Version 3.0: 2E/Fate

Name: _____ Counter: _____

BABYLON 5 WARS 2ND EDITION

Tolkid Fo'Sok Jumpship

SPECS
Class: Capital Ship
In Service: 1480
Point Value: 175
Ramming Factor: 310
Jump Delay: 35 Turns

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

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: +1
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Autocannon
Class: Projectile
Modes: Raking (5)
Damage: 2d6+8
Range Penalty: -1 per hex
Fire Control: +2/+0/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gatling Cannon
Class: Projectile
Modes: Raking (2)
Damage: 2d3+2
Range Penalty: -3 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
  (vs Ballistic only)
Rate of Fire: 1 per turn

FORWARD HITS
1-5:   Retro Thrust
6-7:   Autocannon
8-16:   Forward Structure
17-18: Connecting Strut
19-20: PRIMARY Hit

SIDE HITS
1-4:   Port/Stb Thrust
5-6:   Fuel Cell
7-9:   Gatling Cannon
10-15: Port/Stb Structure
16-18: Connecting Struct
19-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-18:   Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8:   Primary Structure
9-10:   Jump Drive
11:     Hangar
12-13: Sensors
14-15: Engine
16-19: Fuel Cell
20:     C & C

SPECIAL NOTES
Ammo Storage Level 2
Fuel Cell Reactors
Limited Sensors

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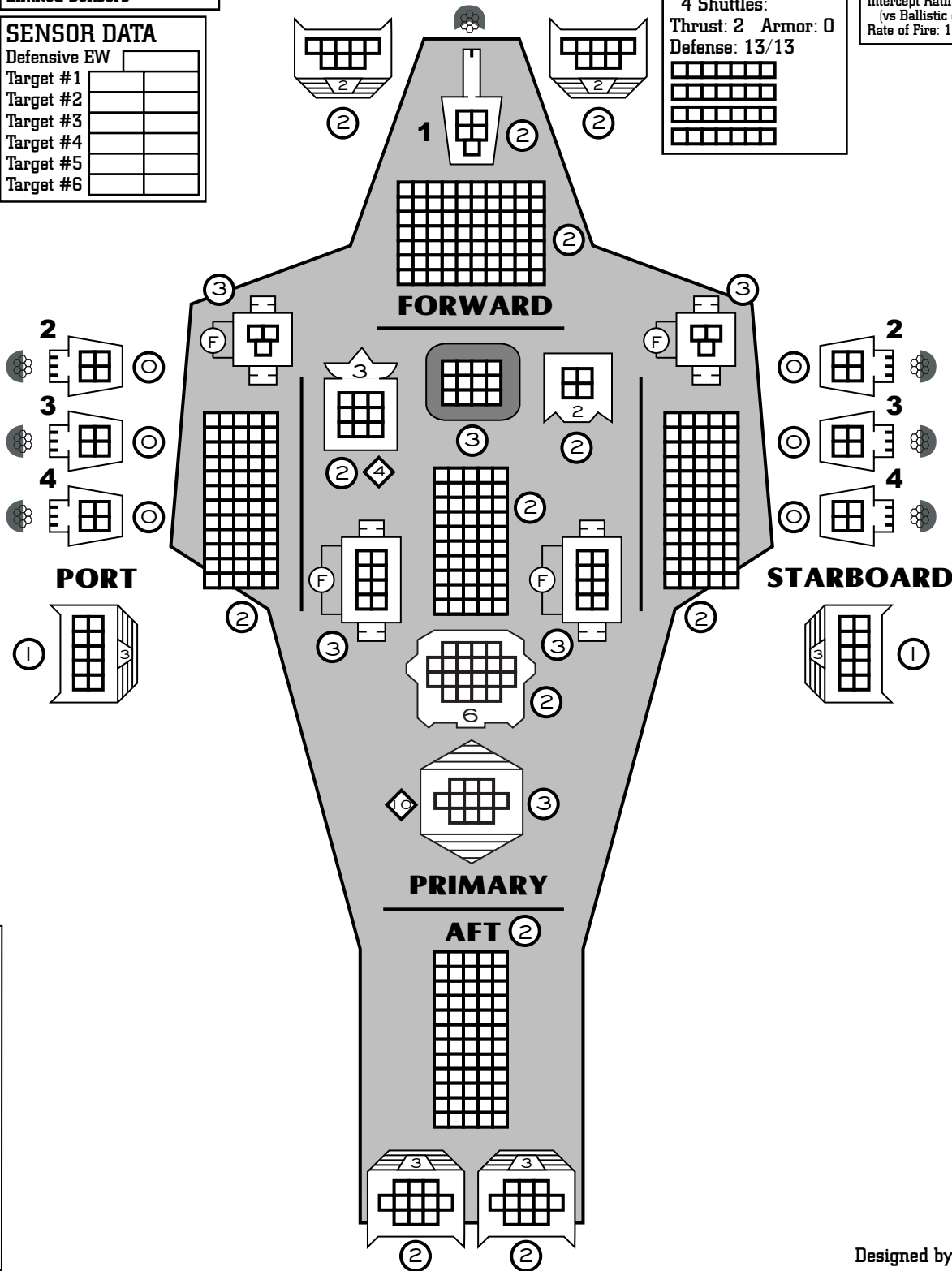Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
 0 Fighters
 4 Shuttles:
Thrust: 2   Armor: 0
Defense: 13/13

FORWARD

PORT

STARBOARD

PRIMARY

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Fuel Cell
Hangar
Jump Engine
Autocannon
Gatling Cannon

Designed by Paul Brown