Centauri Devlack War Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Def: 15
In Service: 2259	Turn Delay: 1/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 230	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

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	1	2	2	2	3	3	3	4	4	4

HANGAR
6 Fighters (Rutarian capable)
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10

FORWARD HITS
1-3:Retro Thrust
4-5:Matter Cannon
6-7:Twin Array
8-9:Guardian Array
10-18: Forward Struct
19-20:PRIMARY Hit

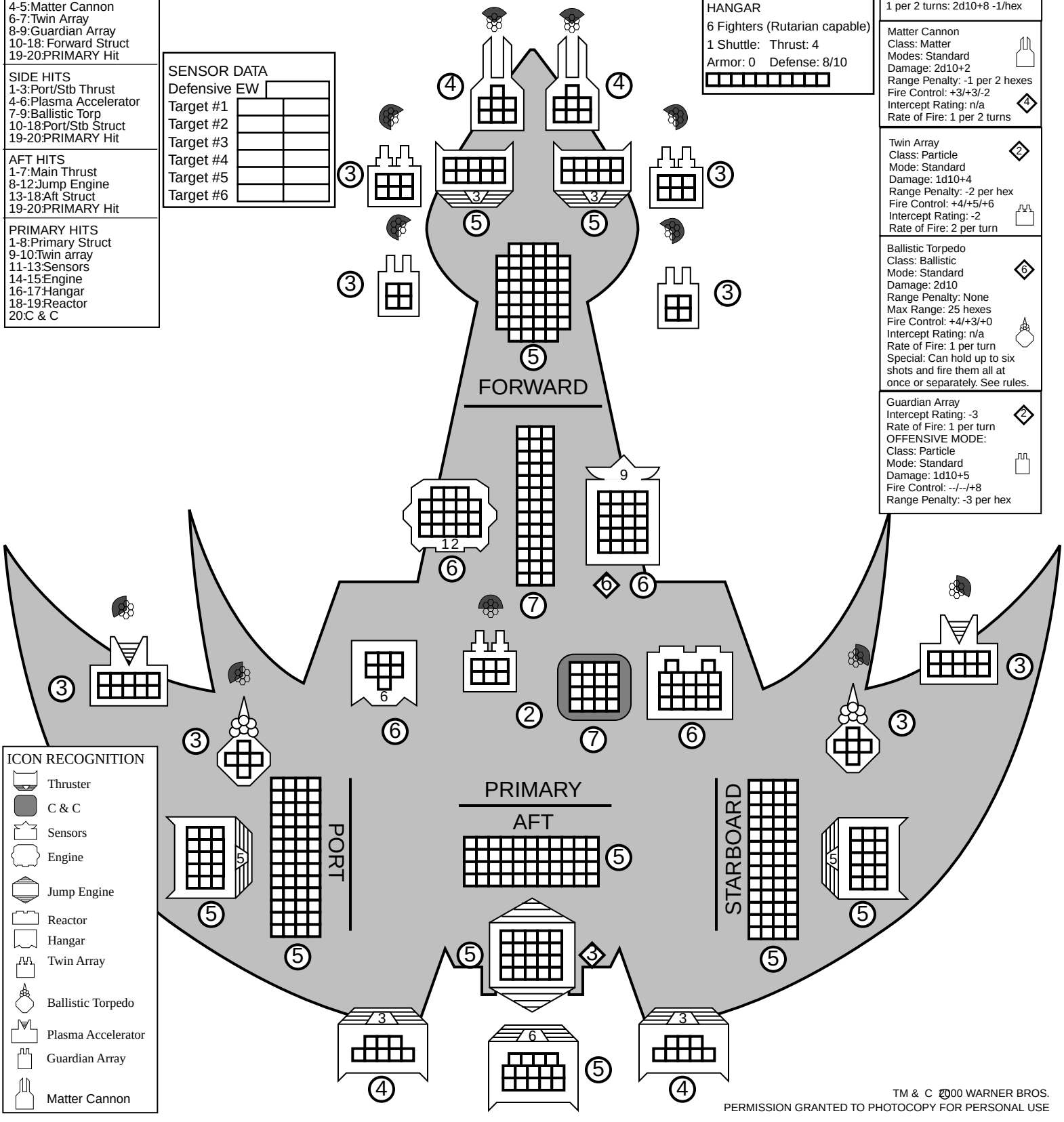
SIDE HITS
1-3:Port/Stb Thrust
4-6:Plasma Accelerator
7-9:Ballistic Torp
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-7:Main Thrust
8-12:Jump Engine
13-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-10:Twin array
11-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SENSOR DATA
Defensive EW

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



WEAPON DATA

Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Ballistic Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+8
Range Penalty: -3 per hex

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Ballistic Torpedo
- Plasma Accelerator
- Guardian Array
- Matter Cannon

TM & C 2000 WARNER BROS.
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