



# Narn Bin'Kan Class Battleship

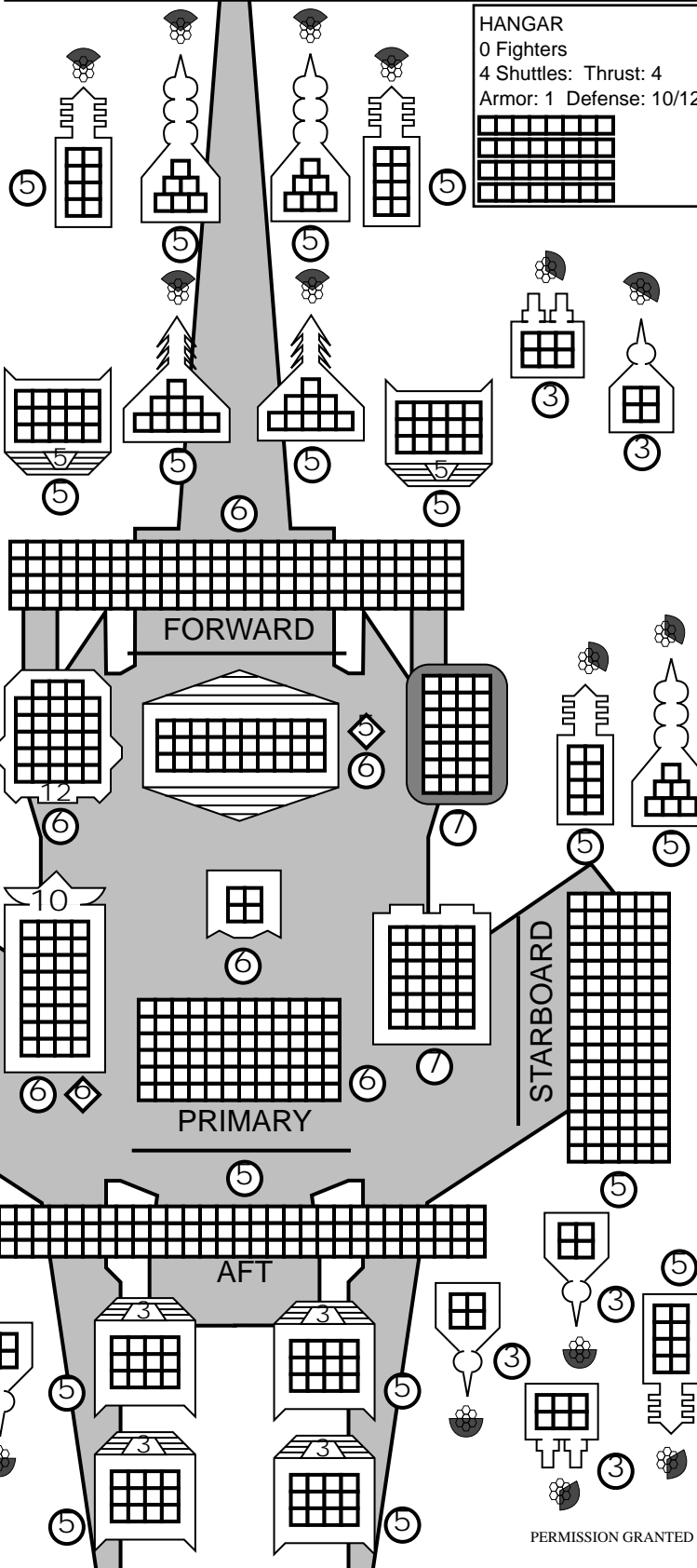


| SPECS                | MANEUVERING                | COMBAT STATS           |
|----------------------|----------------------------|------------------------|
| Class: Capital Ship  | Turn Cost 1 x Speed        | Fwd/Aft Defense: 16    |
| In Service: 2263     | Turn Delay: 1 x Speed      | Stb/Port Defense: 18   |
| Point Value:         | Accel/Decel Cost: 4 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor:      | 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<br>Modes: Flash<br>Damage: 8d10+10<br>Range Penalty: -1 per hex<br>Fire Control: +6/+2/-<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 3 turns  |
| Heavy Laser Cannon | Class: Laser<br>Modes: R, S<br>Damage: 4d10+20<br>Range Penalty: -1 per 3 hexes<br>Fire Control: +3/+2/-4<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 4 turns   |
| Energy Mine        | Class: Ballistic<br>Mode: Flash<br>Damage: 30/10<br>Range Penalty: None<br>Max Range: 50 hexes<br>Fire Control: n/a<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 2 turns<br>Special: Targeted on a hex not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away See rules. |
| Twin Array         | Class: Particle<br>Mode: Standard<br>Damage: 1d10+4<br>Range Penalty: -2 per hex<br>Fire Control: +4/+5/+6<br>Intercept Rating: -2<br>Rate of Fire: 2 per turn  |
| Light Pulse Cannon | Class: Particle<br>Mode: Pulse<br>Damage: 8 1d5 Times<br>Maximum Pulses: 6<br>Grouping Range: +1 per 4<br>Range Penalty: -2 per hex<br>Fire Control: +3/+3/+4<br>Intercept Rating: -2<br>Rate of Fire: 1 per turn   |

| FORWARBITS              |
|-------------------------|
| 1-3Retro Thrust         |
| 4-5Heavy Laser          |
| 6Mag Gun                |
| 7-8:Hvy Pulse Cannon    |
| 9Lt Pulse Cannon        |
| 10-11:Twin Array        |
| 12-18: Forward Struct   |
| 19-20PRIMARY Hit        |
| SIDE HITS               |
| 1-3Port/Stb Thrust      |
