Version 1: 2E/CST

Name: _____ Counter: _____

Great Machine Exiles Stb Module (3 or 4)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: c. 1760
Point Value: unkoown
Ramming Factor: 70
Jump Delay: 40 Turns

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGER
0 Fighters
2 Shuttles: Thrust: 3
Armour: 0 Defence: 8/8

WEAPON DATA

Fusor Bolter
Class: Plasma
Mode: Flash
Damage: 70 - 1 / hex
Range Penalty: -1 per hex
Fire Control: +3/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Medium Plasma Bolter
Class: Plasma
Mode: Standard
Dmg: 16 - 1 / 2 hexes after 10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Pulse Array
Class: Particle
Mode: Pulse
Damage: 8 1d5 times
Maximum Pulses: 5
Pulse Grouping: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Alternative Fire: May combine both shots into a single volley.
Damage: 8 1d10 times
Maximum Pulses: 10
Pulse Grouping: +1 per 2
Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-7: Heavy Weapon
8-9: Medium Weapon
10-11: Twin Pulse Array
12-18: Structure
19-20: PRIMARY Hit

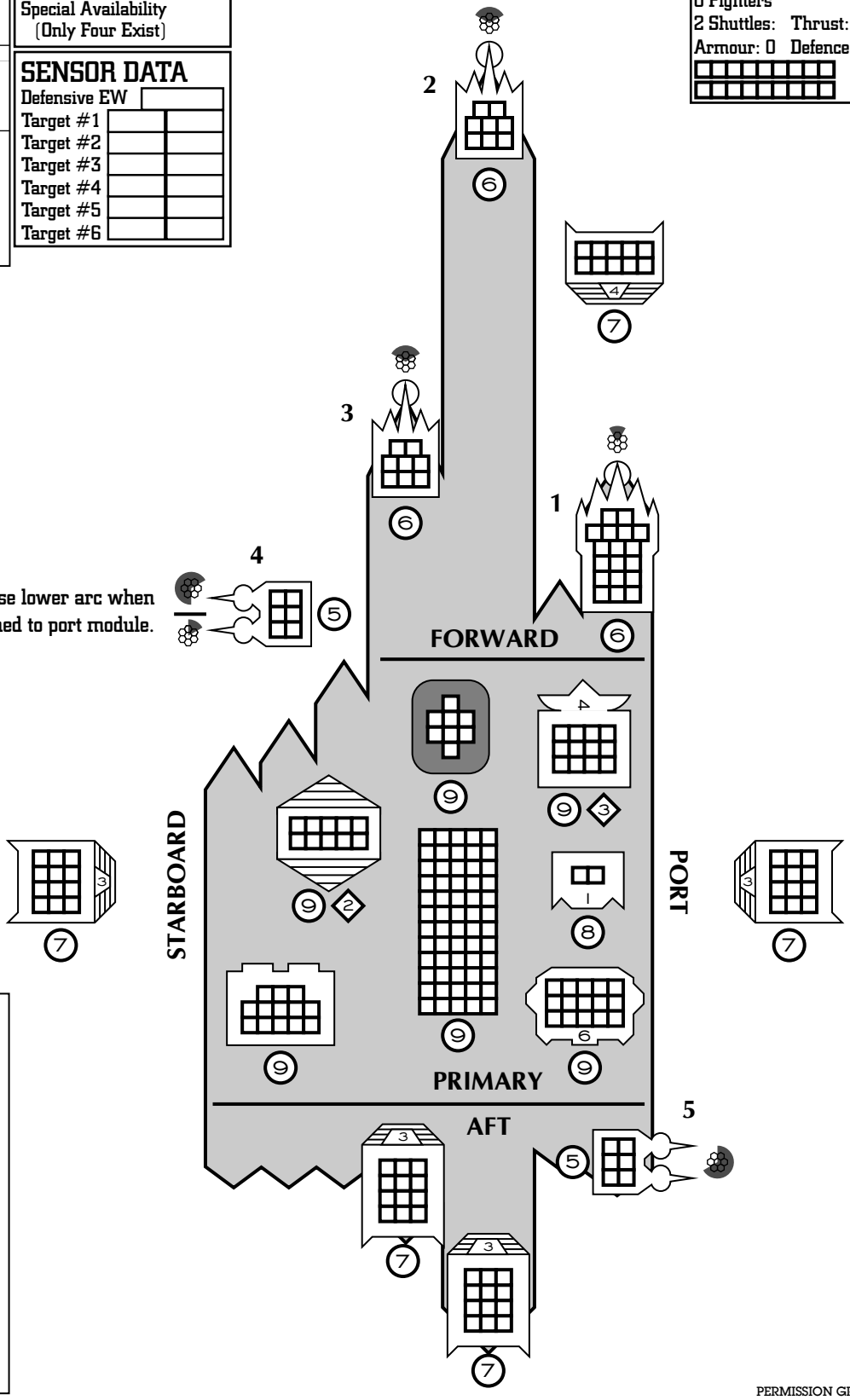
AFT HITS
1-6: Main Thrust
7-9: Twin Pulse Array
10-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Port/Stb Thrust
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hanger
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship
ELINT Ship
Special Availability
(Only Four Exist)

SENSOR DATA
Defensive EW

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Fusor Bolter
Med Plasma Bolter
Twin Pulse Array

™ & ●2000 WARNER BROS.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE