Bin'tak Dreadnought (refit)

FLEET ACTION

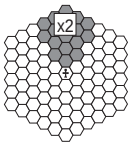
Ship Datacard

SHIP NAME:

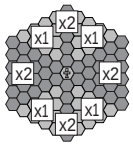
ID:

SQUADRON:

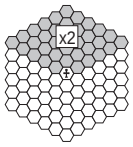
Mega Laser
Class: Laser
Range: 8/16/24/32
Fire Control: d10/d10/-
Damage: 6d10/special
Max Shots/Turn: 1



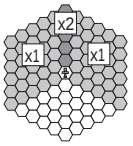
Heavy Laser
Class: Laser
Range:6/12/18/24
Fire Control: d10/d8/d4
Damage: 4d10 (+1 per die)
Max Shots/Turn: 1



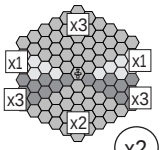
Heavy Pulse
Class: Particle
Range:4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



Ion Torpedo
Class: Ballistic
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 2



Light Pulse
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3



x2

CMD RATING: 10
CMD COST: 4
DEF RATING: 13
ARMOR: 6/5/5
SENSOR: 11
AVAIL: Rare

RACE: Narn Regime
CLASS: Bin'tak Dreadnought
CATEGORY: Capital
YEAR IN SERVICE: 2263
Jump Drive:Yes
POINT VALUE: 675

NOTES:

Loadout 1 (2263+)(795 points):
3 Flights Gorith

Loadout 2 (2263+)(810 points):
3 Flights Fratha

Mega Laser may be fired as a Heavy Laser with double the 'x' factor and 4d10+1/die damage instead of a Mega Laser shot.

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Mega Laser																														
Heavy Laser																														
Heavy Pulse																														
Ion Torpedo																														
Light Pulse																														

Twin Array

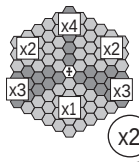
MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0

Twin Array

Class: Particle
Range:1/2/3/4
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



x2

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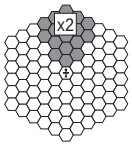
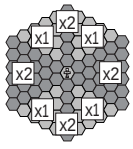
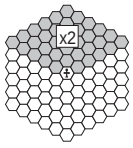


Heavy Laser
Class: Laser
Range:6/12/18/24
Fire Control: d10/d8/d4
Damage: 4d10 (+1 per die)
Max Shots/Turn: 1



Heavy Pulse
Class: Particle
Range:4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



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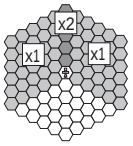
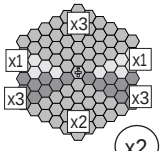
Range: 32
Fire Control: d10/d8/d6
Damage: d12
Max Shots/Turn: 2



Light Pulse
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3



x2

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AVAIL: Rare

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Version 1.0

Twin Array

Class: Particle
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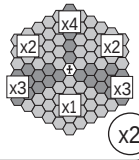
Fire Control: d10/d12/d12
Damage: d6
Max Shots/Turn: 3x2



x2