Name: _____ Counter: _____

Zentraedi Queadol Magdomilla Cruiser

BABYLON WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 1268
Point Value: 2850
Ramming Factor: 870
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +1

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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Deim 649 Cannon
Class: Particle
Modes: R, P, S
Damage: 3d10+19
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Mossil 918 Battery
Class: Particle
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per turn

Rasar 89 Battery
Class: Ballistic
Mode: Standard
Damage: 15
Maximum Range: 40
Range Penalty: n/a
Fire Control: +4/+4/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Note: 3 OEW Built-in

Rasar 481 Battery
Class: Ballistic
Mode: Pulse
Damage: 8 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Maximum Range: 15
Fire Control: +2/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Note: 3 OEW Built-in

Main Ship Hit Chart

FORWARD HITS
1-4: Retro Thrust
6-9: Rasar 89 Battery
10: Rasar 481 Battery
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Mossil 918 Battery
8-9: Rasar 89 Battery
10-11: Rasar 481 Battery
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Jump Engine
9-11: Mossil 918 Battery
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9: Rasar 481 Battery
10-11: Sensors
12-13: Engine
14-17: Main Hangar
18-19: Reactor
20: C&C

Bow Ship Hit Chart

SIDE HITS
1-3: Retro Thrust
4-5: Port/Stb Thrust
5-7: Deim 649 Cannon
8-10: Mossil 918 Battery
11: Rasar 481 Battery
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-10: Main Thrust
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10: Rasar 481 Battery
11-12: Sensors
13-14: Engine
16-18: Hangar
19: Reactor
20: C&C

JOINED HIT LOCATIONS:
BOW PORT, BOW STBD, MAIN PORT, MAIN STBD, MAIN AFT

MAIN HIT LOCATIONS:
FWD, PORT, STBD, AFT

BOW HIT LOCATIONS:
PORT, STBD, AFT

BOW HANGAR
18 Regult Battlepods
1 Glaug Battlepods
12 Nousjadeul-Ger Armor
4 Shuttles

MAIN HANGAR
42 Gnerl Fighters
30 Regult Battlepods
3 Glaug Battlepods
2 Troop Dropships
3 Theatre Scouts
4 Refueling Tankers
6 Shuttles

REACTOR TOTALS
Bow Section: 30
Main Section: 77

SPECIAL NOTES
+1 Command Bonus (Main)
Hyperspace Fold Drive
Giant Crew
Atmospheric Capable
Redundant Sensors

