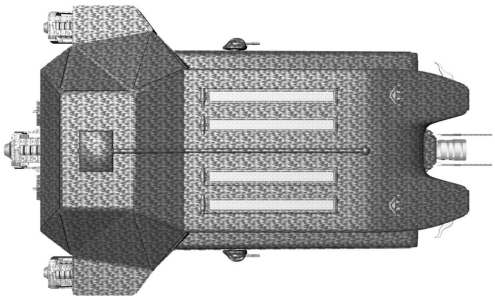
Athraskala Variant (Uncommon)
Version 1: 2E/V3

Name: _____ Counter: _____

Dilgar Athraskala-C War Bomber

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2232
Point Value: 700
Ramming Factor: 200
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +4
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	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Quad Pulsar
Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Scatter-Pulsar
Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-8: Missile Rack
9-11: Quad Pulsar
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Scatter-Pulsar
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Missile Rack
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit

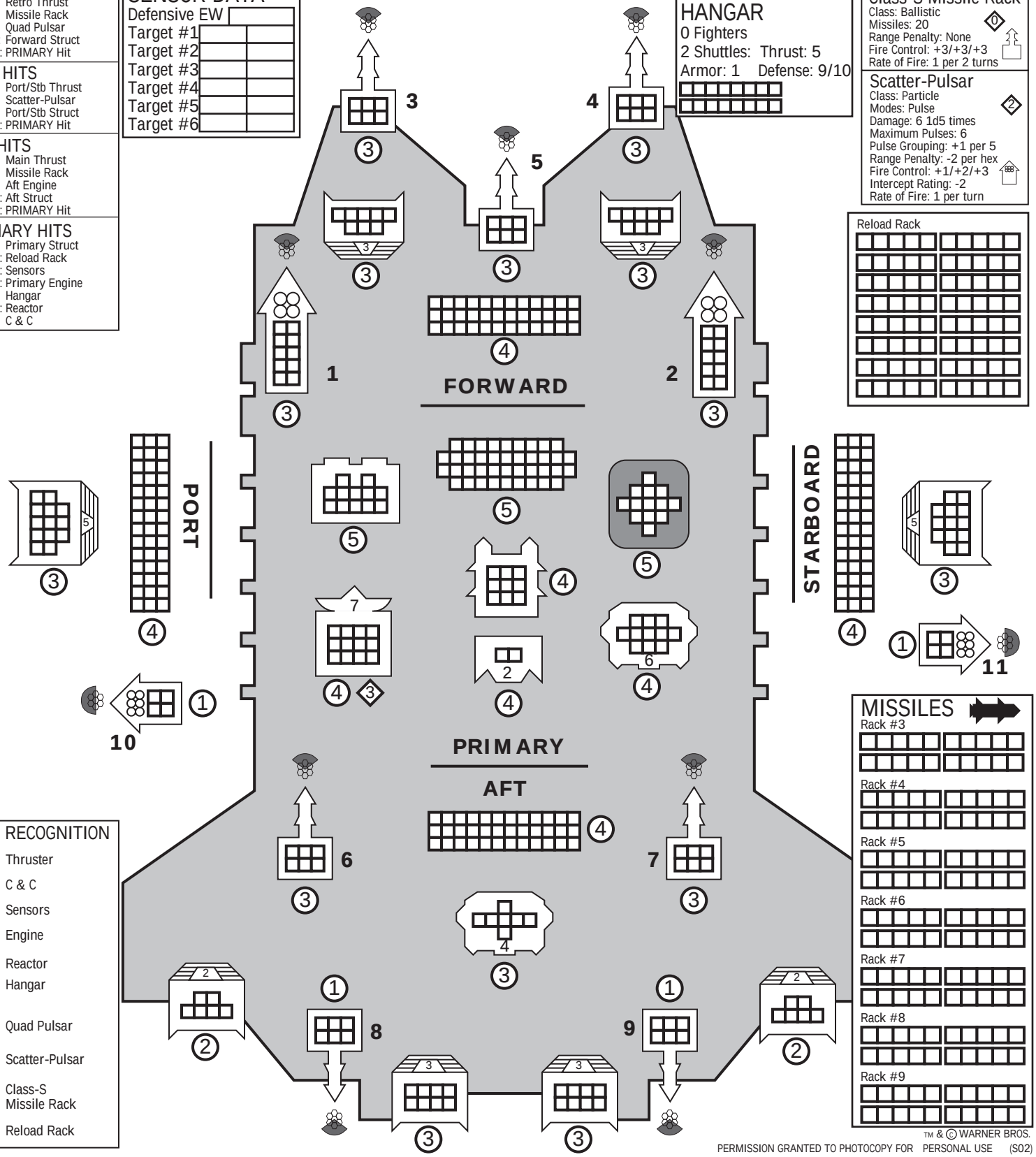
PRIMARY HITS
1-10: Primary Struct
11-12: Reload Rack
13-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10

Reload Rack



MISSILES
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8
Rack #9

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Quad Pulsar
Scatter-Pulsar
Class-S Missile Rack
Reload Rack

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