Hishoch Variant (Rare)
Version 1: 2E/BKS

Name: _____ Counter: _____

Bintari Hishkok Missile Destroyer

BABYLON WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2014	Turn Delay: 1/2 Speed	Stb/Port Defense: 17
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 3+3 Thrust	Extra Power: 7
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

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

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

FORWARD HITS
1-4: Retro Thrust
5-8: Standard Launcher
9-18: Forward Struct
19-20: PRIMARY Hit

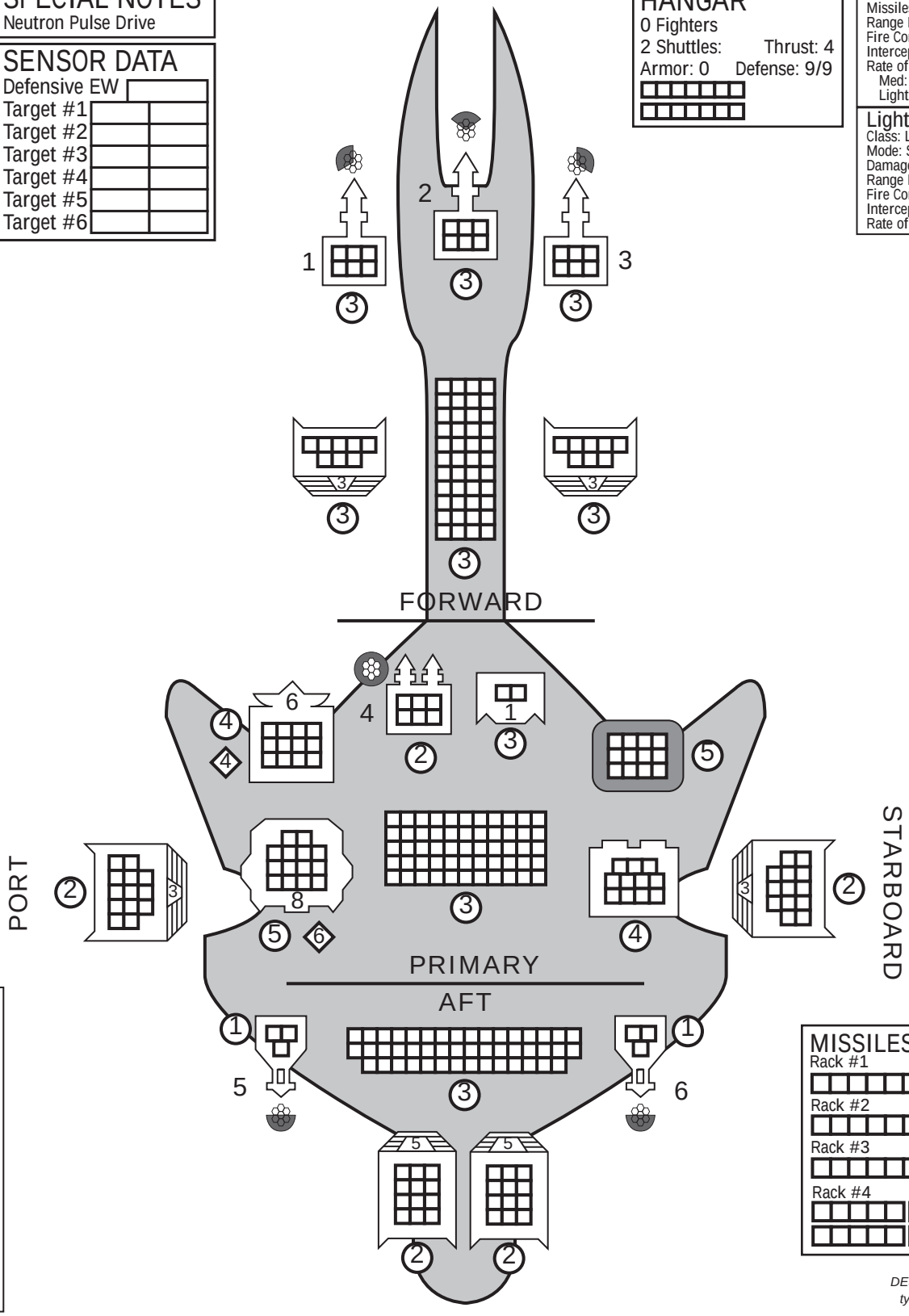
AFT HITS
1-6: Main Thrust
7-8: Light X-Ray Laser
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12: Defense Launcher
13-14: Sensors
15: Hangar
16-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES
Neutron Pulse Drive

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/9



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

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4

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