Name: _____ Counter: _____

Minbari HCV Shipyard

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Base
In Service: N/A
Point Value: 580
Ramming Factor: 700
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: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

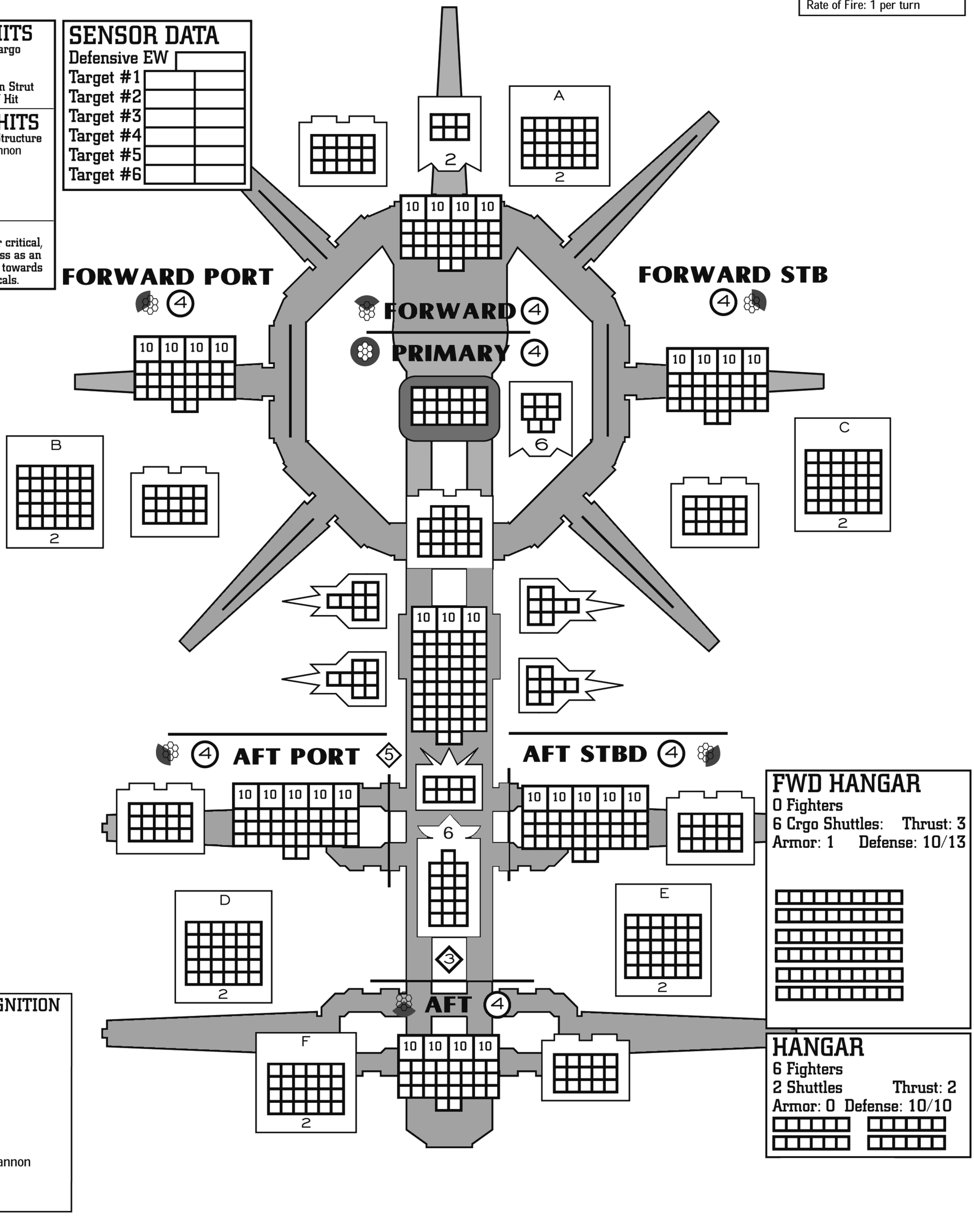
Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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

PRIMARY HITS
1-9: Primary Structure
10: Fusion Cannon
11: Jammer
12-13: Sensors
14-15: 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
6 Crgo Shuttles: Thrust: 3
Armor: 1 Defense: 10/13

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

ICON RECOGNITION
- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Fusion Cannon
- Jammer