

# T'Loth Variant (Rare)

Version 1.1: 2E/S10

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

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

## Narn T'Shon Early Explorer

### SPECS

Class: Capital Ship  
In Service: 2214  
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

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept 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

### FORWARD HITS

1-5: Retro Thrust  
6-8: Twin Array  
9-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

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

### AFT HITS

1-10: Main Thrust  
11-12: Twin Array  
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

### SPECIAL NOTES

ELINT Ship

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

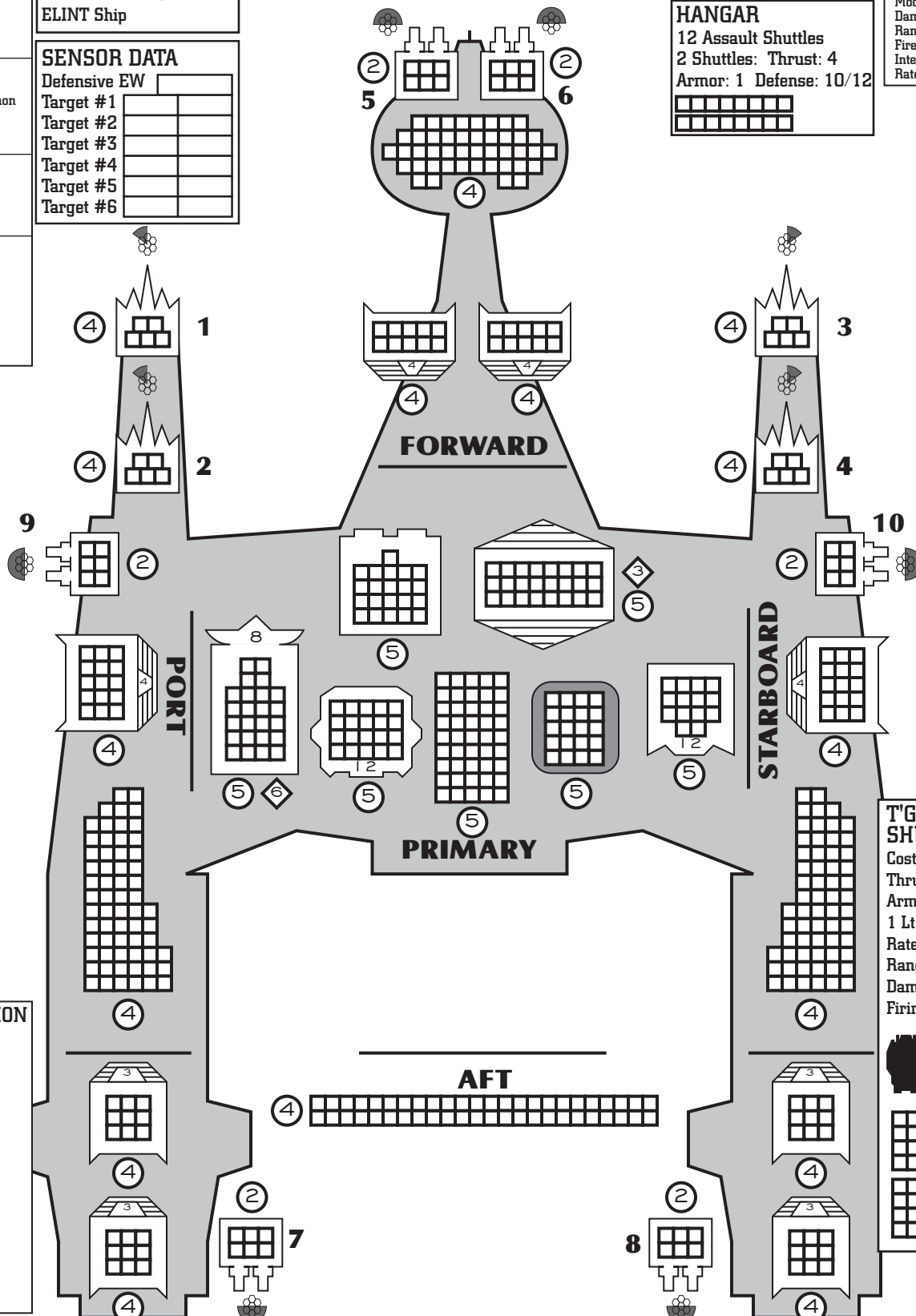
Target #4

Target #5

Target #6

### HANGAR

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



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Plasma Cannon
- Twin Array

### T'GHOR ASSAULT SHUTTLES

Cost: 25 Defense: 9/9  
Thrust: 7 Offense: +2  
Armor: 2 Initiative: +9  
1 Lt Particle Beam  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+3  
Firing Arc:

