



Bintari Alinia System Defender

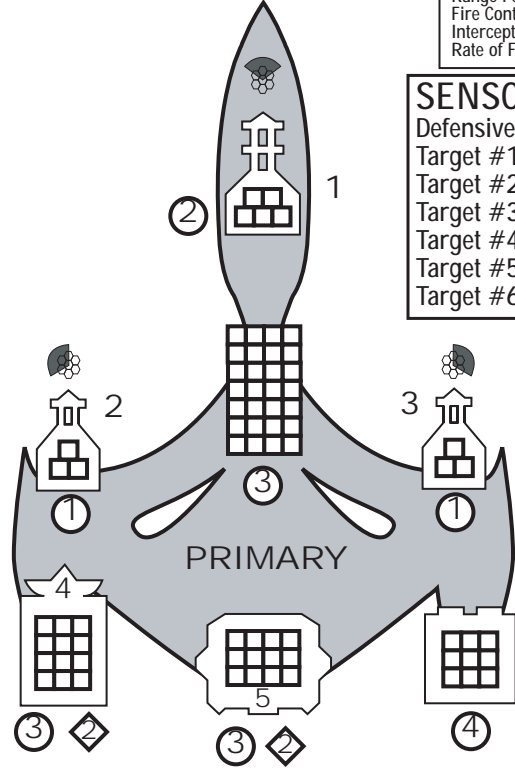
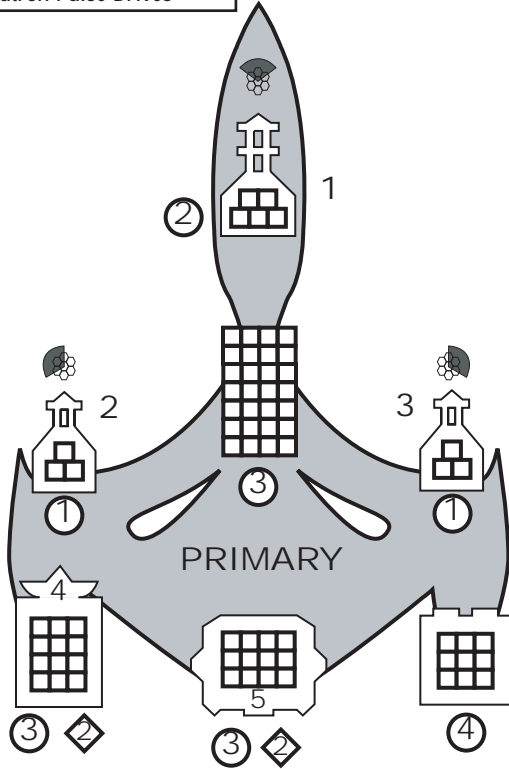
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 9
In Service: 2036	Turn Delay: 1/4 Speed	Stb/Port Defense: 10
Point Value: 160 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +2
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
X-Ray Laser	
Class: Laser	
Mode: Standard	◆
Damage: 1d6+10	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	🏠
Light X-Ray Laser	
Class: Laser	
Mode: Standard	◆
Damage: 1d6+6	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	🏠

HIT LOCATION	
1-11:	Structure
12-13:	X-Ray Laser
14-16:	Light X-Ray Laser
17-18:	Drive
19:	Reactor
20:	Control

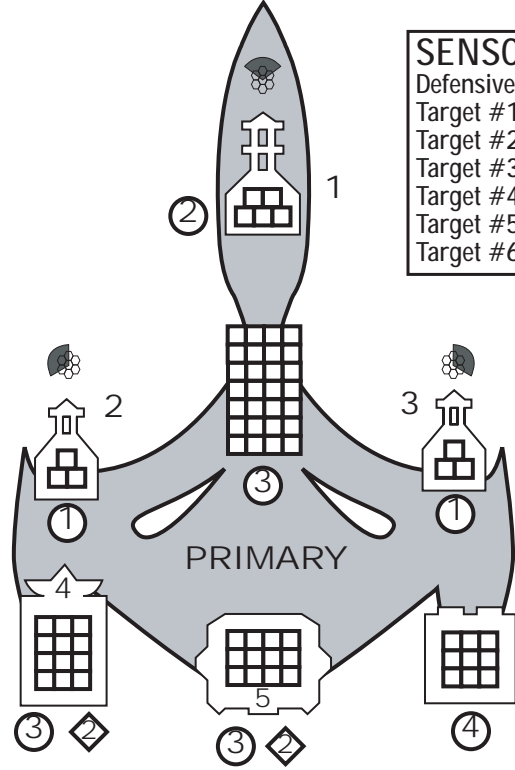
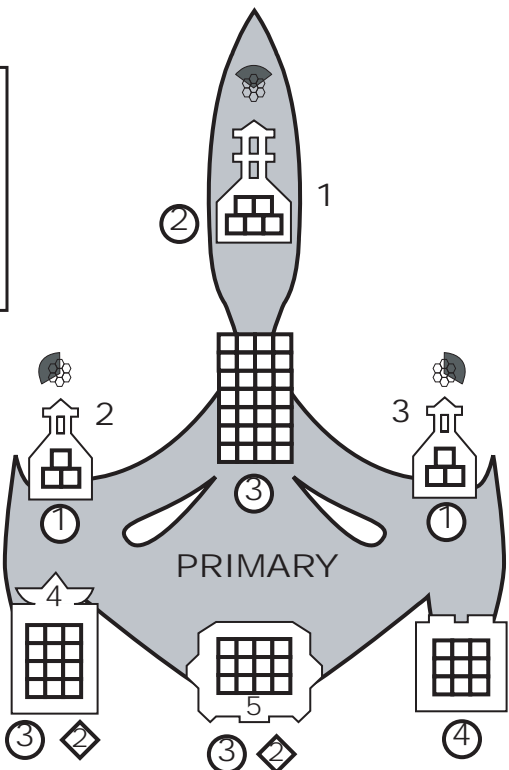
SPECIAL NOTES
 Agile Ship
 Atmospheric Capable
 Neutron Pulse Drives

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



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

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

ICON RECOGNITION	
	Control
	Drive
	Reactor
	X-Ray Laser
	Light X-Ray Laser