Marathon Variant (Uncommon, Common after 2268)

Version 1: 2E/Crusade 2 Name: _____ Counter: _____

EA Marathon Patrol Cruiser (Beta Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2266
Point Value: 1150
Ramming Factor: 320
Jump Delay: 18 Turns

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 (11)
Stb/Port Defense: 17 (13)
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	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS
1-3: Retro Thrust
4-6: Med. Neutron Cannon
7-9: LH-Missile Rack
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Particle Beam
8-10: Heavy Pulse Cannon
11-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Heavy Pulse Cannon
10-12: Interceptor
13: Reactor
14-18: Aft Struct
19-20: PRIMARY Hit

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

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

WEAPON DATA

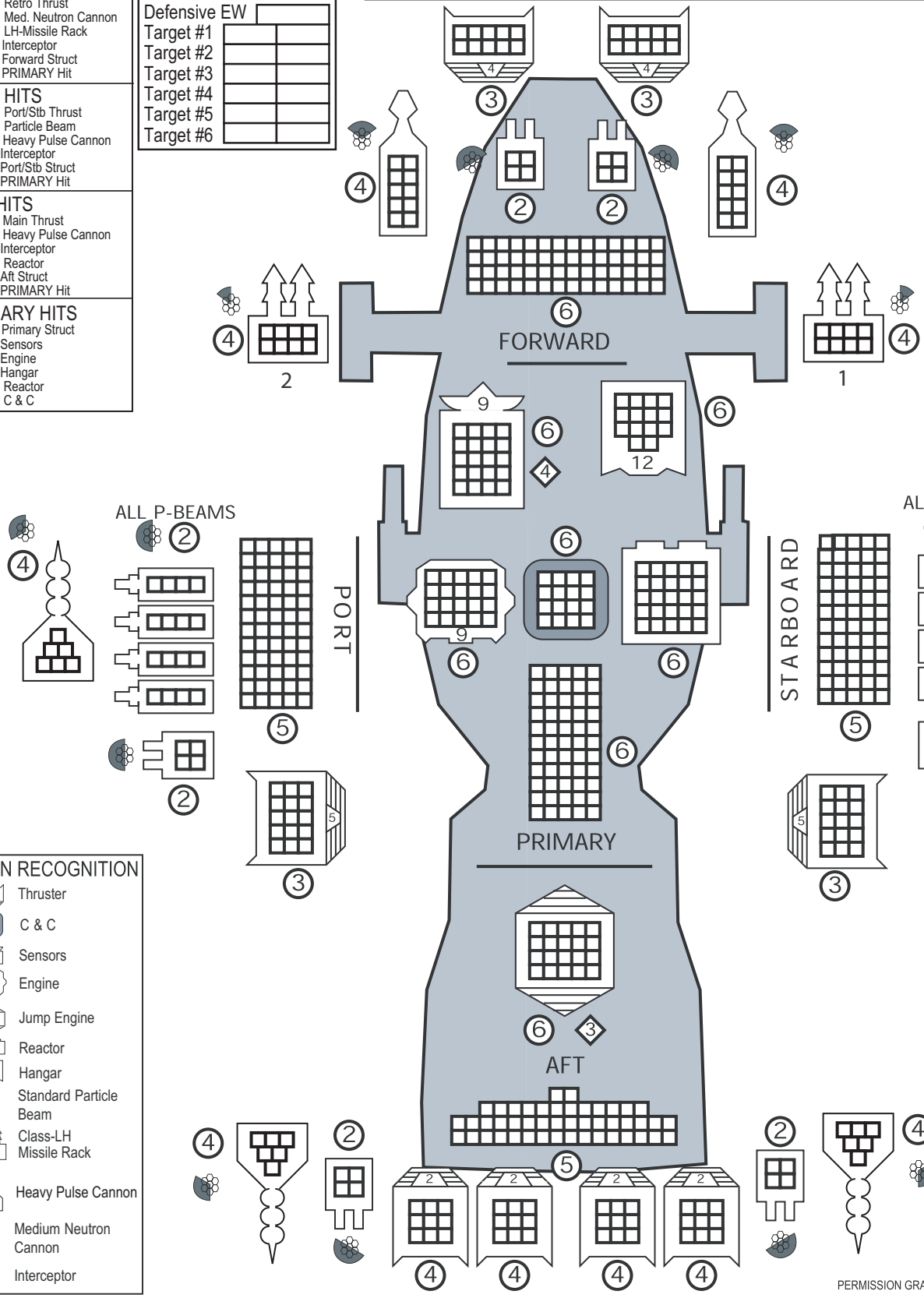
Med. Neutron Cannon
Class: Laser
Modes: Raking
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Class-LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Standard Particle Beam
Class-LH Missile Rack
Heavy Pulse Cannon
Medium Neutron Cannon
Interceptor

MISSILES
Rack #1
Rack #2

HANGAR
12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

SCS by Bondp99

TM & © 2007 WARNER BROS.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE