Nimue Variant (Uncommon)
Free Vathian Republic

Name: _____ Counter: _____

FVR Lamia Beam Destroyer

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: ?
Point Value: 205
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING
Turn Cost: 1x Speed
Turn Delay: 1x 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: 6/1
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	3	4	5	6	7	8	9	10	11	12

Version 2024/3: Fate

WEAPON DATA

Light Slashing Laser
Class: Laser
Modes: Raking(5+Y)
Damage: 2d10+4
Maximum Y: 4
Y Grouping Range: +1 per 4
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

FORWARD HITS
1-3: Retro Thrust
4-5: Gatling Cannon
6-7: Heavy Torpedo
8-18: Forward Structure
19-20: PRIMARY Hit

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

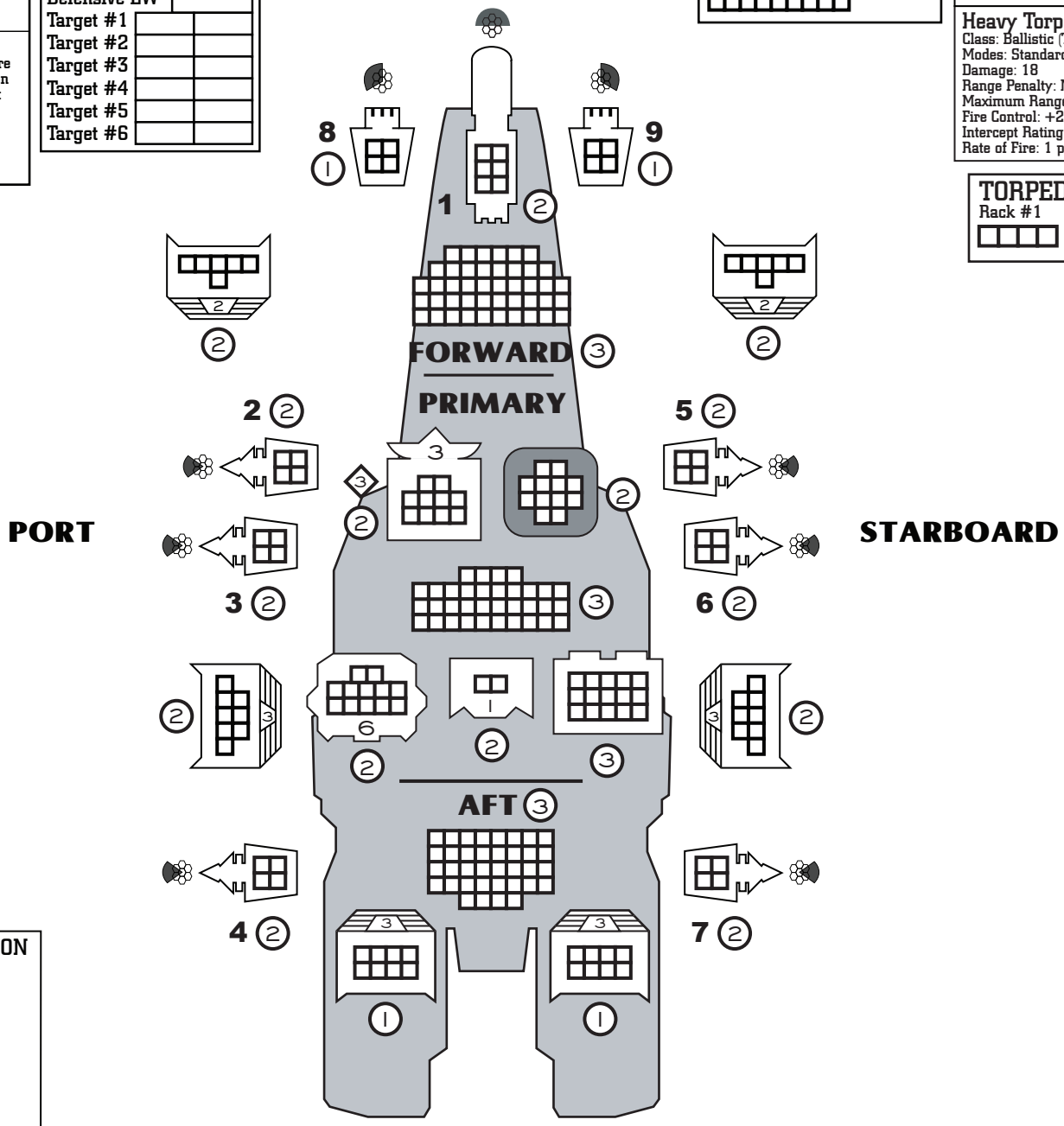
PRIMARY HITS
1-7: Primary Structure
8-10: Light Bolt Cannon
11-12: Port/Stbd Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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

TORPEDOS
Rack #1



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Light Slashing Laser
Gatling Cannon
Heavy Torpedo

Designed by Paul Brown
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