Version 2: 2E/BKS

Name: _____ Counter: _____

# Bintari Hishoch Warship

BABYLON WARS 2ND EDITION

| SPECS | MANEUVERING | COMBAT STATS |
|---|---|---|
| Class: Hvy Combat Vsl | Turn Cost: 2/3 Speed | Fwd/Aft Defense: 13 |
| In Service: 2010 | Turn Delay: 1/2 Speed | Stb/Port Defense: 17 |
| Point Value: 400 | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 2/1 |
| Ramming Factor: 140 | Pivot Cost: 3+3 Thrust | Extra Power: 0 |
| 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

**Light Laser Cannon**
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

**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

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

## FORWARD HITS
1-4: Retro Thrust
5-6: Light Laser
7-9: Laser Bolt
10-18: Forward Struct
19-20: PRIMARY Hit

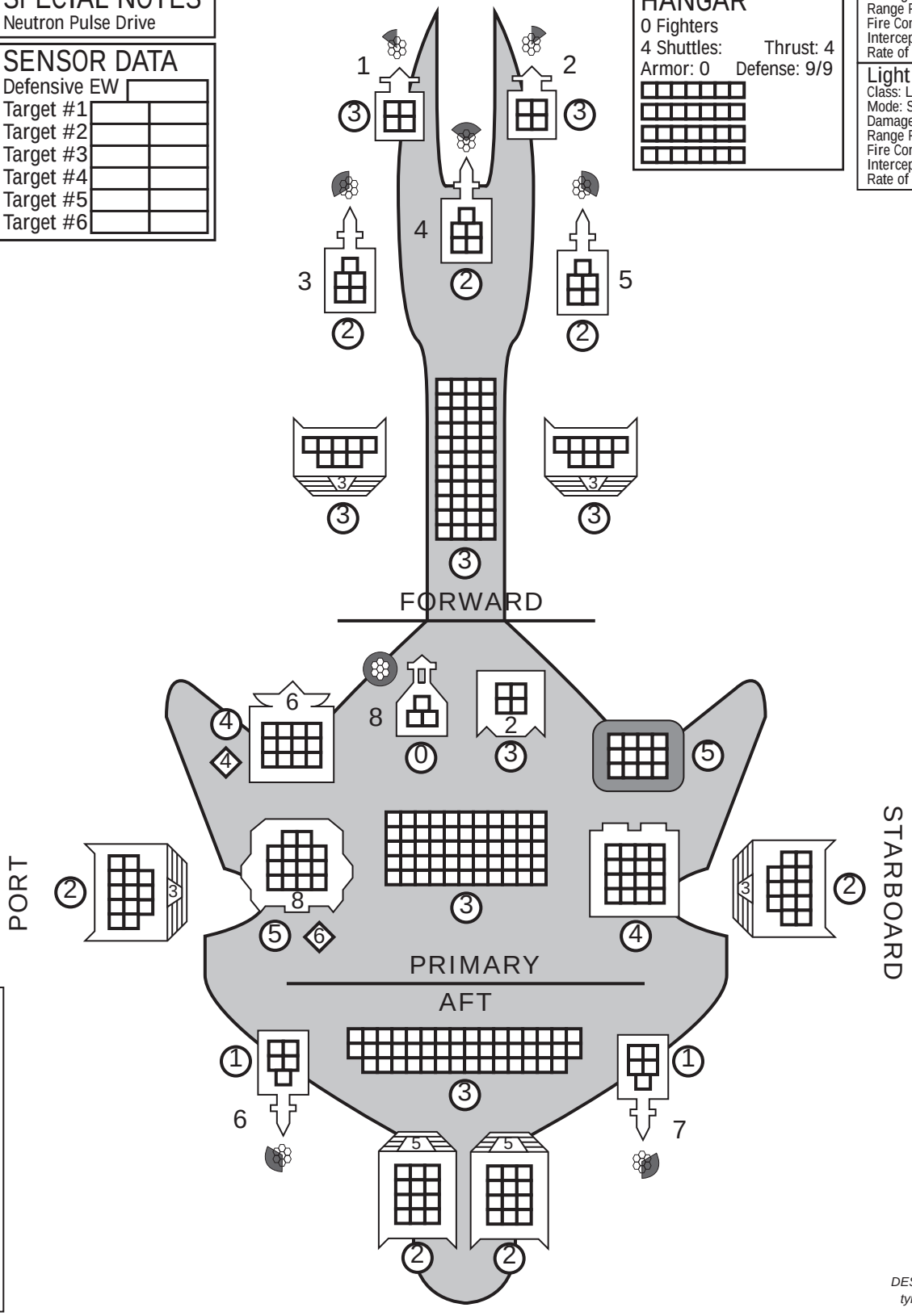
## AFT HITS
1-6: Main Thrust
7-8: Laser Bolt
9-18: Aft Struct
19-20: PRIMARY Hit

## PRIMARY HITS
1-7: Primary Struct
8-10: Port/Stb Thrust
11: Light X-Ray Laser
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: 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 | | |




## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser Cannon
- Laser Bolt
- Light X-Ray Laser

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