Free Vathian Republic

Name: _____ Counter: _____

FVR Jaddok Heavy Frigate

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Medium Ship
In Service: ?
Point Value: ?
Ramming Factor: 55
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +12

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

Version 2024/2: Fate

WEAPON DATA

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

Flechette Cannon
Class: Projectile
Modes: Standard
Damage: 1d3+1
Range Penalty: -3 per hex
Fire Control: +0/+0/+4
Intercept Rating: -3
 (vs Ballistic only)
Rate of Fire: 2 per turn
Special: May intercept for friendly vessels (see Sentinel PDS rules)

Cascade Launcher
Class: Ballistic (Missile)
Missiles: 24
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: up to 4 per turn

Cascade Missile
Mode: Standard
Damage: 4
Launch Range: 10 hexes
Maximum Range: 30 hexes
Fire Control: +1/+1/+1
Intercept Rating: -2
 (vs Ballistic only)

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

SIDE HITS
1-4:   Port/Stbd Thrust
5-9:   Ult-Lt Bolt Cannon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8:   Retro/Main Thrust
9-10: Flechette Cannon
11:   Cascade Launch
12-13: Sensors
14-16: Engine
17:   Hangar
18-19: Reactor
20:   C & C

SPECIAL NOTES
Ammo Storage Level 1
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
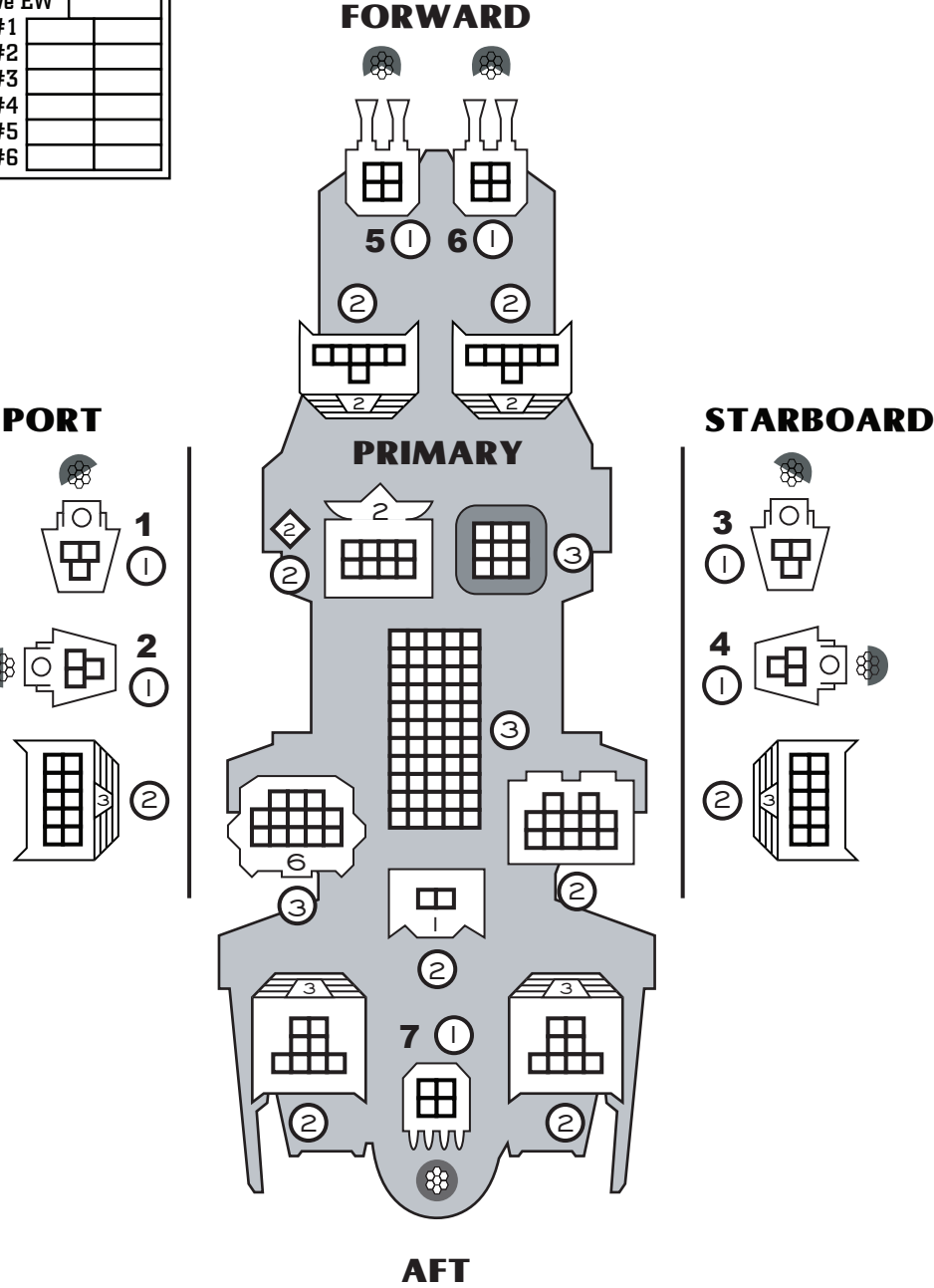 (No Fwd/Aft Hits)

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

FORWARD

PORT

STARBOARD

PRIMARY

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Ultralight Bolt Cannon
Flechette Cannon
Cascade Launcher

MISSILES
Rack #7

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