



Version 2: 2E/TBA

Name: _____ Counter: _____

Babylon 4 Diplomatic Station

SPECS

Class: Enormous Base
In Service: 2254
Point Value: 4500
RamFactor: 1200
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 22 (19)
Stb/Port Defense: 26 (23)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A



WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon
Class: Particle
Modes: Pulse
Damage: 15 1d5 Times
Max 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

Quad 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: 4 per turn

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-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

FORWARD HANGAR
0 Fighters
8 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

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

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

SENSOR DATA

Defensive EW

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

SECTION HITS

1: Std PB/Quad PB
2-3: Interceptor
4-6: Cargo/Hangar
7: Reactor
8-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11: Heavy Laser
12-13: Heavy Pulse Cannon
14-15: Sensors
16-17: Hangar
18: Cargo
19: Reactor
20: C & C

ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Hvy Laser Cannon
- Std Particle Beam
- Hvy Pulse Cannon
- Quad Particle Beam
- Interceptor

