

EA Babylon 4 Battle Station



SPECS

Class: Enormous Base
In Service: 2354
Point Value: 4400
Ram Factor: 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 (18)
Stb/Port Defense: 26 (22)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: Raking
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

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-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

SECTION HITS

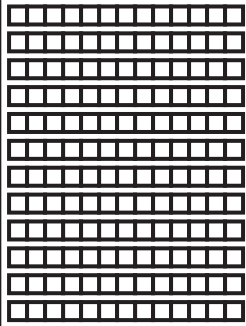
1-2: Std PB / Quad PB
3-5: Interceptor (either)
6-8: Cargo / Hangar
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-13: Shield Generator
14-15: Sensors
16-17: Hangar
18: Cargo
19: Reactor
20: C&C

HANGAR

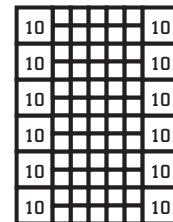
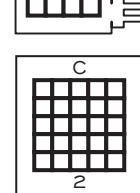
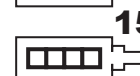
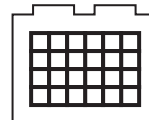
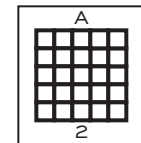
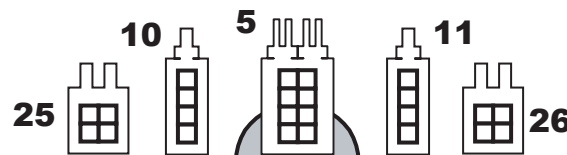
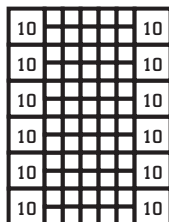
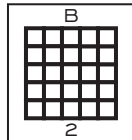
0 Fighters
12 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



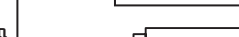
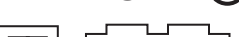
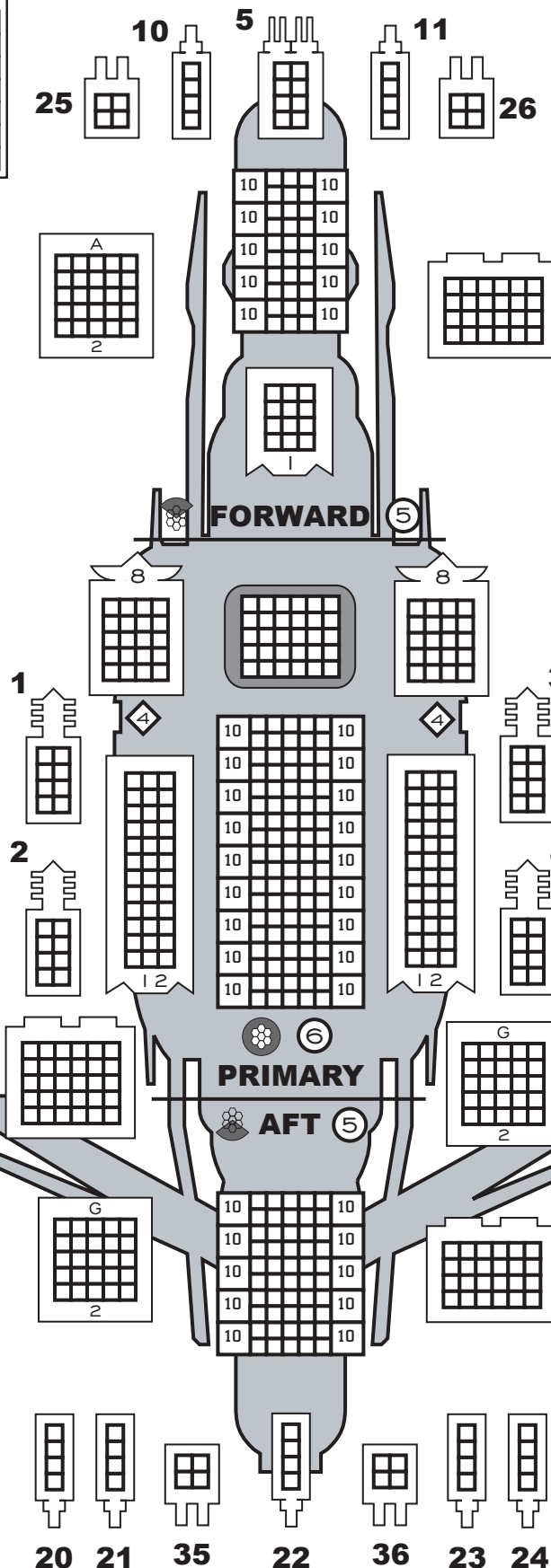
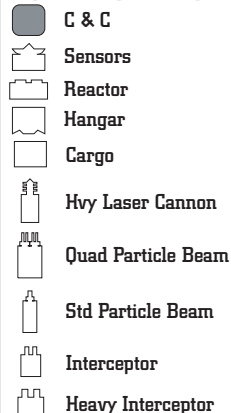
SENSOR DATA

Defensive EW

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



ICON RECOGNITION



PORT HANGAR
36 Fighters
0 Shuttles

STBD HANGAR
36 Fighters
0 Shuttles

Hvy Interceptor Btty
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -2 per hex
Note: Can switch modes with no delay period