Version 1: 2E/CW Name: _____ Counter: _____

Orieni Guardian Dreadnought

BABYLON 5 WARS 2ND EDITION

FORWARD HITS
1-6: Forward Struct
7-9: Mass Driver
10-14: Mega Gauss Cannon
15-17: Hk Control System
18-19: C & C
20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-11: Nuclear Missile Rack
12-15: Mass Driver
16-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

AFT HITS
1-6: Main Thrust
7-9: Mega Gauss Cannon
10-12: Gatling Railgun
11-18: Aft Struct
19-20: PRIMARY Hit

SPECS
Class: Enormous Unit
In Service: 1950
Point Value:
Ramming Factor:
Jump Delay: 24 Turns

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

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: 0
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

SENSOR DATA
Defensive EW

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

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

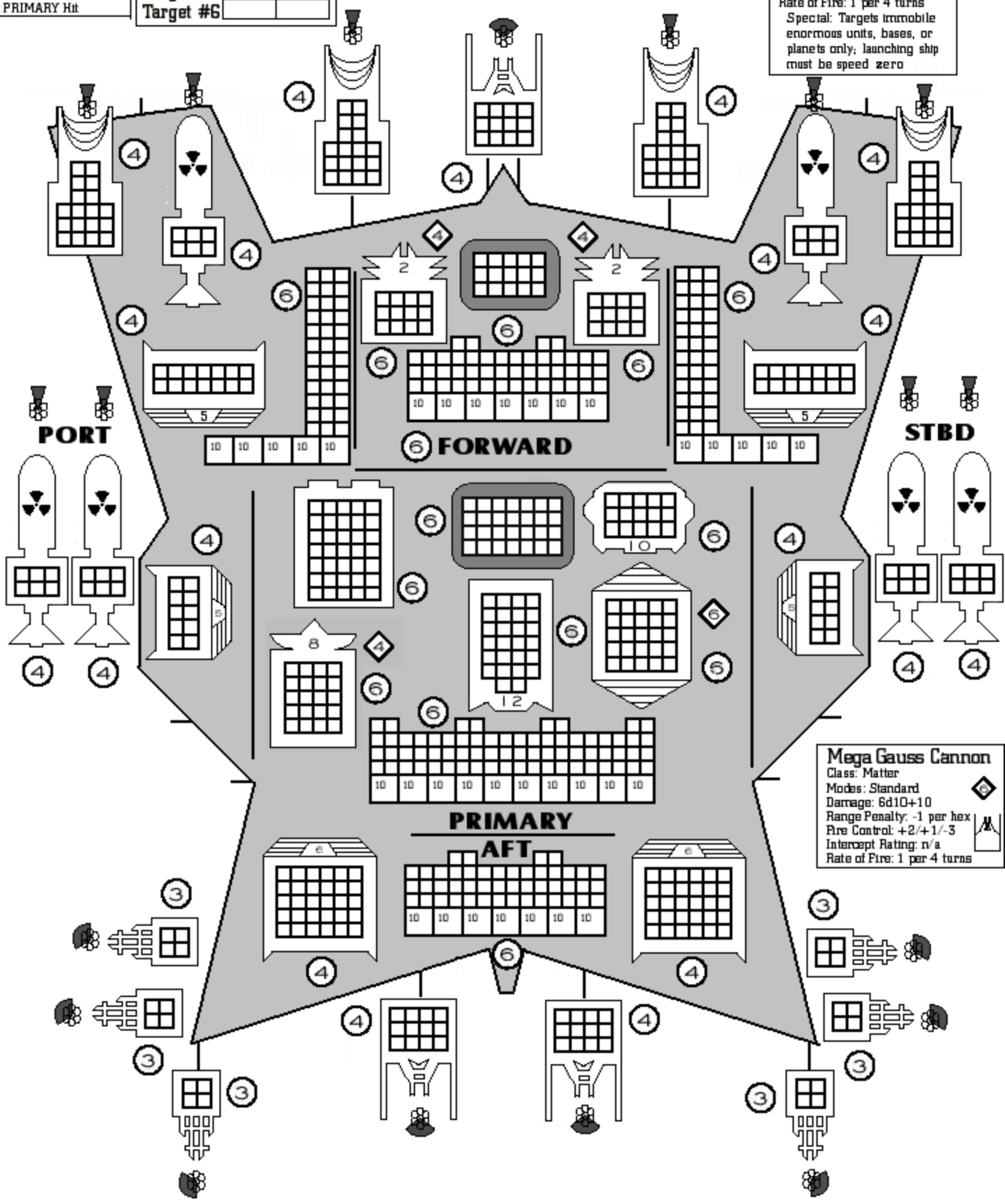
Rapid Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Int. Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

WEAPON DATA

Nuclear Missile Rack
Class: Ballistic
Missiles: 5
Range Penalty: None
Fire Control: +3/+3/+3
Recharge Time: 1 per 2 turns

Nuclear Missile
Mode: Flash
Damage: 150
Max Range at Launch: 15 hexes
Fire Control: +3/+3/+3
Interception Rating: n/a

Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +2/--/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Targets immobile enormous units, bases, or planets only; launching ship must be speed zero



Mega Gauss Cannon
Class: Matter
Modes: Standard
Damage: 6d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns