Galactic Terran Alliance

Name: _____ Counter: _____

Terran Faustus Research Vessel

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2315
Point Value: 110
Ramming Factor: 30
Jump Delay: 26 Turns

MANEUVERING
Turn Cost: 2/5 Speed
Turn Delay: 6/5 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: N/A
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

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

FORWARD HITS
1-4: Retro Thrust
5-6: Research Lab
7-9: Particle Turret
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Jump Drive
8-10: ML-16 Laser Turret
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-11: MX-50 Bank
12-15: Sensors
14-16: Engine
17-19: Reactor
19-20: C&C

SPECIAL RULE: On any hit scored on the port/stbd side, a natural roll of "20" is scored on the sensors.

SPECIAL NOTES
Limited Sensors
ELINT Ship
Subspace Drive

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

WEAPON DATA

Particle Turret
Class: Particle
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2

Dispersed Mode:
Damage: 6
Fire Control: +3/+3/+4
Rate of Fire: 3 per turn

Concentrated Mode:
Damage: 8
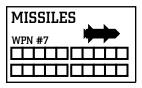Fire Control: +3/+2/+0
Rate of Fire: 2 per turn

ML-16 Laser
Class: Laser
Mode: Standard
Damage: 1d3
Range Penalty: -2 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
  (vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: XX each
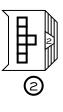*Special: -2 damage vs shields, minimum zero. Pre-Great War. Fighter does **not** have shields.*

MX-50 Bank
Class: Ballistic
Mode: Standard
Damage: 3
Range Penalty: n/a
Max Launch Range: 15 hexes
Fire Control: +0/+0/+1
Intercept Rating: n/a
Rate of Fire: 2 per turn

MISSILES
WPN #7

FORWARD

PRIMARY

PORT

STARBOARD

AFT

Great War Refit
Replace all ML-16 Laser Turrets to Avenger Turrets. Use same icon, but with following stats:

Avenger Turret
Class: Particle
Mode: Standard
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
  (vs Slow Ballistic Only)
Rate of Fire: 1 per turn

Ship Point Value: 125

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Jump Engine
Research Lab

Designed by Paul Brown
pbcbrown@shaw.ca