



Bintari Iliad Strike Destroyer [Alpha Model]

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2042	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	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 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	
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	
Twin X-Ray Laser	
Class: Laser	
Mode: Standard	
Damage: 2d6+4	
Range Penalty: -1 per hex	
Fire Control: +3/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 2 per turn	
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	

- FORWARD HITS**
- 1-4: Retro Thrust
 - 5: X-Ray Laser
 - 6-8: Twin X-Ray Laser
 - 9-18: Forward Struct
 - 19-20: PRIMARY Hit
- AFT HITS**
- 1-5: Main Thrust
 - 6-7: X-Ray Laser
 - 8-9: Standard Launcher
 - 9-18: Aft Struct
 - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-8: Primary Struct
 - 9-11: Port/Stb Thrust
 - 12-13: Primary Hangar
 - 14-15: Sensors
 - 16-17: Engine
 - 18-19: Reactor
 - 20: C&C

SPECIAL NOTES
Neutron Pulse Drives

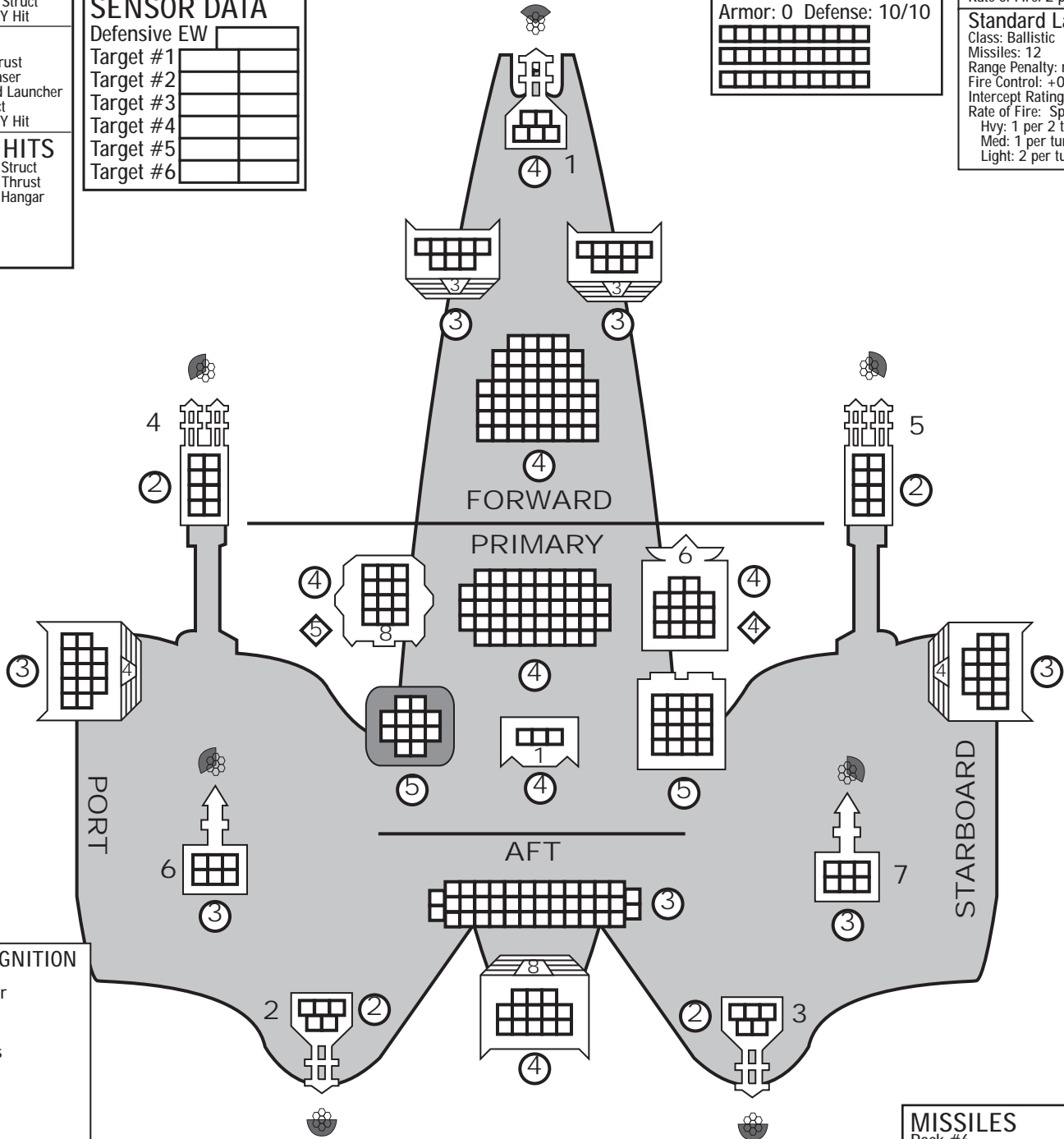
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
3 Shuttles: Thrust: 5
Armor: 0 Defense: 10/10



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - X-Ray Laser
 - Twin X-Ray Laser
 - Standard Launcher

MISSILES

Rack #6

Rack #7
