

The logo for 'Babylon Wars 2nd Edition' is located in the bottom right corner. It features a large, stylized number '5' in the background. The word 'BABYLON' is written in a bold, blocky font across the middle of the '5'. Below it, the word 'WARS' is written in a larger, more aggressive, blocky font. At the bottom, '2ND EDITION' is written in a smaller, simpler font. The entire logo has a metallic, 3D appearance with highlights and shadows.

SPECS			MANEUVERING								COMBAT STATS			
Class: Medium Ship			Turn Cost: 1/3 Speed								Fwd/Aft Defense: 12 (11)			
In Service: 2245			Turn Delay: 1/2 Speed								Stb/Port Defense: 13 (12)			
Point Value: 500???			Accel/Decel Cost: 2 Thrust								Engine Efficiency: 2/1			
Ramming Factor: 90			Pivot Cost: 1 Thrust								Extra Power: +4			
Jump Delay: N/A			Roll Cost: 1 Thrust								Initiative Bonus +14			
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4		
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6		

## Disruption Pulsar

Scrambler

Subtract Scrambler rating from defense value if functioning Scrambler is in arc. Scramblers may not combine if they overlap. May increase output at a rate of 1 level of scrambling/4 power allocated. May also be decreased at a rate of 4 power/ level of scrambling lost.

1-5 Retro Thrust  
6-8 Disruption Pulsar  
9-11 Scrambler  
12-16 Primary Structure  
17-20 PRIMARY Hit

1-6 Main Thrust  
7-10 Scrambler  
11-16 Primary Structure  
17-20 PRIMARY Hit

1-9 Primary Structure  
10-13 Port/Stb Thruster  
14-15 Sensors  
16 Hanger  
17 Engine  
18-19 Reactor  
20 C&C

Agile Ship  
Biotech Plating Level: 1  
*Add to armor vs.  
physical/non energy  
attacks.*

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

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 2 Defense 8/8

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Disruption Pulsar
- Scrambler

