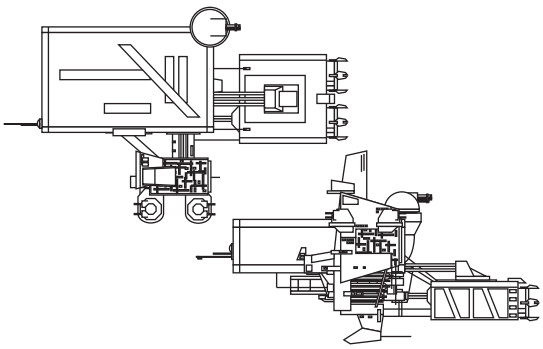


Kingdom of Hedantheia

Name: _____ Counter: _____

KH Antum-Class Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 1753
Point Value: 100 each
Ramming Factor: 165
Jump Delay: N/A

MANEUVERING
Turn Cost: 2x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

Version 1.0: 2E/Fate's Turning

WEAPON DATA

Light Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 8
Range Penalty: -2 per hex
Fire Control: +1/+0/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Gatling Cannon
Class: Projectile
Modes: Raking (2)
Damage: 2d3+2
Range Penalty: -3 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2 (vs Ballistic only)
Rate of Fire: 1 per turn

Swarm Launcher
Class: Ballistic (Missile)
Missiles: 25
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: 5 per turn

Swarm Missile
Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1
Note: No inherent OEW

CCEW Pod
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

FORWARD HITS
1-5: Retro Thrust
6-7: Sensors
8-18: Forward Structure
19-20: PRIMARY Hit

PORT HITS
1-4: Port Thrust
5-7: Gatling Cannon
8-18: Port Structure
19-20: PRIMARY Hit

STARBOARD HITS
1-4: Starboard Thrust
5-6: Light Bolt Cannon
7-18: Starboard Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Aft Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-12: Gravity Deck
13-14: CCEW Pod
15: Engine
16-18: Hangar
19: Reactor
20: C&C

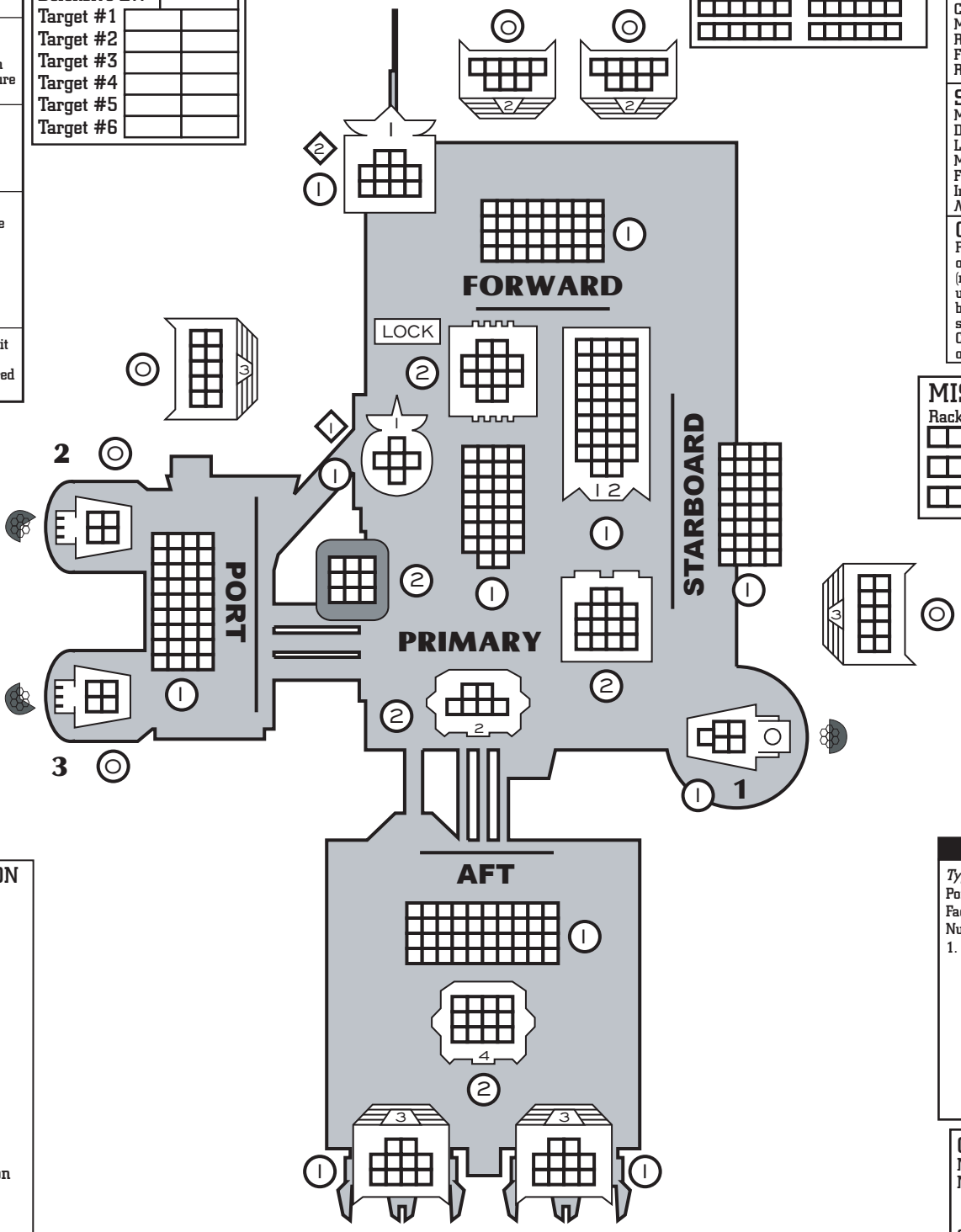
SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

SPECIAL NOTES
Antiquated Sensors
Ammo Storage Level 1
Fission Reactor

SENSOR DATA
Defensive EW

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

HANGAR
30 Jakleth Class Fighters
4 Shuttles:
Thrust: 2 Armor: 0
Defense: 11/10



MISSILES
Rack #1

Gravity Deck
Deck must be locked before combat. If it is spinning during an engagement, roll a critical when it takes damage. A roll of 20+ will destroy the Grav Deck. A Grav Deck that is destroyed while rotating will inflict 2d6 standard damage to the primary structure.

YYYY Refit
Type II Antum Class Carier
Point Value: 100 each
Faction: Savaste Empire
Number in Class: 4
1. Replace Light Bolt Cannon 1 with Swarm Launcher 1.

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- CCEW Pod
- Gravity Deck
- Light Bolt Cannon
- Gatling Cannon
- Swarm Launcher

CLASS SPECS
Number in Class: 14
Manufacturer:
BellaCon, Independent Conglomerate Yard, Subee
Out of Service: 1780

Designed by Paul Brown
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