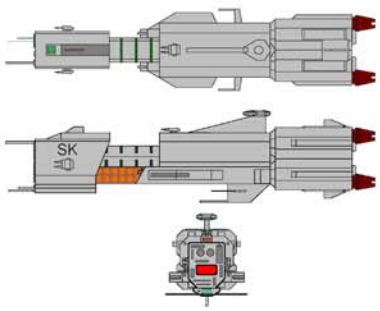


Version 1 : 2E/NC-FM

Name: **Skuld** Counter: 4

EA Oracle Scout Cruiser (Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2257
Point Value: 650
Ramming Factor: 260
Jump Delay: 19 Turns

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

COMBAT STATS
Fwd/Aft Defense: 13 (10)
Stb/Port Defense: 16 (12)
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

WEAPON DATA

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

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

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

FORWARD HITS
1-4: Retro Thrust
5-6: Std Particle Beam
7-8: Forward Sensors
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Heavy Pulse Cannon
7-8: Std Particle Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-11: Interceptor
12-18: Aft Struct
19-20: PRIMARY Hit

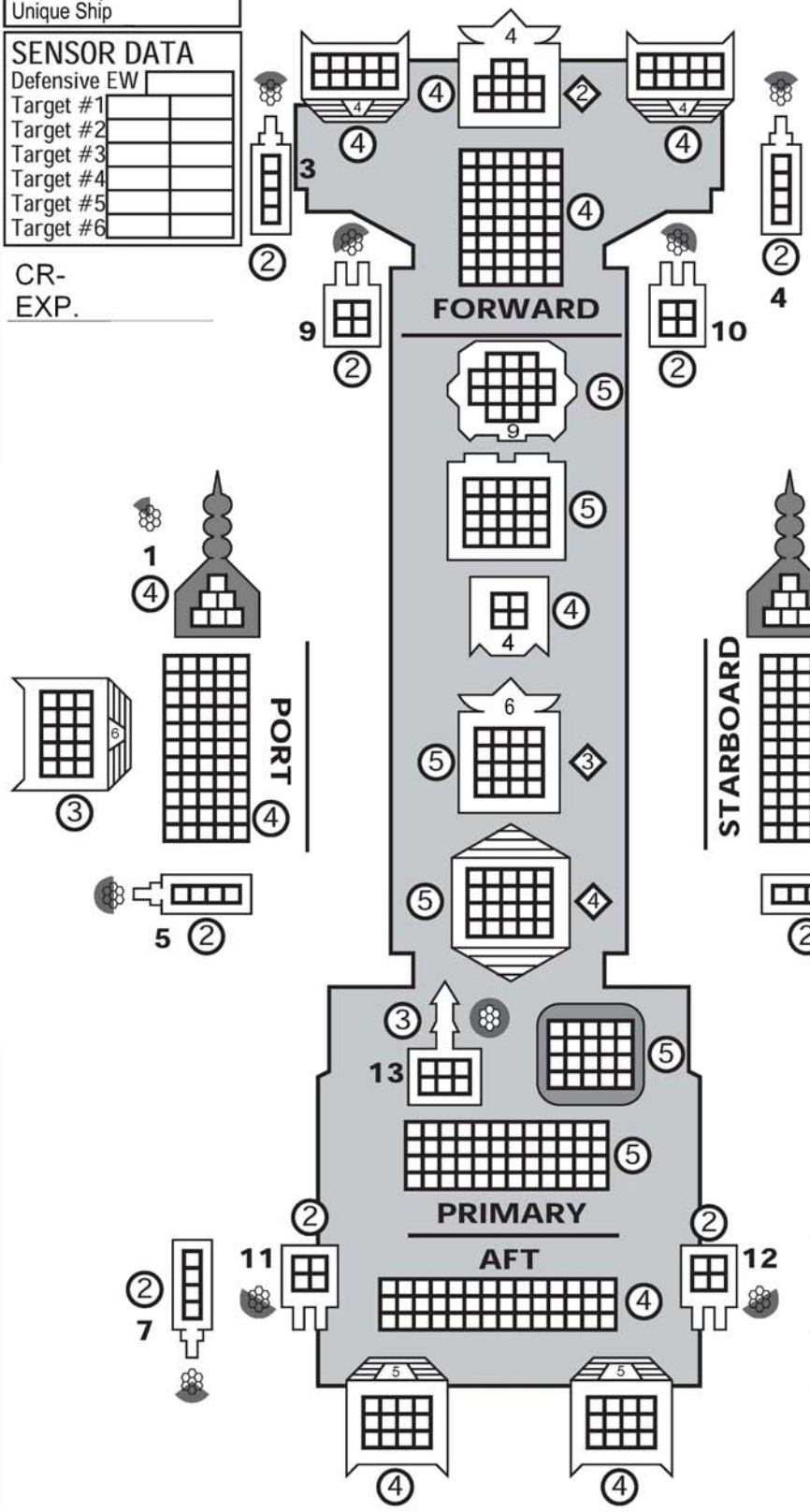
PRIMARY HITS
1-10: Primary Struct
11: Jump Engine
12: Missile Rack
13-14: Primary Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
ELINT Ship
Unique Ship

SENSOR DATA
Defensive EW

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

CR-
EXP.



HANGAR
2 Breaching Pods
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

MISSILES
Rack #13

EARTH LAMPREY BREACHING POD
Cost: 40 Defense: 9/9
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Heavy Pulse Cannon
Class-S Missile Rack
Interceptor

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