SENSOR DATA
Defensive EW

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

Bow Ship Seperated

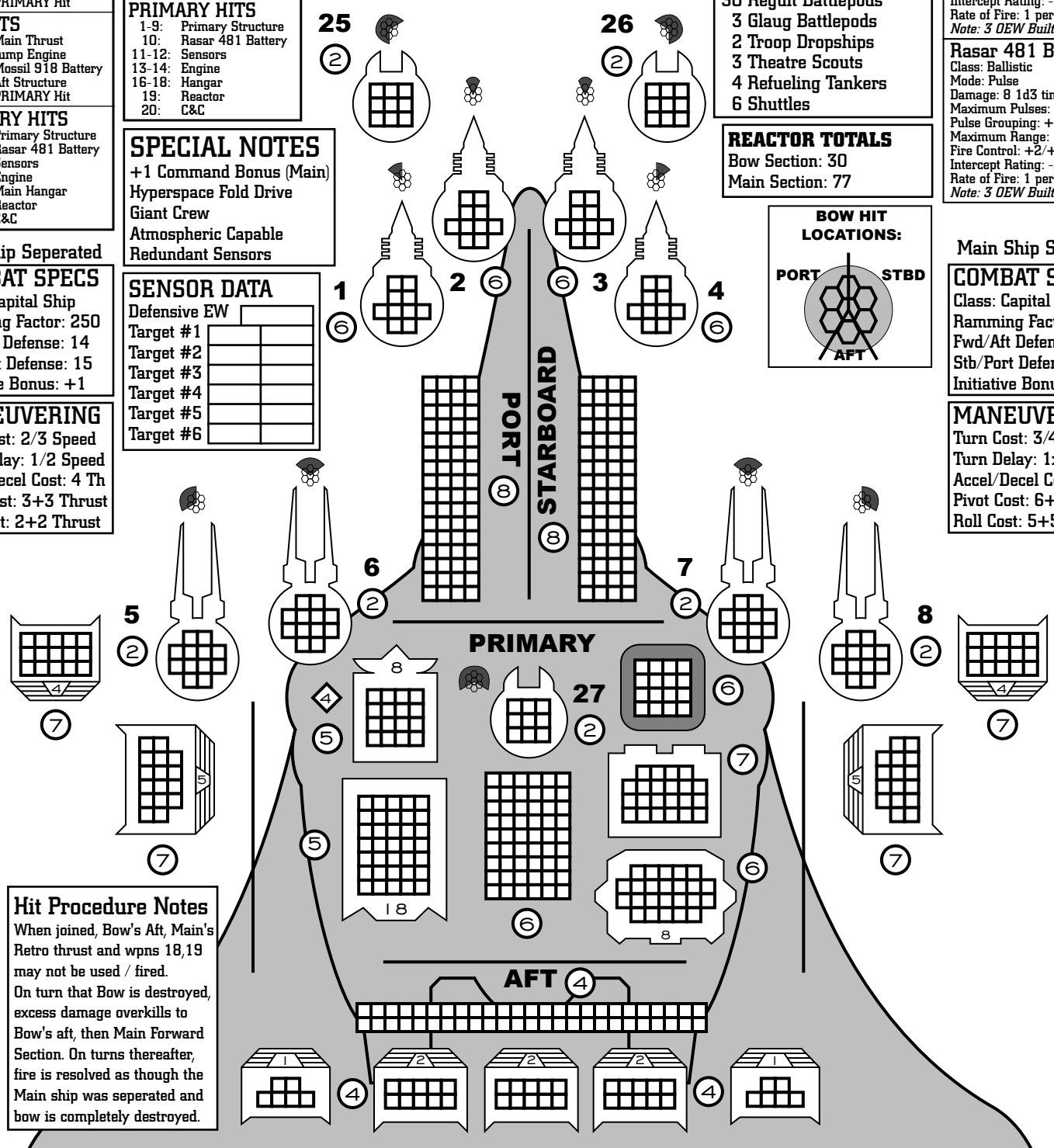
COMBAT SPECS
Class: Capital Ship
Ramming Factor: 250
Fwd/Aft Defense: 14
Stb/Port Defense: 15
Initiative Bonus: +1

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

Main Ship Seperated

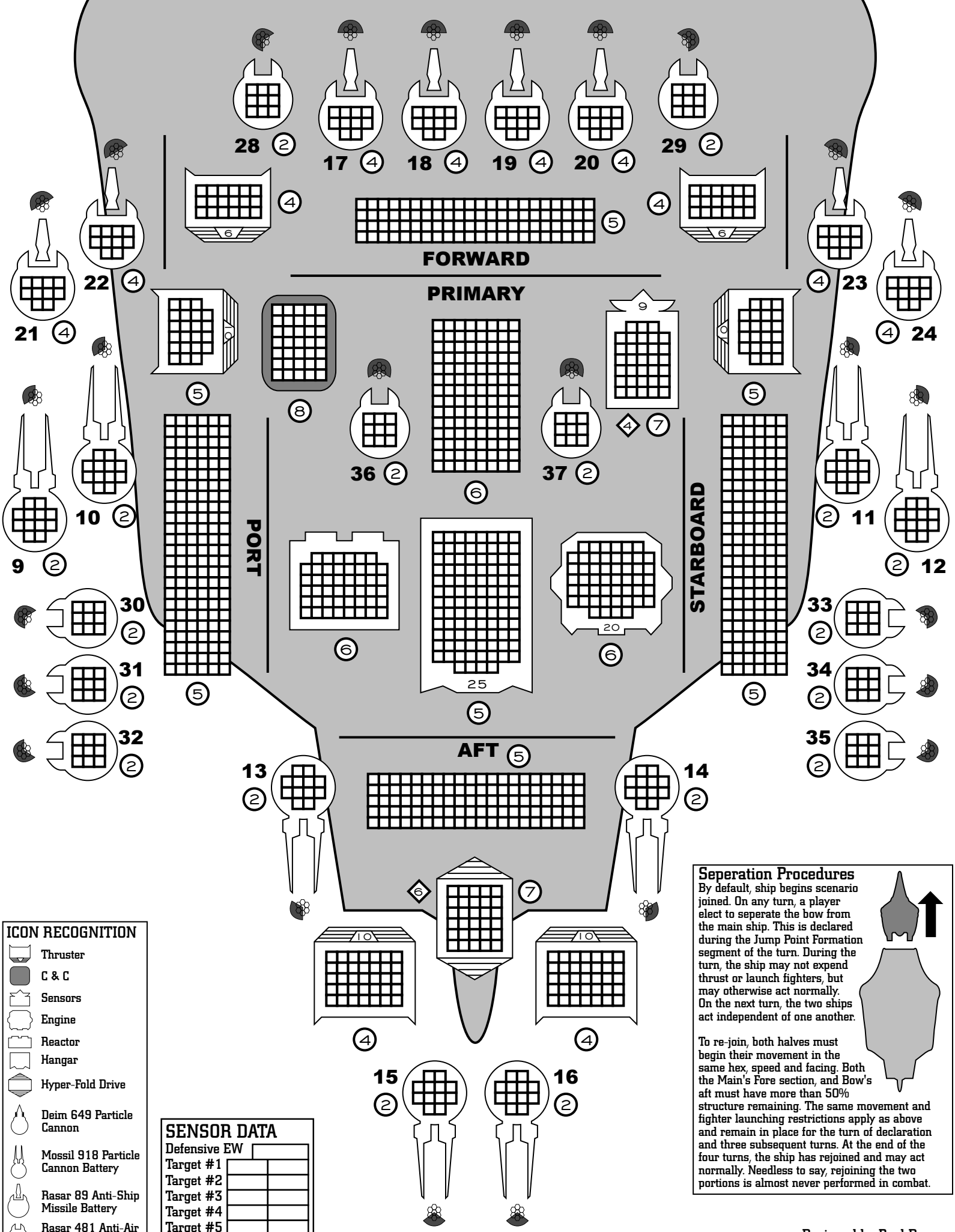
COMBAT SPECS
Class: Capital Ship
Ramming Factor: 620
Fwd/Aft Defense: 16
Stb/Port Defense: 18
Initiative Bonus: +1

MANEUVERING
Turn Cost: 3/4 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 6 Th
Pivot Cost: 6+6 Thrust
Roll Cost: 5+5 Thrust



Speed	Coeslta	Coeslta
1	11	11
2	21	22
3	22	33
4	32	43
5	43	54
6	43	65
7	54	76
8	64	86
9	65	97
10	75	108
11	86	119
12	86	129

Hit Procedure Notes
When joined, Bow's Aft, Main's Retro thrust and wpns 18,19 may not be used / fired.
On turn that Bow is destroyed, excess damage overkills to Bow's aft, then Main Forward Section. On turns thereafter, fire is resolved as though the Main ship was seperated and bow is completely destroyed.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyper-Fold Drive
- Deim 649 Particle Cannon
- Mossil 918 Particle Cannon Battery
- Rasar 89 Anti-Ship Missile Battery
- Rasar 481 Anti-Air Missile Battery

SENSOR DATA

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

Seperation Procedures

By default, ship begins scenario joined. On any turn, a player elect to seperate the bow from the main ship. This is declared during the Jump Point Formation segment of the turn. During the turn, the ship may not expend thrust or launch fighters, but may otherwise act normally. On the next turn, the two ships act independent of one another.

To re-join, both halves must begin their movement in the same hex, speed and facing. Both the Main's Fore section, and Bow's aft must have more than 50% structure remaining. The same movement and fighter launching restrictions apply as above and remain in place for the turn of declaration and three subsequent turns. At the end of the four turns, the ship has rejoined and may act normally. Needless to say, rejoining the two portions is almost never performed in combat.

Designed by Paul Brown
email: pbcbrown@shaw.ca