



Bintari Tymbrimi Missile Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2055	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 25 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Dual Launcher	
Class: Ballistic	
Missiles: 20	
Range Penalty: none	
Fire Control: +1/+1/+1	
Intercept Rating: n/a	
Rate of Fire: Special	
Hvy: 1 per turn	
Med: 2 per turn	
Light: 2 per turn	

FORWARD HITS	
1-5:	Retro Thrust
6-7:	X-Ray Laser
8-10:	Standard Launcher
11-18:	Forward Struct
19-20:	PRIMARY Hit

SPECIAL NOTES
 Limited Deployment (10%)
 Neutron Pulse Drive

SIDE HITS	
1-4:	Port/Stb Thrust
5-6:	Dual Launcher
7-8:	Standard Launcher
9-10:	Defense Launcher
11-18:	Port/Stb Struct
19-20:	PRIMARY Hit

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

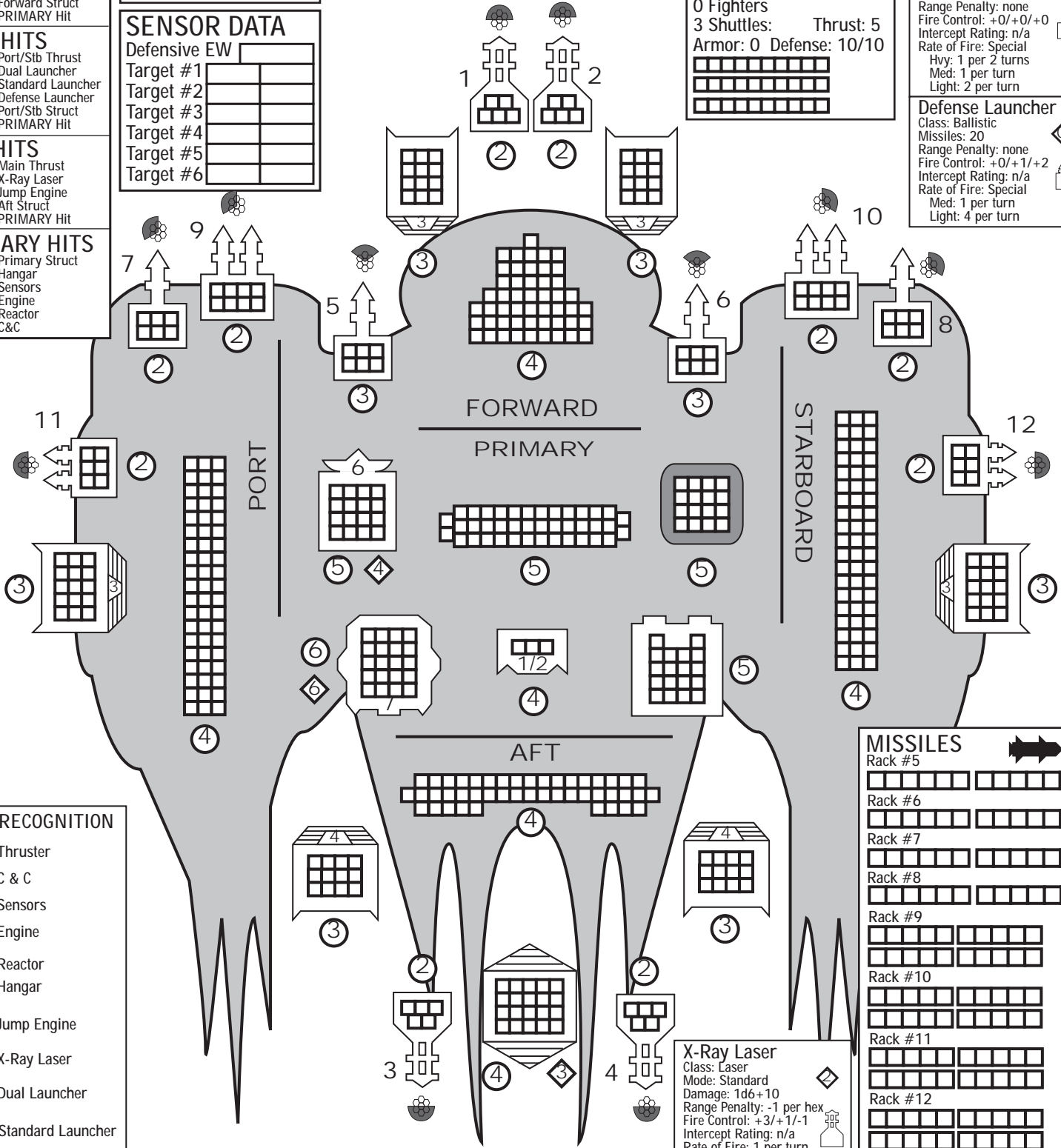
AFT HITS	
1-6:	Main Thrust
7-8:	X-Ray Laser
9-11:	Jump Engine
12-18:	Aft Struct
19-20:	PRIMARY Hit

HANGAR	
0 Fighters	
3 Shuttles:	Thrust: 5
Armor: 0	Defense: 10/10
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Standard Launcher	
Class: Ballistic	
Missiles: 12	
Range Penalty: none	
Fire Control: +0/+0/+0	
Intercept Rating: n/a	
Rate of Fire: Special	
Hvy: 1 per 2 turns	
Med: 1 per turn	
Light: 2 per turn	

Defense Launcher	
Class: Ballistic	
Missiles: 20	
Range Penalty: none	
Fire Control: +0/+1/+2	
Intercept Rating: n/a	
Rate of Fire: Special	
Med: 1 per turn	
Light: 4 per turn	

PRIMARY HITS	
1-10:	Primary Struct
11-12:	Hangar
13-14:	Sensors
15-17:	Engine
18-19:	Reactor
20:	C&C



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	X-Ray Laser
	Dual Launcher
	Standard Launcher
	Defense Launcher

MISSILES	
Rack #5	<input type="checkbox"/>
Rack #6	<input type="checkbox"/>
Rack #7	<input type="checkbox"/>
Rack #8	<input type="checkbox"/>
Rack #9	<input type="checkbox"/>
Rack #10	<input type="checkbox"/>
Rack #11	<input type="checkbox"/>
Rack #12	<input type="checkbox"/>

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	