Iliad Variant (Common)
Version 2: 2E/BKS

Name: _____   Counter: _____

Bintari Iliad Strike Destroyer [Beta Model]

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2056
Point Value: 460
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING
Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +0
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

Tachyon Cannon
Class: Tachyon
Mode: Raking (8)
Damage: 2d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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
5-8:   Tachyon Cannon
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
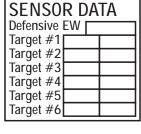
PRIMARY HITS
1-8:   Primary Struct
9-11: Port/Stb Thrust
12-13: Primary Hangar
14-15: Sensors
16-17: Engine
18-19: Reactor
20:    C&C

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
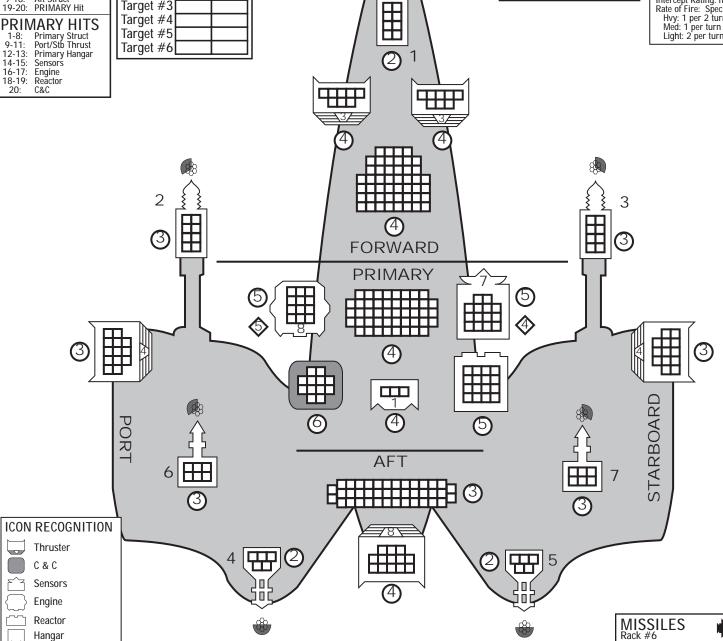
ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
X-Ray Laser
Tachyon Cannon
Standard Launcher

FORWARD

PRIMARY

AFT

PORT

STARBOARD

MISSILES
Rack #6
Rack #7

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