

Babylon 5 Battle Station

(Hvy Int Upgrade)

SPECS

Class: Enormous Base
In Service: 2259
Point Value: 3000+
Ram Factor: 1000
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: 20 (16)
Stb/Port Defense: 24 (20)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

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

Energy Mine

Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Quad Particle Beam

Class: Particle
Mode: 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

Hvy Interceptor Btty

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: -/-/-/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period

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: Energy Mine
12-13: Heavy Pulse Cannon
14-15: Sensors
16-17: Reactor
18: Cargo
20: C & C

ICON RECOGNITION

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

