Free Vathian Republic Name: _____ Counter: _____

FVR Arash Heavy Destroyer

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: ?
Point Value: 205
Ramming Factor: 135
Jump Delay: N/A

MANEUVERING
Turn Cost: 1x 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: 5/1
Extra Power: +0
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

Version 2024/2: Fate

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Torpedo Tube
7-9: Bolt Cannon
10: Swarm Launcher
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Light Bolt Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-13: Port/Stbd Thrust
14: Ult-Lt Bolt Cannon
15: Sensors
16-17: Engine
18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES
Ammo Storage Level 2
Antiquated Sensors
Fission Reactor

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14

WEAPON DATA

Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

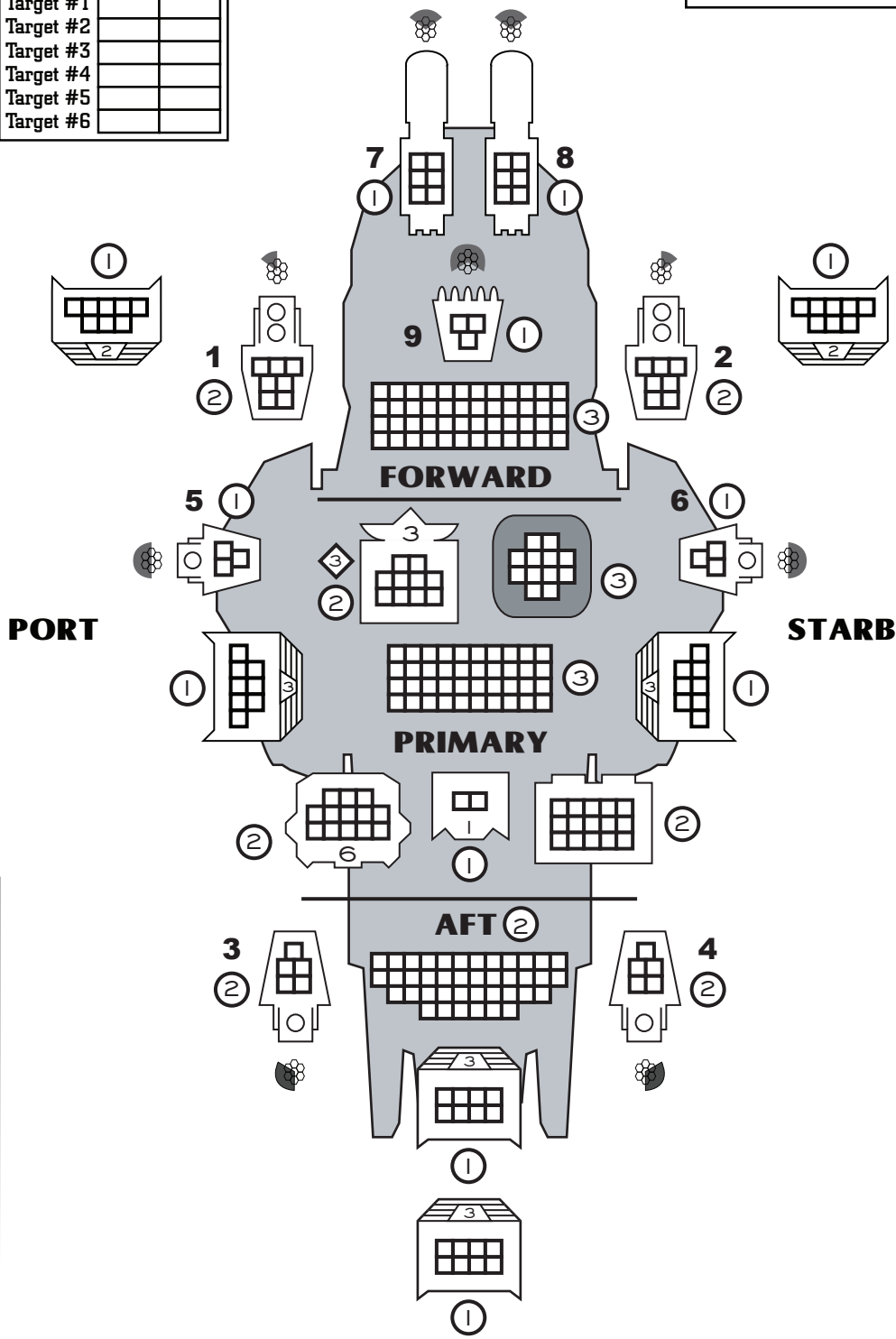
Light Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +1/+1/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Ultralight Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 8
Range Penalty: -2 per hex
Fire Control: +1/+1/+3
Intercept Rating: -2 (vs Ballistic only)
Rate of Fire: 1 per turn

Heavy Torpedo
Class: Ballistic (Torpedo)
Modes: Standard
Damage: 18
Range Penalty: None
Maximum Range: 20 hexes
Fire Control: +2/-1/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Swarm Launcher
Class: Ballistic (Missile)
Missiles: 25
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: up to 5 per turn

Swarm Missile
Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1 (vs Ballistic only)



TORPS/MISSILES
Rack #7
Rack #8
Rack #9

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Bolt Cannon
Light Bolt Cannon
Ultralight Bolt Cannon
Heavy Torpedo
Swarm Launcher

Designed by Paul Brown
pbcbrown@shaw.ca