

## Narn T'Loq Heavy Cruiser

### SPECS

Class: Capital Ship  
In Service: 2242  
Point Value: 625  
Ramming Factor: 330  
Jump Delay: 20 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

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

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

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

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

**FORWARBITS**  
1-3 Retro Thrust  
4-7 Heavy Laser  
8-11 Lt. Pulse Cannon  
12-18: Forward Struct  
19-20 PRIMARY Hit

**SIDE HITS**  
1-4 Port/Stb Thrust  
5-7 Med Pulse Cannon  
8-9: Twin Array  
10-18: Port/Stb Struct  
19-20 PRIMARY Hit

**AFT HITS**  
1-7 Main Thrust  
8-9: Twin Array  
10-11 Lt Pulse Cannon  
12-18: Aft Struct  
19-20 PRIMARY Hit

**PRIMARY HITS**  
1-8 Primary Struct  
9-11 Jump Engine  
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

### HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

