

# Narn Bin'Tak Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2245  
Point Value: 1350  
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  
Stb/Port Defense: 18  
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

**Hvy Particle Cannon**  
Class: Particle  
Mode: Raking  
Damage: 6d10+60  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 6 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

## Energy Mine

Class: Ballistic  
Mode: Flash  
Damage: 30/10  
Range Penalty: None  
Max Range: 50 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.*

## 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

## Medium Laser Cannon

Class: Laser  
Mode: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## 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

## 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

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Heavy Laser
- 6: Hvy. Partical Cannon
- 7-8: Energy Mine
- 9: Lt Pulse Cannon
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-3: Port/Stb Thrust
- 4-5: Med. Laser Cannon
- 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		

