Name: _____ Counter: _____

Narn Kilra'Mang Battlecruiser

BABYLON WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2259	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 340	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	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

FORWARD HITS
1-3:Retro Thrust
4-7:Mag Gun
8-9:Lt Pulse Cannon
10-11:Ion Torpedo
9-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-7:Heavy Laser
8:Lt Pulse Cannon
9:Twin Array
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-8:Heavy Laser
9:Twin Array
10-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-9:Primary Struct
10-12:Jump Engine
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Only 1 exists
Restricted Deployment (10%)

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
3 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

WEAPON DATA

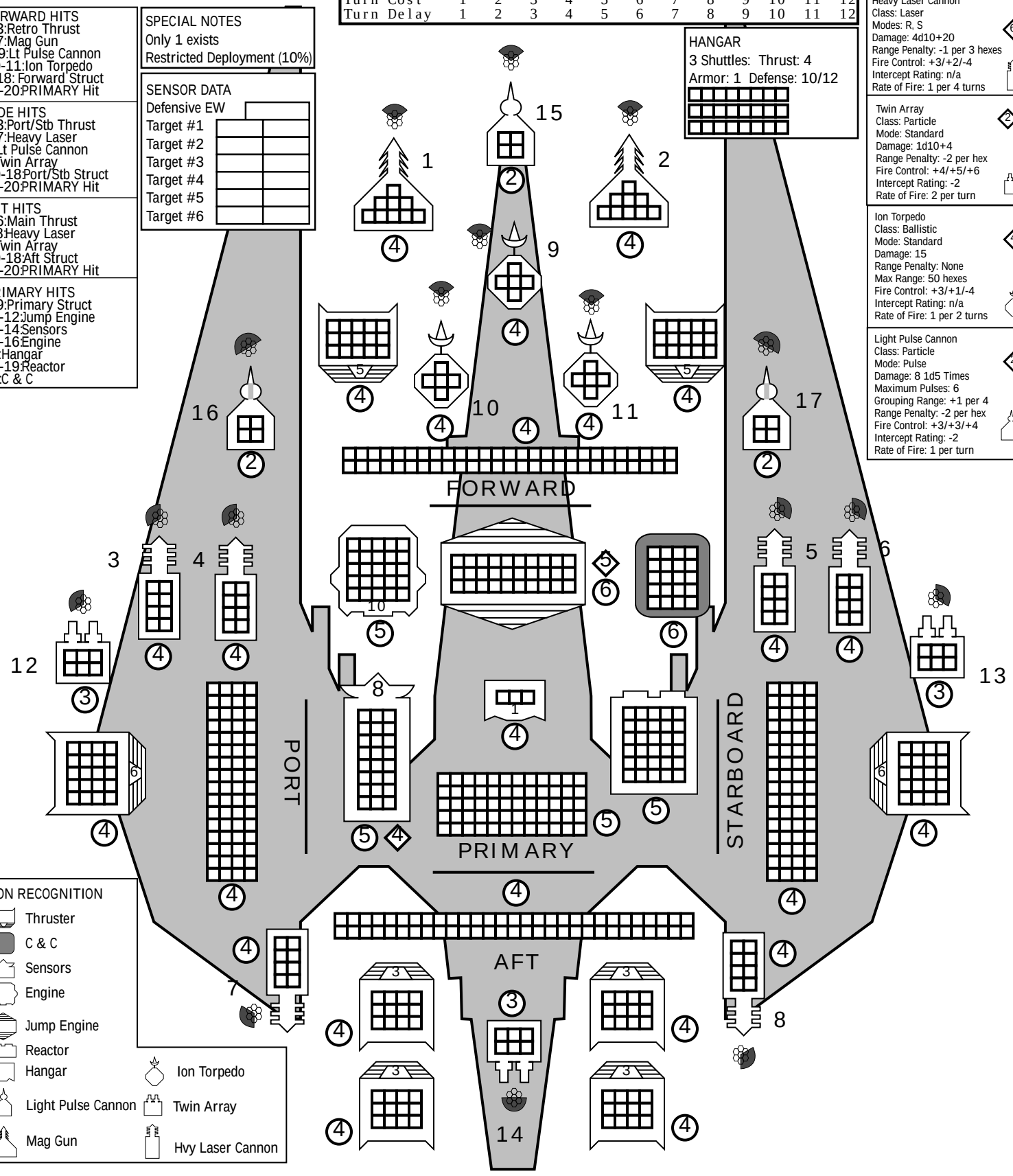
Mag Gun
Class: Plasma
Modes: Flash
Damage: 8d10+10
Range Penalty: -1 per hex
Fire Control: +6/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Ion Torpedo
Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Light Pulse Cannon
Mag Gun
Ion Torpedo
Twin Array
Hvy Laser Cannon