Name: _____   Counter: _____

BABYLON 5 WARS
2ND EDITION

Civilian Prime Mover

SPECS
Class: Capital Ship
In Service: ?
Point Value: ?
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING
Turn Cost: 2x Speed
Turn Delay: 2x Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 6/1
Extra Power: +0
Initiative Penalty: -6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

Version 2024/1: Fate

WEAPON DATA
Rotary Cannon
Class: Projectile
Modes: Raking (2)
Damage: 1d3+2
Range Penalty: -3 per hex
Fire Control: +2/+2/+2
Intercept Rating: -1
 (vs Ballistic only)
Rate of Fire: 2 per turn

HANGAR
 0 Fighters
 8 Shuttles:
Thrust: 2 Armor: 0
Defense: 10/11

FORWARD HITS
1-5: Retro Thrust
6: Rotary Cannon
7-10: Cargo Pods
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stbd Thrust
7-10: Cargo Pod
11-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Aft Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11: Rotary Cannon
12-13: LCV Rail
14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Ammo Storage Level
Antiquated Sensors
Fission Reactor

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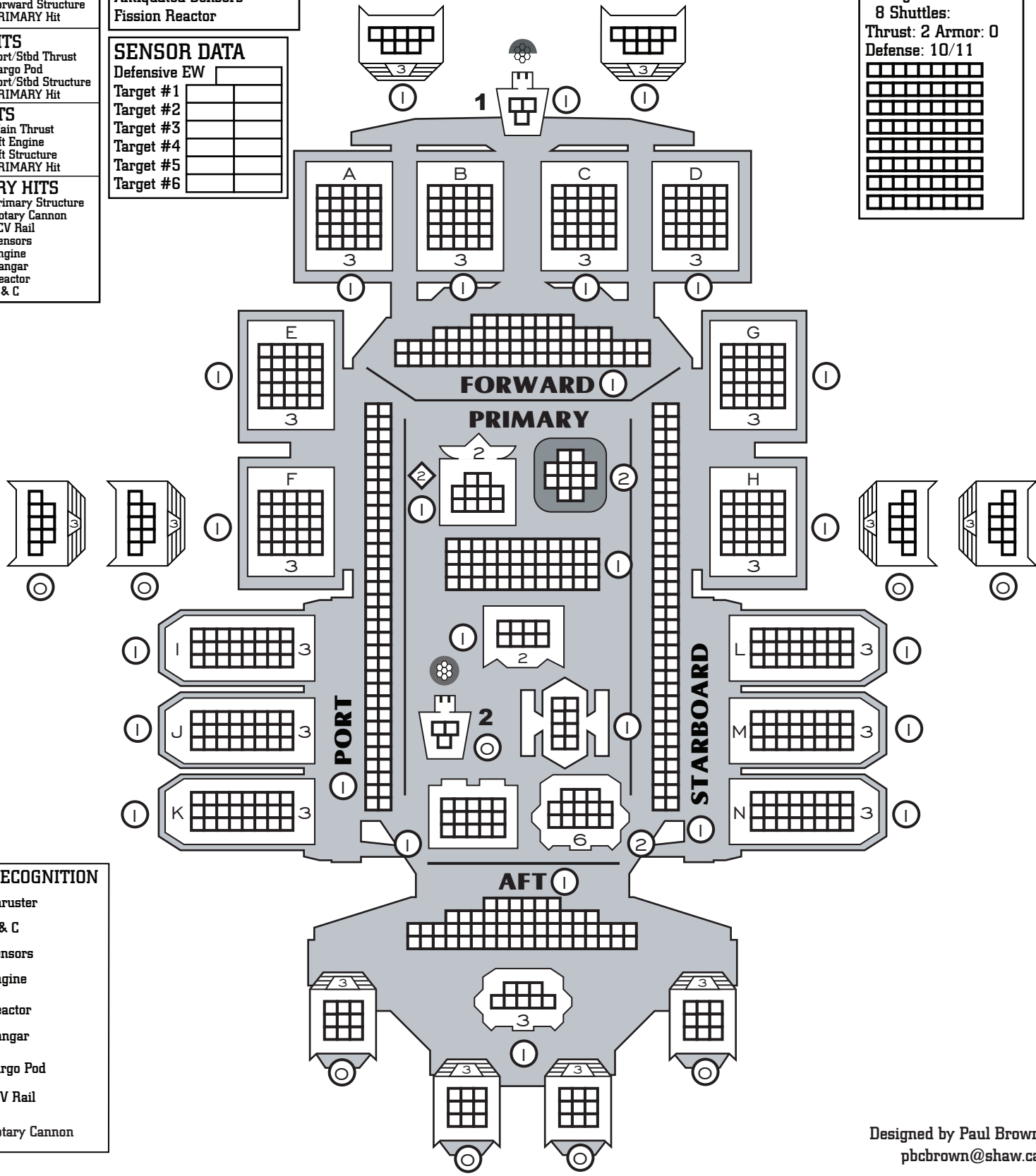| Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD
PRIMARY
PORT
STARBOARD
AFT

A 3   B 3   C 3   D 3
E 3   G 3
F 3   H 3
I 3   L 3
J 3   M 3
K 3   N 3

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo Pod
LCV Rail
Rotary Cannon

Designed by Paul Brown
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