Version 2: 2E/WCR

Name: _____ Counter: _____

Centauri Centaurum Battleship

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 1966
Point Value: 750
Ramming Value: 300
Jump Delay: 20 turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS
Fwd/Aft Def: 17
Stb/Port Defense: 19
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR
12 Fighters
4 Shuttles: Thrust: 3
Armor: 0 Defense: 10/11

ARMOR REFIT

System	1966	2005
Aft Structure	4	5
Port/Stb Main Thrust	3	4
Jump Drive	5	6

WEAPON DATA

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-8: Imperial/Assault Laser
9: Particle Weapon
10-11: Hvy Plasma Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Imperial/Assault Laser
8-10: Particle Weapon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

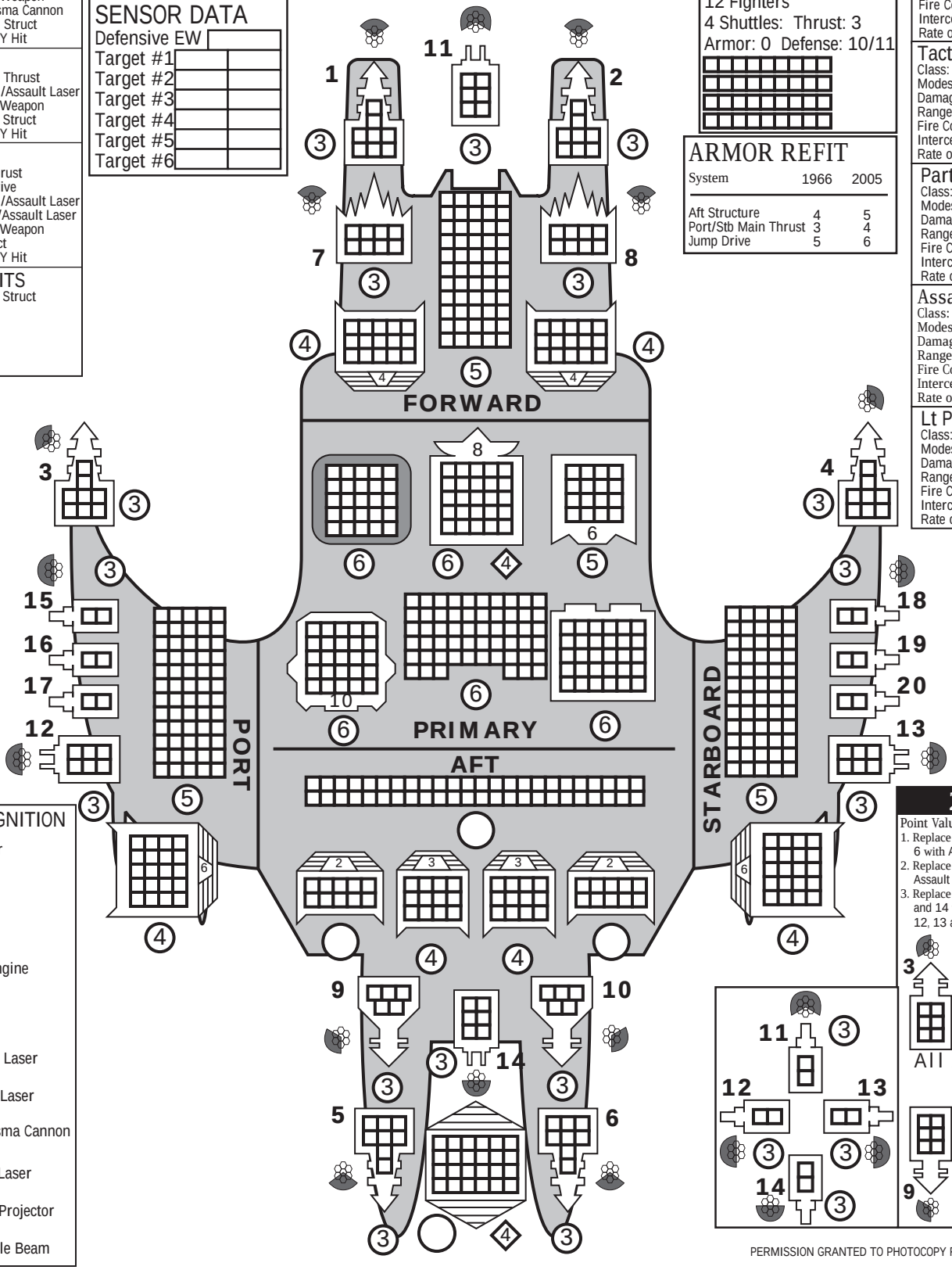
AFT HITS
1-5: Main Thrust
6-8: Jump Drive
9-11: Imperial/Assault Laser
12-13: Tactical/Assault Laser
14: Particle Weapon
15-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)

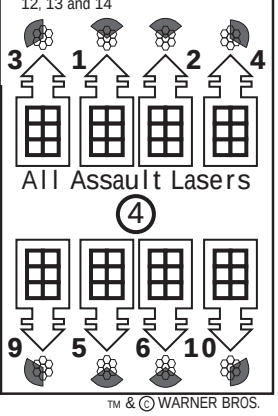
SENSOR DATA

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



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Hvy Plasma Cannon
- Assault Laser
- Particle Projector
- Lt Particle Beam

2005 Refit
Point Value: 850
1. Replace Imperial Lasers 1, 2, 3, 4, 5 and 6 with Assault Lasers 1,2,3,4,5 and 6
2. Replace Tactical Lasers 9 and 10 with Assault Lasers 9 and 10
3. Replace Particle Projectors 11,12, 13 and 14 with Lt Particle Beams 11, 12, 13 and 14



™ & © WARNER BROS.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE (S02)