



Narn Bin'Tar Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2245	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 1280	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 460	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 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	
Mag Gun	
Class: Plasma	
Modes: Flash	
Damage: 8d10+10	
Range Penalty: -1 per hex	
Fire Control: +6/+2/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

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	

Ion Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 15	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +3/+1/-4	
Intercept Rating: n/a	
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	

FORWARD HITS
1-3: Retro Thrust
4-5: Heavy Laser
6: Mag Gun
7-8: Ion Torpedo
9: Lt Pulse Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Heavy Laser
6: Lt Pulse Cannon
7-8: Twin Array
9: Ion Torpedo
10-18: Port/Stb Struct
19-20: PRIMARY Hit

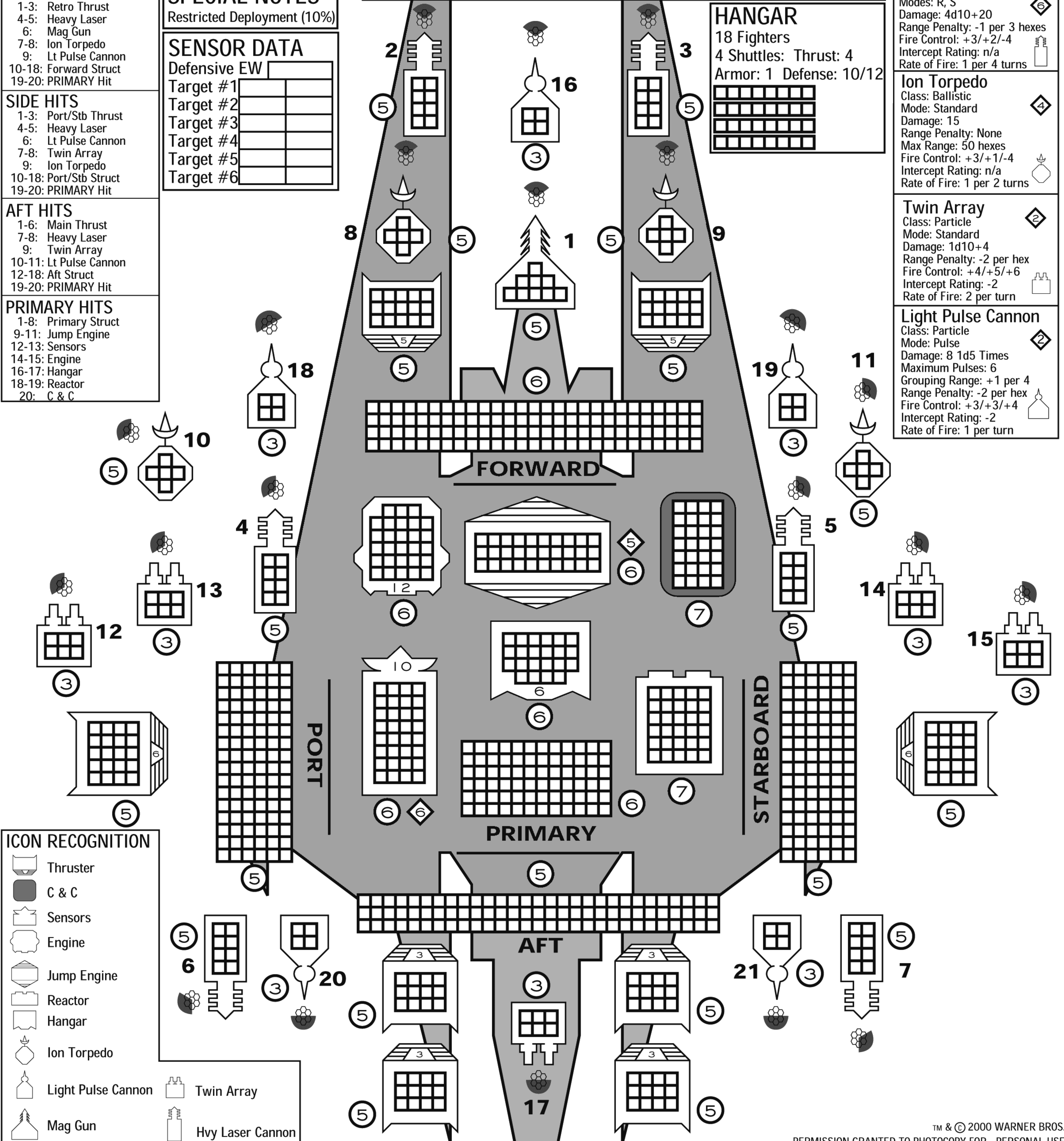
AFT HITS
1-6: Main Thrust
7-8: Heavy Laser
9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Restricted Deployment (10%)

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
18 Fighters	
4 Shuttles: Thrust: 4	
Armor: 1 Defense: 10/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Ion Torpedo
	Light Pulse Cannon
	Twin Array
	Mag Gun
	Hvy Laser Cannon