Version 2: 2E/S3

Name: _____ Counter: _____

Streib Collector Ship

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2259
Point Value: 1100
Ramming Factor: 220
Jump Delay: 10 Turns

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR
0 Fighters
6 Breaching Pods
Thrust: 8 Armor: 6
Defense: 8/8 Offense: +0
Initiative Bonus: +8
Light EM Wave Disruptor
(Intercept -3, No Offense)
Arc:

WEAPON DATA

Improved Blast Laser
Class: Laser
Mode: Standard
Damage: 3d10+14
Range Penalty: -1 / 3 hexes
Fire Control: +5/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Burst Beam
Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Burst Beam
Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Dual Burst Beam
Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: n/a
Rate of Fire: 2 per turn

Burst Pulse Cannon
Class: Electromagnetic
Mode: Pulse
Damage: 0 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

EM Wave Disruptor
Class: Electromagnetic
Mode: Standard
Rate of Fire: Varies
DEFENSIVE MODE:
Intercept Rating: -3
OFFENSIVE MODE:
Damage: Forces auto-dropout
Range Penalty: -2 per hex
Fire Control: --/--/+4

FORWARD HITS
1-3: Retro Thrust
4-7: Medium Burst Beam
8-9: Burst Pulse Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS
1-3: Port Thrust
4-5: Impr Blast Laser
6-7: Heavy Burst Beam
8-9: Dual Burst Beam
10: EM Wave Disruptor
11: Prisoners/Troops
12-13: Jump Drive
14-18: Port Struct
19-20: PRIMARY Hit

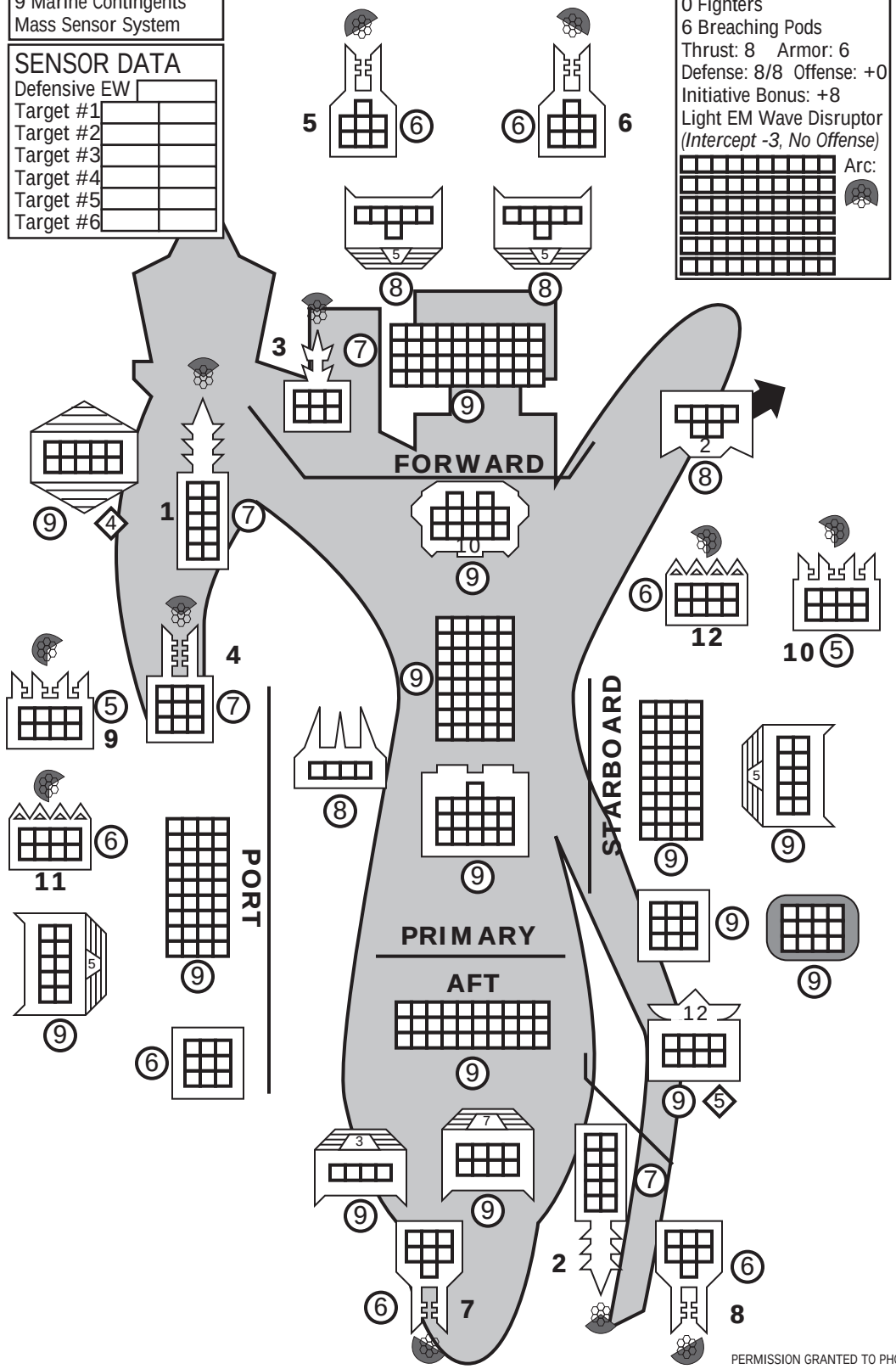
STARBOARD HITS
1-3: Port/Stb Thrust
4-5: Dual Burst Beam
6-7: EM Wave Disruptor
8-9: Sensors
10: C&C
11: Hangar
12: Prisoners/Troops
13-18: Starboard Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Impr Blast Laser
9-10: Medium Burst Beam
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-12: Primary Struct
13-14: Tractor Beam
15-17: Engine
18-20: Reactor

SPECIAL NOTES
Gravtic Drive System
9 Marine Contingents
Mass Sensor System

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Prisoners/Troops
Hangar
Tractor Beam
Improved Blast Laser
Heavy Burst Beam
Med Burst Beam
Dual Burst Beam
Burst Pulse Cannon
EM Wave Disruptor

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