| 4-5Heavy Laser          |
| 6Lt Pulse Cannon        |
| 7-8:Twin Array          |
| 9E-Mine Launcher        |
| 10-11: Hvy Pulse Cannon |
| 12-18Port/Stb Struct    |
| 19-20PRIMARY Hit        |
| AFT HITS                |
| 1-6Main Thrust          |
| 7-8Heavy Laser          |
| 9Twin Array             |
| 10-11Lt Pulse Cannon    |
| 12-18Aft Struct         |
| 19-20PRIMARY Hit        |
| PRIMARY HITS            |
| 1-8Primary Struct       |
| 9-11Jump Engine         |
| 12-13Sensors            |
| 14-15Engine             |
| 16-17Hangar             |
| 18-19Reactor            |
| 20C & C                 |

| SPECIAL NOTES               |  |
|-----------------------------|--|
| Restricted Deployment (10%) |  |
| SENSOR DATA                 |  |
| Defensive EW                |  |
| Target #1                   |  |
| Target #2                   |  |
| Target #3                   |  |
| Target #4                   |  |
| Target #5                   |  |
| Target #6                   |  |



| ICON RECOGNITION |                    |
|------------------|--------------------|
|                  | Thrust             |
|                  | C & C              |
|                  | Sensors            |
|                  | Engine             |
|                  | Jump Engine        |
|                  | Reactor            |
|                  | Hangar             |
|                  | Energy Mine        |
|                  | Twin Array         |
|                  | Hvy Laser Cannon   |
|                  | Light Pulse Cannon |
|                  | Mag Gun            |
|                  | Hvy Pulse Cannon   |

|                    |   |
|--------------------|---|
| Heavy Pulse Cannon | Class: Particle<br>Mode: Pulse<br>Damage: 15 1d5 Times<br>Maximum Pulses: 6<br>Grouping Range: +1 per 4<br>Range Penalty: -1 per 2 hexes<br>Fire Control: +4/+3/-1<br>Intercept Rating: -1<br>Rate of Fire: 1 per 3 turns |
|--------------------|---|