Free Vathian Republic

Name: _____ Counter: _____

FVR Trevena Command Station

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Enormous Base
In Service: ?
Point Value: 850
Ramming Factor: 500
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

Version 2024/2: Fate

WEAPON DATA

Mega Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 16
Range Penalty: -1 per 5 hexes
Fire Control: +2/-2/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 20
Range Penalty: -1 per 3 hexes
Fire Control: +2/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

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

SECTION HITS
1-2: Mega Bolt Cannon
3: Bolt Cannon
4-5: Light Bolt Cannon
6: Heavy Torpedo
7: Gatling Cannon
8: Flechette Cannon
9: Cargo
10: Hangar
11: Reactor
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-13: Heavy Bolt Cannon
14-16: Sensors
17-18: Reactor
19-20: C & C

Note: This unit only has three main sections Port, Starboard and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.

SPECIAL NOTES
Ammo Storage Level 3
Antiquated Sensors
Fission Reactor

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

HANGARS
18 Fighters
  6 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14

TORPEDOS
Rack #27
Rack #28

Rack #29
Rack #30

Rack #31
Rack #32

FORWARD ③

PORT ③   ③ STBD

PRIMARY ④

AFT PORT ③   AFT STBD ③

AFT ③

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

A ☐ 3   B ☐ 3   C ☐ 3

ICON RECOGNITION
- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Mega Bolt Cannon
- Heavy Bolt Cannon
- Bolt Cannon
- Light Bolt Cannon
- Gatling Cannon
- Flechette Cannon
- Heavy Torpedo

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
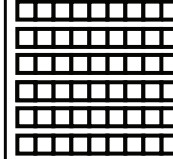*Special: May intercept for friendly vessels (see Sentinel PDS rules)*

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

Designed by Paul Brown

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