

# Narn T'Los Bulk Freighter

## SPECS

Class: Capital Ship  
In Service: 2223  
Point Value: 260  
Ramming Factor: 300  
Jump Delay: N/A

## MANEUVERING

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

## WEAPON DATA

**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

## Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-7: Light Pulse Cannon  
8-10: Cargo A-D  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-9: Cargo BC/EF  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

1-9: Primary Struct  
10-11: Quarters  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

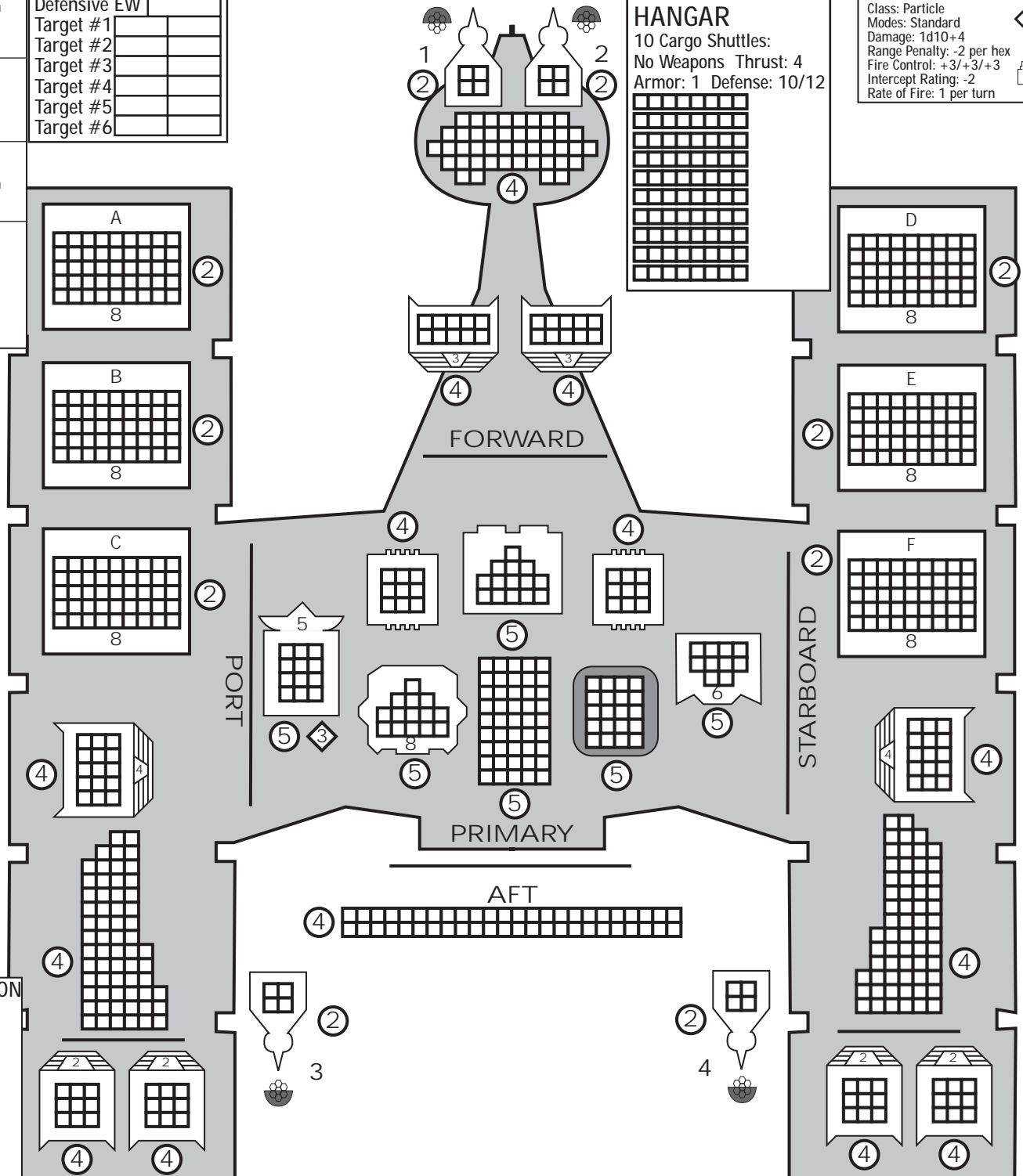
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

10 Cargo Shuttles:  
No Weapons Thrust: 4  
Armor: 1 Defense: 10/12

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Quarters
- Light Pulse Cannon



## Light Pulse Cannon Refit

From 2223-2243 the T'Los is armed with light particle beams, and the ship costs 240 points.