

T'Loth Variant (Rare)

Version 2.0: 2E/S10

Name: _____

Counter: _____

Narn T'Voht Command Cruiser

SPECS

Class: Capital Ship
In Service: 2231
Point Value: 600
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: +1

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

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Energy Pulsar
Class: Particle
Modes: Pulse
Damage: 10 1d2 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scatter-Pulsar
Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

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

SIDE HITS

1-4: Port/Stb Thrust
5-6: Imperial Laser
7: Medium Bolter
8-9: Scatter Pulsar
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-10: Main Thrust
11-12: Light Bolter
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

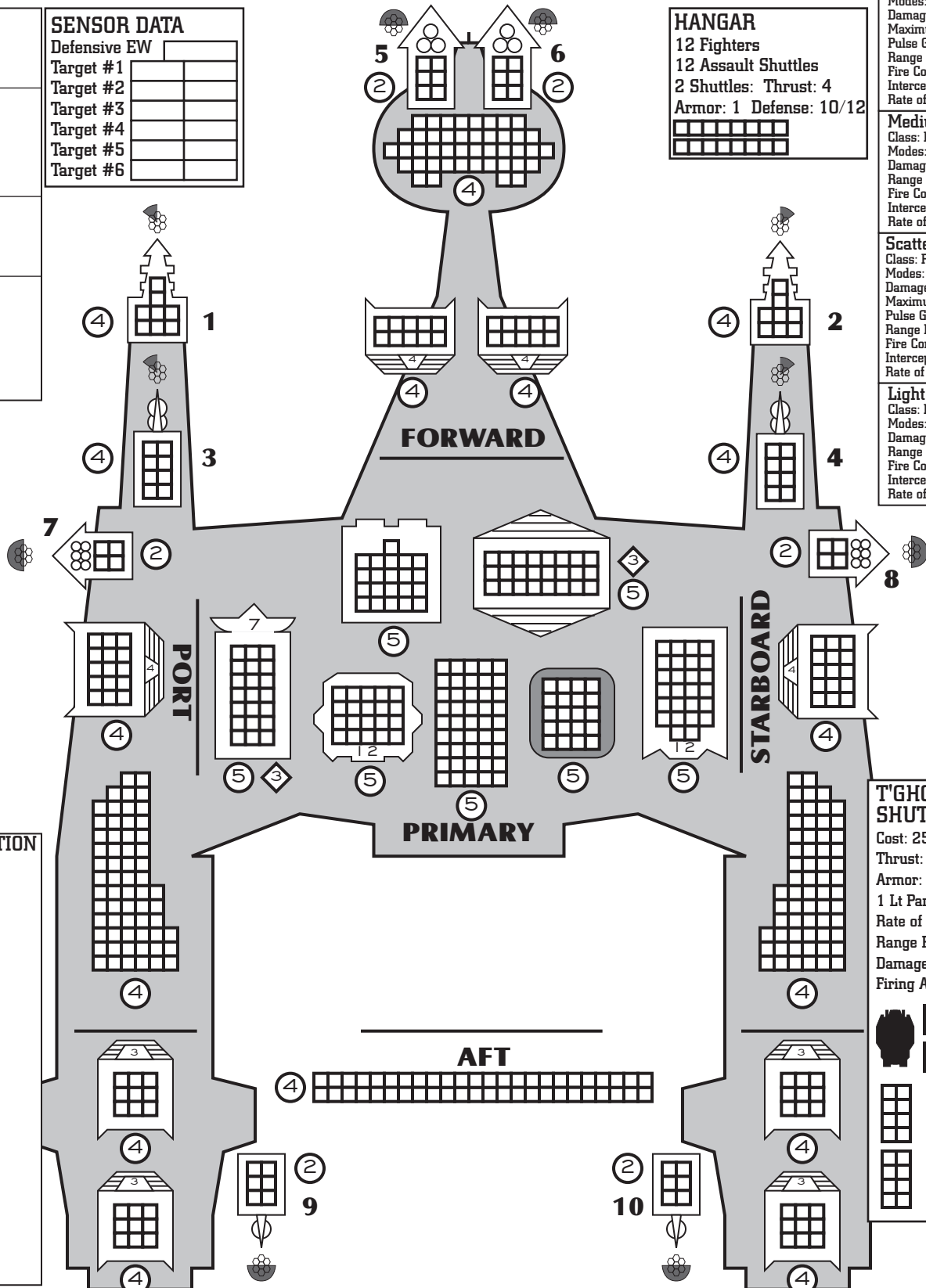
Target #4

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
- Imperial Laser
- Medium Bolter
- Energy Pulsar
- Light Bolter
- Scatter-Pulsar

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:

