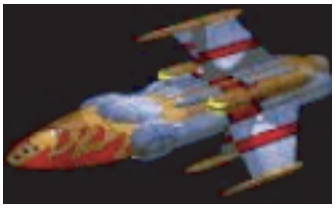


Kilrathi Fralthra Heavy Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2660s?
Point Value: 825
Ramming Factor: 275
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 5/1
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

WEAPON DATA

Anti-Matter Gun
Class: Anti-Matter
Modes: Standard
Damage: 1d10+21
Range Penalty: -1 per 2
Fire Control: +4/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Flak Cannon
This weapon may fire in either point defense or burst mode, chosen at the time of firing.

Burst Mode
Class: Particle
Modes: Flash(Special)
Damage: 1d6
Fire Control: -/-/+2
Range Penalty: -1 per hex
Intercept Rating: -1
Rate of Fire: 2 per turn

Point Defense Mode
Class: Particle
Modes: Standard
Damage: 1d10+4
Fire Control: +0/+1/+6
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-8: Anti-Matter Gun
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Anti-Matter Gun
7-8: Flak Cannon
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Flak Cannon
11-8: Aft Struct
19-20: PRIMARY Hit

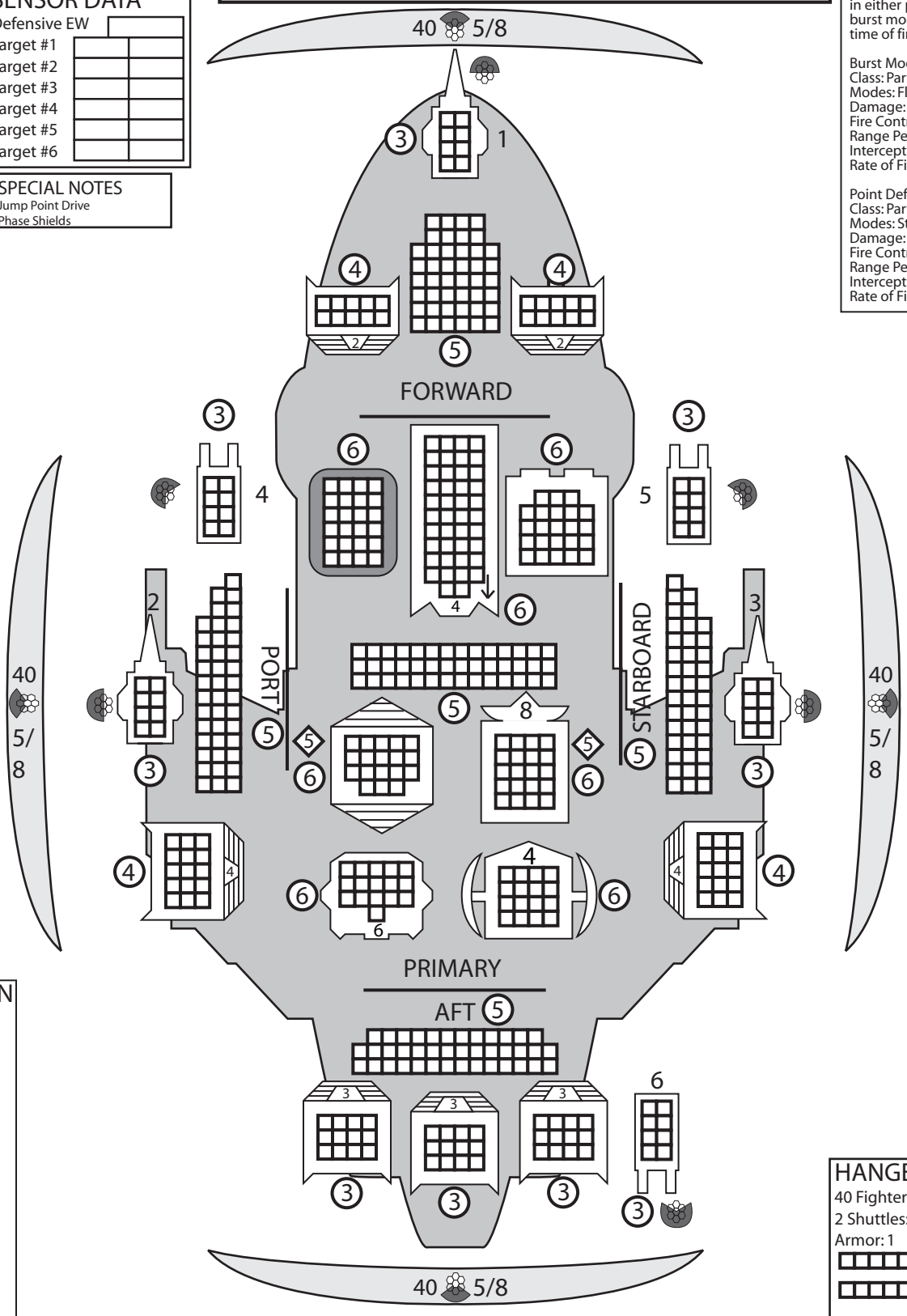
PRIMARY HITS
1-9: Primary Struct
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-18: Hanger
19: Reactor
20: C & C

:

SENSOR DATA

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

SPECIAL NOTES
Jump Point Drive
Phase Shields



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Shield Generator
- Anti-Matter Gun
- Flak Cannon

HANGER
40 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10
10
10