

Bin'Tak Variant (Uncommon)

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

# Narn Bin'Tak Adv. Dreadnought



## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value: 1800  
Ramming Factor: 460  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16 (12)  
Stb/Port Defense: 18 (14)  
Engine Efficiency: 3/1  
Extra Power: 0  
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

### I.Hvy Laser/Pulse Array

This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

### I.Heavy Laser Cannon

Class: Laser  
Modes: R, S(3)  
Damage: 4d10+26  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### I.Heavy Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 15 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

### Mag Accelerator

Class: Plasma  
Modes: Flash  
Damage: 7d10+24  
Range Penalty: -1 per hex  
Fire Control: +7/+5/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
1 per turn: 3d10+8  
1 per 2 turns: 5d10+12

### Adv.Energy Mine

Class: Ballistic  
Mode: Flash  
Damage: 45/15  
Range Penalty: None  
Max Range: 60 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*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.*

### Imp.Ion Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 20  
Range Penalty: None  
Max Range: 80 hexes  
Fire Control: +5/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-3: Retro Thrust  
4-5: I. Hvy. Laser/Pulse Array  
6: Mag Accelerator  
7-8: Adv. Energy Mine  
9: Imp. Pulsar Mine  
10-13: Imp. Twin Array  
14-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-5: I. Hvy. Laser/Pulse Array  
6: Imp. Twin Array  
7-8: Imp. Ion Torpedo  
9: Gravitic Shield  
10: Gravitic Shield  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: I. Hvy. Laser/Pulse Array  
9: Imp. Twin Array  
10-11: Imp. Pulsar Mine  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-10: Jump Engine  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-18: Reactor  
19: Shield Generator  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Restricted Deployment  
Common after 2271

## SENSOR DATA

Defensive EW

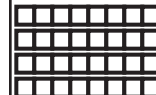
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## HANGAR

18 Fighters

4 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



## Imp.Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## Imp.Pulsar Mine

Class: Particle  
Mode: Pulse (Special)  
Damage: 9  
Range Penalty: None (max 2)  
Fire Control: -1/-1/+5  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Up to 18 shots at fighters/shuttles per turn*

