Version 1: 2E

Name: _____ Counter: _____

Marsforce Fleet Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2261
Point Value: 400
Ramming Factor: 180
Jump Delay: 38 turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +0
Initiative Penalty: -2

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

WEAPON DATA
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-10: Hangar
11-12: Std Particle beam
13-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-9: Hangar
10-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-17: Aft Struct
18-20: PRIMARY Hit

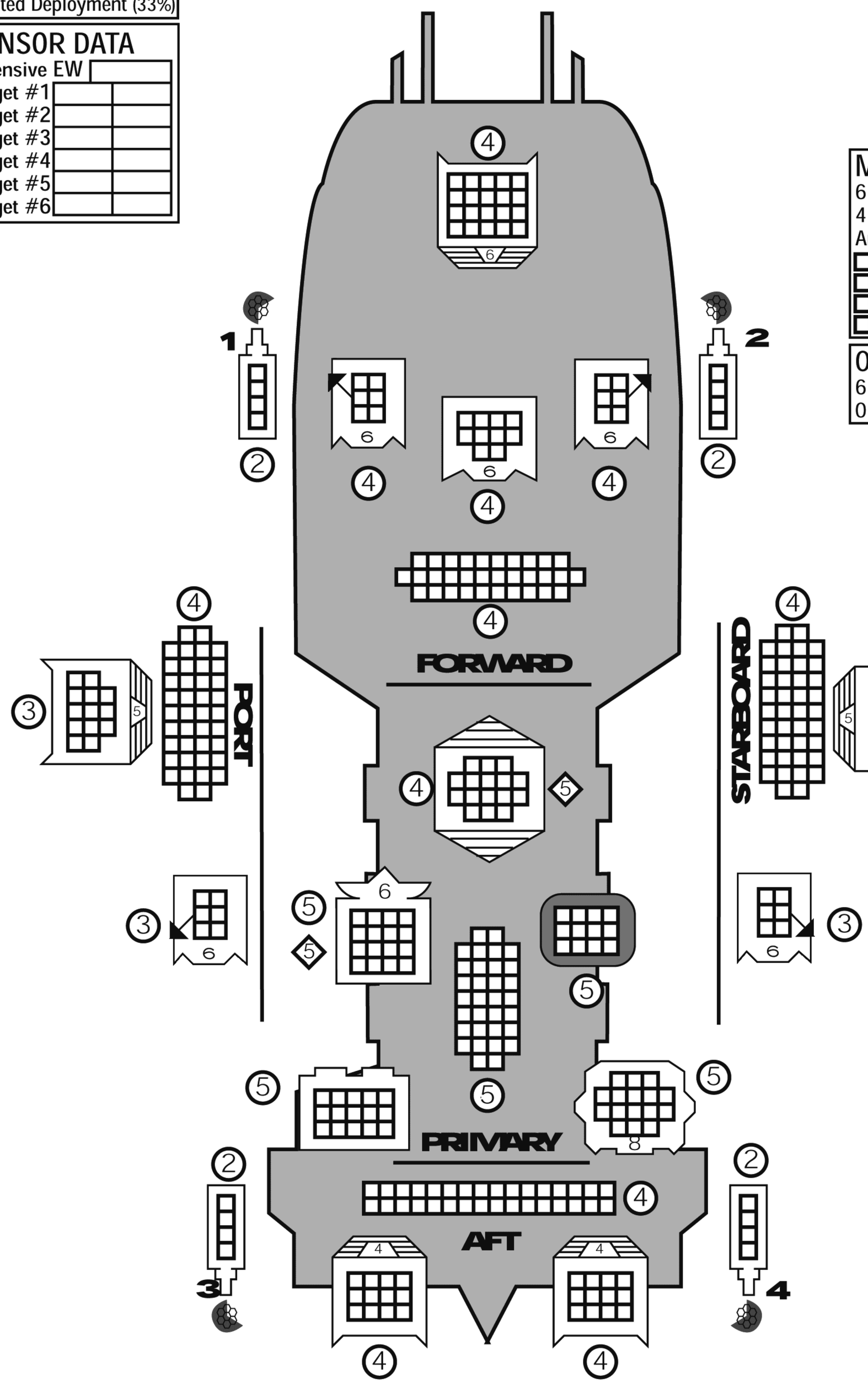
PRIMARY HITS
1-7: Primary Struct
8-9: Jump Engine
10-12: Sensors
13-15: Engine
16-18: Reactor
19-20: C & C

SPECIAL NOTES
Limited Deployment (33%)

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

MAIN HANGAR
6 Fighters
4 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

OTHER HANGARS
6 Fighters Each
0 Shuttles



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam

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