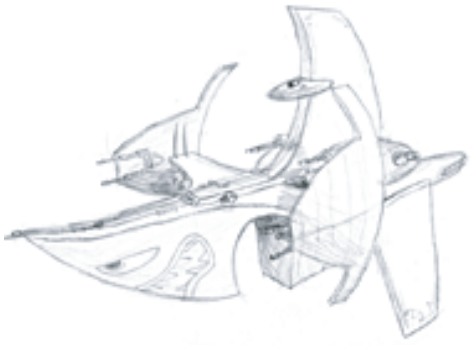


Version 1: 2E/GM

Name: _____ Counter: _____

Cytheran Trireme War Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 17 (15)
In Service: 564 AR	Turn Delay: 2/3 Speed	Stb/Port Defense: 18 (16)
Point Value: 900	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 290	Pivot Cost: 4+4 Thrust	Extra Power: +0
Jump Delay: 25 Turns	Roll Cost: 1+1 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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Phalanx Laser
Class: Laser
Modes: R, P
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Hailfire Cannon
Class: Plasma
Modes: Pulse
Damage: 1d10+10 (-1 per hex) 1d4 times
Max Pulses: 5
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Tracking Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +5/+6/+7
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5:	Retro Thrust
6-7:	Phalanx Laser
8-10:	Tracking P-Beam
11-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS

1-4:	Port/Stb Thrust
5-6:	Phalanx Laser
7-8:	Hvy Hailfire Cannon
9-10:	Tracking P-Beam
11-12:	Gravitic Shield
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS

1-5:	Main Thrust
6-8:	Tracking P-Beam
9-10:	Shield Generator
11-17:	Aft Structure
18-20:	PRIMARY Hit

PRIMARY HITS

1-9:	Primary Structure
10-11:	Hangar
12-13:	Sensors
14-15:	Engine
16-17:	Jump Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES

Gravitic Drive System

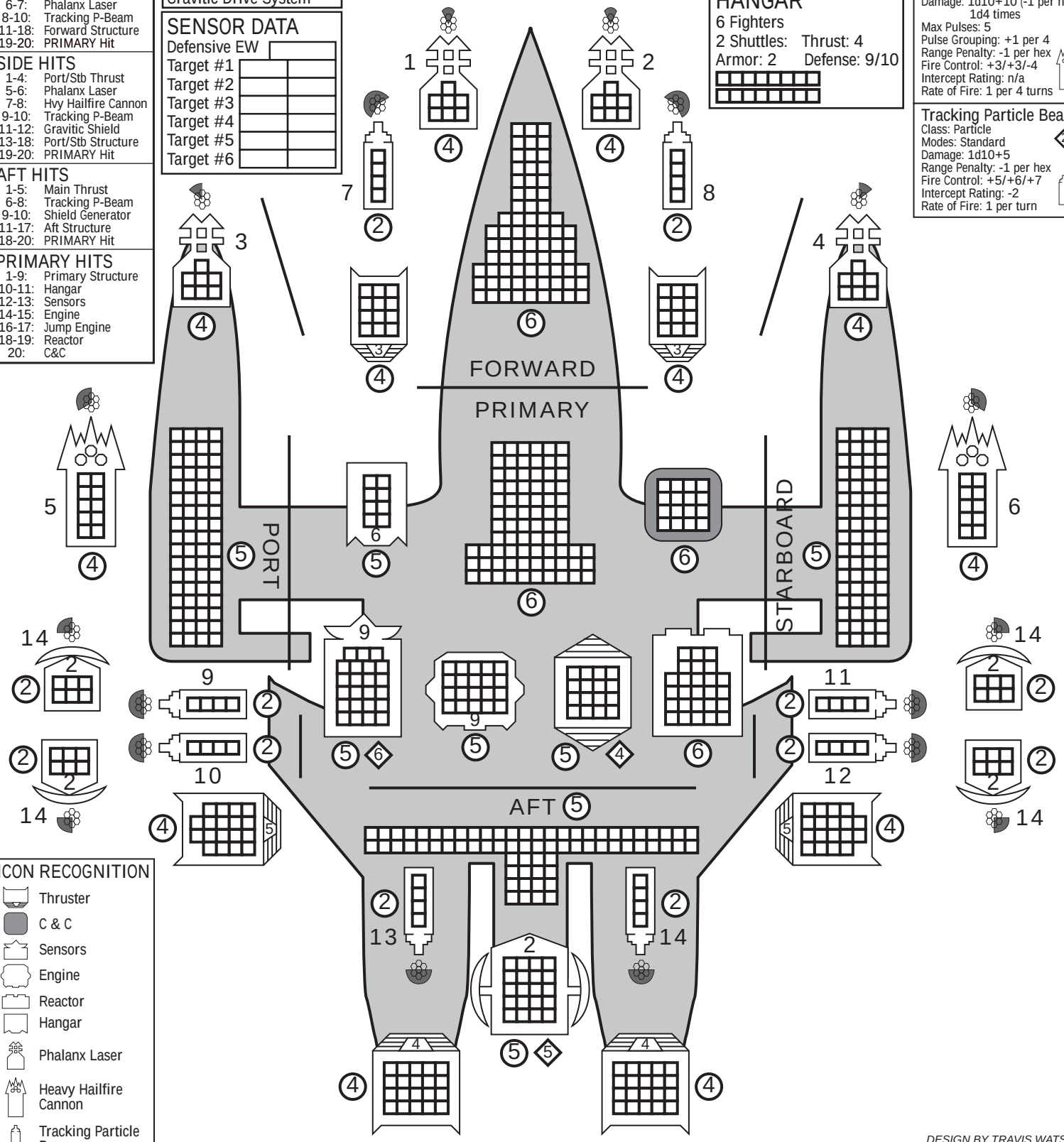
SENSOR DATA

Defensive EW

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 2 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Phalanx Laser
- Heavy Hailfire Cannon
- Tracking Particle Beam

DESIGN BY TRAVIS WATSON