# EA Inquisitor Battleship (Alpha Model)

BABYLON 5 WARS 2ND EDITION

| SPECS | MANEUVERING | COMBAT STATS |
|---|---|---|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 15 (11) |
| In Service: 2261 | Turn Delay: 1 x Speed | Stb/Port Defense: 19 (15) |
| Point Value: 2500 | Accel/Decel Cost: 4 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: Big | 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 | 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 |

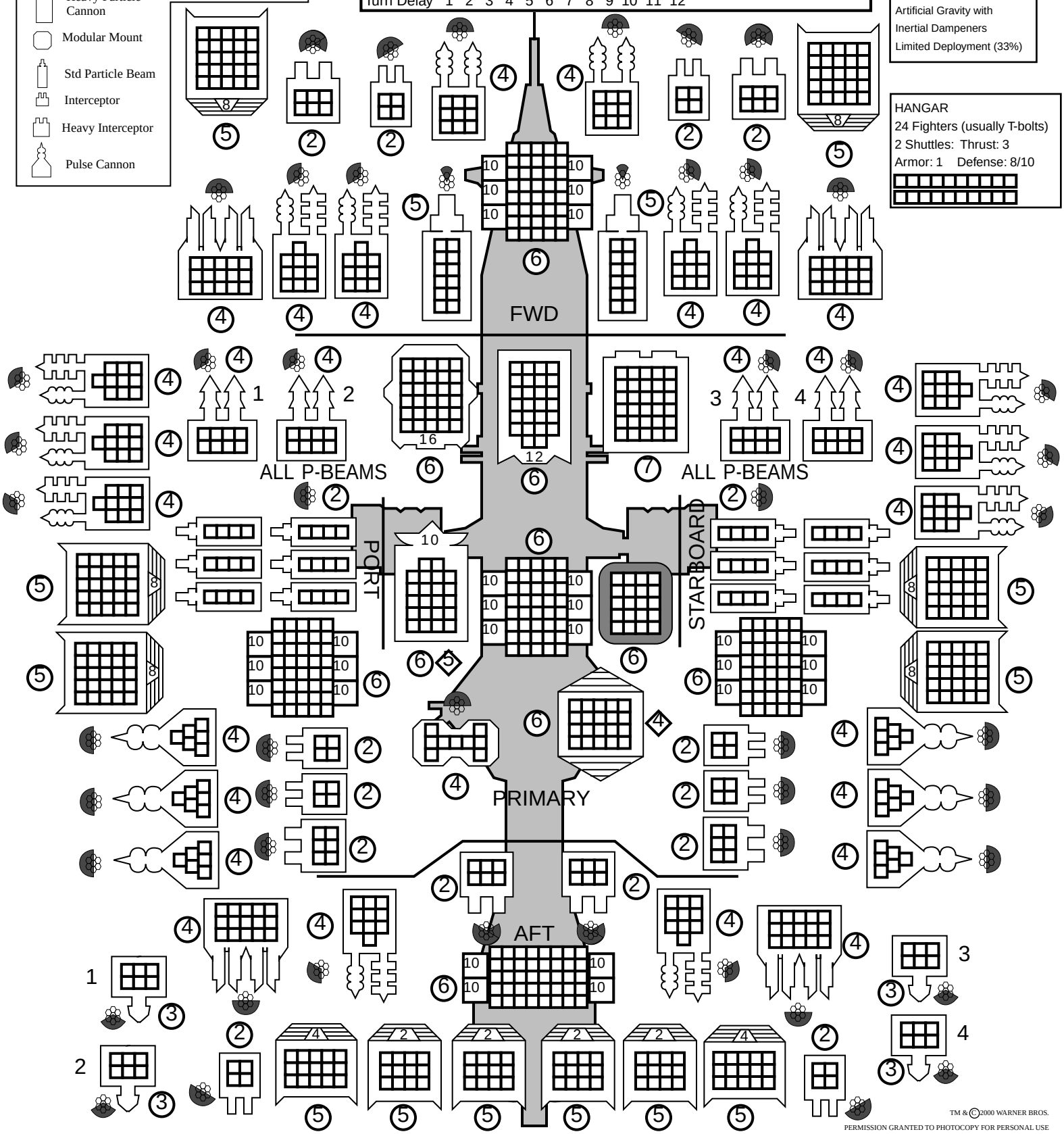
WEAPON DATA

See Page 2

SPECIAL NOTES
Artificial Gravity with Inertial Dampeners
Limited Deployment (33%)

HANGAR
24 Fighters (usually T-bolts)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Particle Cannon
- Modular Mount
- Std Particle Beam
- Interceptor
- Heavy Interceptor
- Pulse Cannon
- Twin Heavy Pulse Cannon
- Heavy Laser Pulse Array
- Twin Railgun
- Class-LH Missile Rack
- Mine Dispensor
- Twin Modular Mount

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