

Version 1.2: 2E/S10

Name: _____ Counter: _____

Narn Tar'Loth Heavy Assault Ship

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 17					
In Service: 2269		Turn Delay: 1 x Speed						Stb/Port Defense: 18					
Point Value:		Accel/Decel Cost: 4 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 450		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Jump Delay: 20 Turns		Roll Cost: 3+3 Thrust						Initiative Bonus: +0					
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	

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

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 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	
1-3:	Retro Thrust
4-5:	Heavy Laser Cannon
6-8:	Heavy Plasma Cannon
9-10:	Light Pulse Cannon
11:	Twin Array
12-18:	Forward Struct
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5:	Twin Array
6-7:	Light Pulse Cannon
8-9:	Heavy Plasma Cannon
10-11:	Hangar
12-18:	Port/Stb Struct
19-20:	PRIMARY Hit
AFT HITS	
1-7:	Main Thrust
8-11:	Twin Array
12-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Struct
10-11:	Jump Engine
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

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

