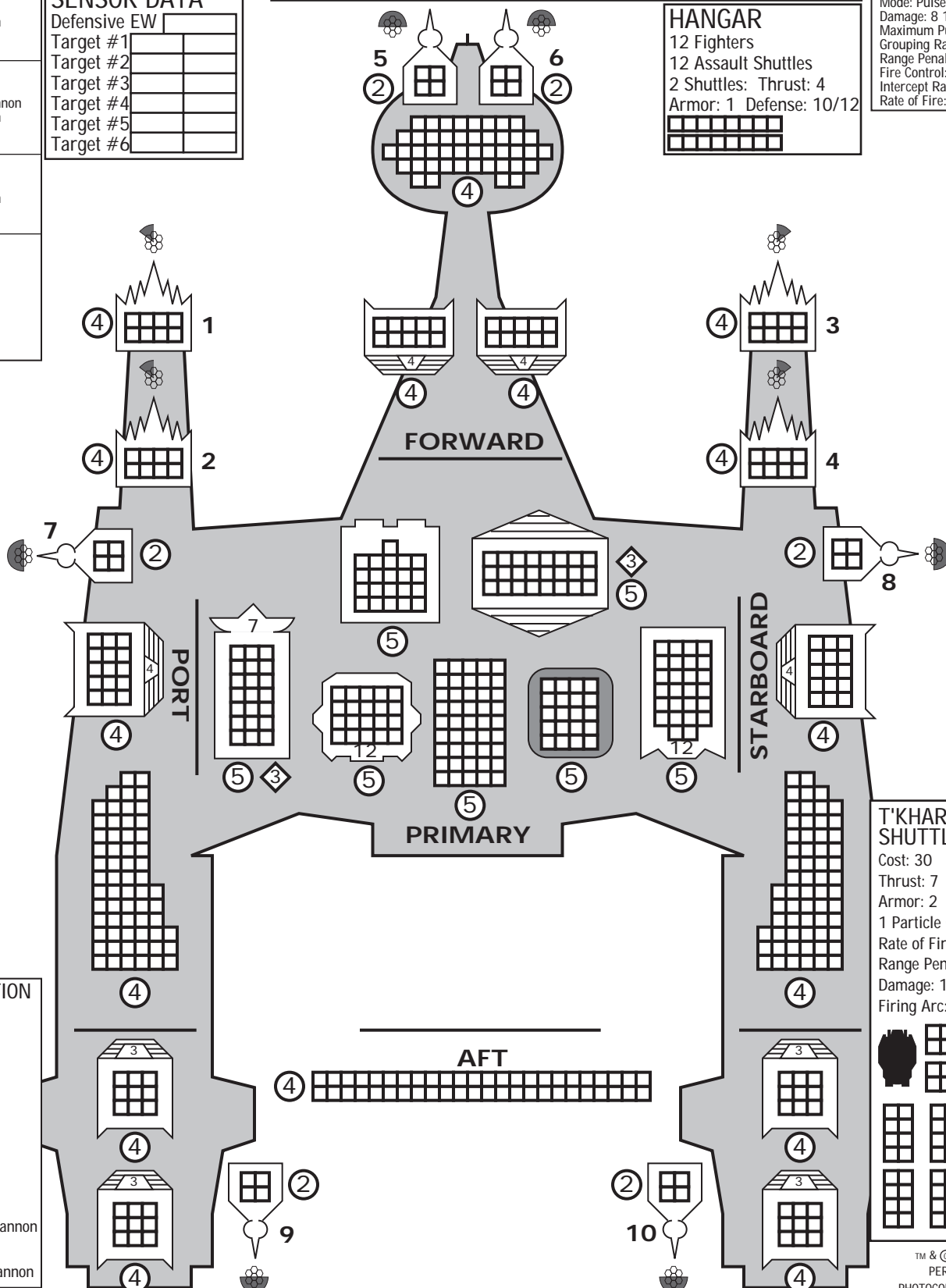
Target #4

Target #5

Target #6

## HANGAR

12 Fighters  
12 Assault Shuttles  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 10/12



## ICON RECOGNITION

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

## T'KHAR ASSAULT SHUTTLES

Cost: 30 Defense: 9/9  
Thrust: 7 Offense: +2  
Armor: 2 Initiative: +9  
1 Particle Gun  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+5  
Firing Arc:

