Name: _____ Counter: _____

Kingdom of Kulu WASP Destroyer

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Heavy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 12
In Service: 2625	Turn Delay: 1 x Speed	Stb/Port Defense: 12
Point Value: 650	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: 12	Roll Cost: 2+2 Thrust	Initiative Bonus: +5

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

WEAPON DATA

Class-W Missile Rack
Class: Ballistic
Missiles: 20
Range: Extended
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

Molecular Bonder
Subtract Field Rating from incoming damage as if shield had armor equal to field rating

FORWARD HITS
1-4: Retro Thrust
5-9: Missile Racks
10 Sensor A
11-18: Forward Struct
19-20: PRIMARY Hit

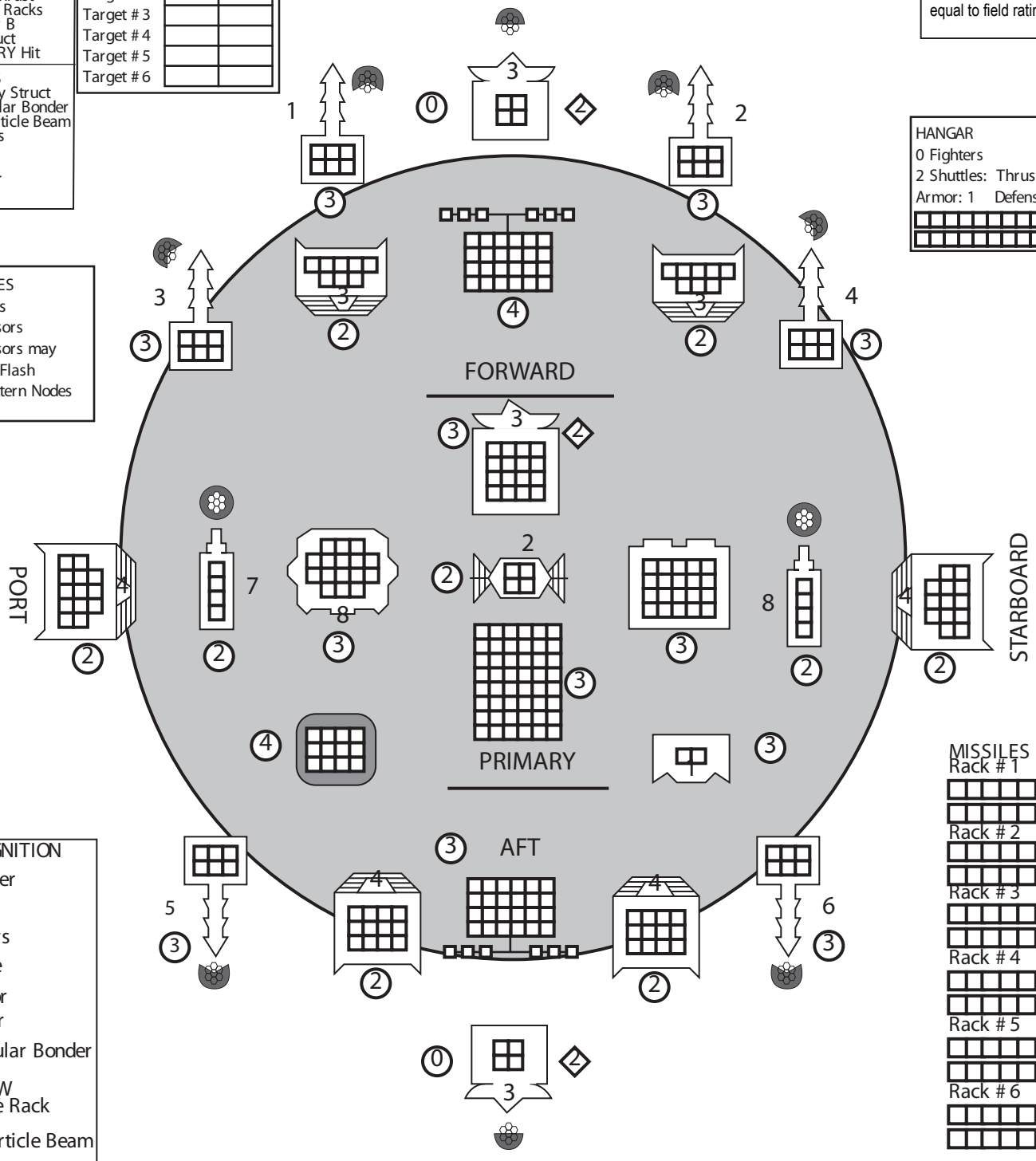
AFT HITS
1-6: Main Thrust
7-9: Missile Racks
10: Sensor B
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10: Molecular Bonder
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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

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

SPECIAL NOTES
WASP missiles
Tracking Sensors
Tracking Sensors may be blinded by Flash
Integrated Pattern Nodes



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Molecular Bonder
- Class-W Missile Rack
- Std Particle Beam

MISSILES
Rack # 1
Rack # 2
Rack # 3
Rack # 4
Rack # 5
Rack # 6