Name: _____ Counter: _____

Centauri Heavy Shipyard

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 22
In Service: N/A	Turn Delay: N/A	Stb/Port Defense: 22
Point Value: 650	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 700	Pivot Cost: N/A	Extra Power: +0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA

Twin Array (2)
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Guardian Array (2)
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+8
Range Penalty: -3 per hex

SECTION HITS

1-4:	Hangar/Cargo
5-6:	Reactor
7-15:	Structure
16-18:	Connection Strut
19-20:	PRIMARY Hit

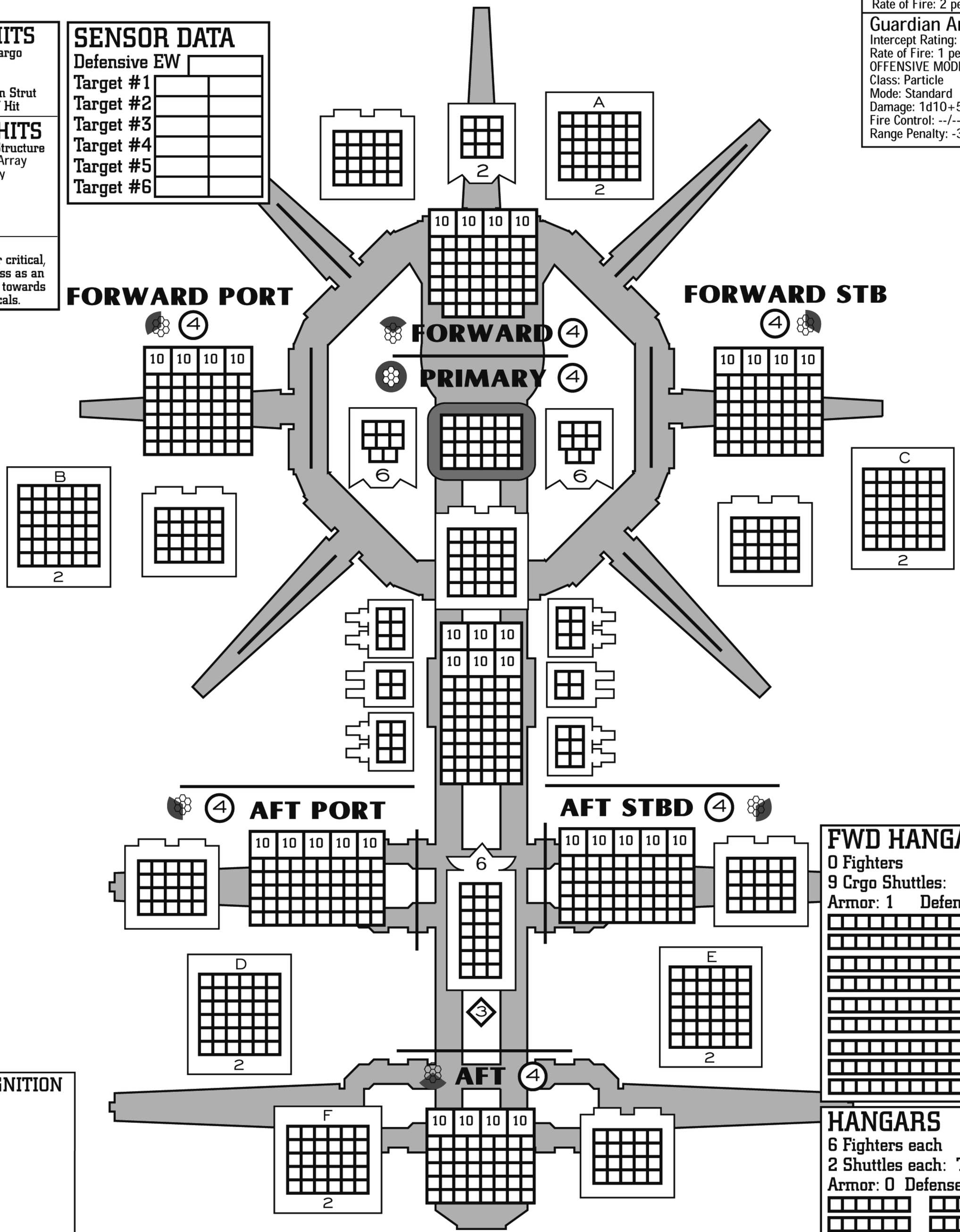
PRIMARY HITS

1-8:	Primary Structure
9:	Guardian Array
10:	Twin Array
11-12:	Sensors
13-15:	Hangar
16-18:	Reactor
19-20:	C&C

SPECIAL RULE:
On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

SENSOR DATA

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



FWD HANGAR

0 Fighters
9 Crgo Shuttles: Thrust: 3
Armor: 1 Defense: 10/13

HANGARS

6 Fighters each
2 Shuttles each: Thrust: 2
Armor: 0 Defense: 10/10

ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Guardian Array
- Twin Array