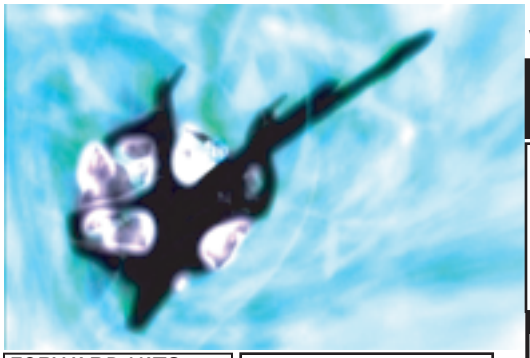

Version 1: 2E/GM

Name: _____ Counter: _____

Thirdspace Alien Battlecruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: Ancient
Point Value: 4500
Ramming Factor: 460
Jump Delay: 5 Turns

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

COMBAT STATS
Fwd/Aft Defense: 18
Stb/Port Defense: 20
Engine Efficiency: 8/1
Available Power: 90
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

FORWARD HITS
1-4: Retro Thrust
5-7: Nucleid Burner
8-10: Adv Ranged Fuser
11: Hvy Plasma Thrower
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Hvy Plasma Thrower
8-9: Plasma Defense
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Hvy Plasma Thrower
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8: Shield Projector
9: Shield Stabilizer
10-11: Jump Engine
12: Self Repair
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Mag-Gravitic Reactor
20: C & C

SPECIAL NOTES
Advanced Armor
Advanced Sensors
Singularity Drive System
Special Jump Drive

SENSOR DATA
Defensive EW

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

Plasma Defense Array
Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -3
Cooldown Period: 0 Turns
Special: May fire up to three shots per turn. Each shot costs 2 points of power.

WEAPON DATA

Heavy Plasma Thrower
Class: Plasma
Modes: Standard
Dmg: 4d10+12 (-1 per 3 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/-3
Intercept Rating: n/a
Cooldown Period: 0 Turns

Advanced Ranged Fuser
Class: Plasma
Modes: Standard
Dmg: 2d10+4 (-1 per 3 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a
Cooldown Period: 0 Turns

DOUBLE POWER
Dmg: 4d10+8 (-1 per 3 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Cooldown Period: 1 Turn

TRIPLE POWER
Dmg: 6d10+12 (-1 per 4 hexes)
Range Penalty: -1 per 4 hexes
Fire Control: +5/+2/-4
Intercept Rating: n/a
Cooldown Period: 2 Turns

Nucleid Burner
Class: Molecular
Modes: R (15), P
Damage: 5d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +8/+4/+0
Intercept Rating: n/a
Cooldown Period: 1 Turn
Special: Treats armor as if it were two points lower.

FORWARD PRIMARY

PORT

STARBOARD

AFT

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Advanced Ranged Fuser
- Heavy Plasma Thrower
- Nucleotid Burner
- Plasma Defense Array

HANGAR
0 Fighters
4 Shuttles: Thrust: 3
Armor: 5 Defense: 7/7

SHIELD DATA
Shield Rating: 75
Shield Efficiency: 2/1
Stabilization: 3/5/6

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