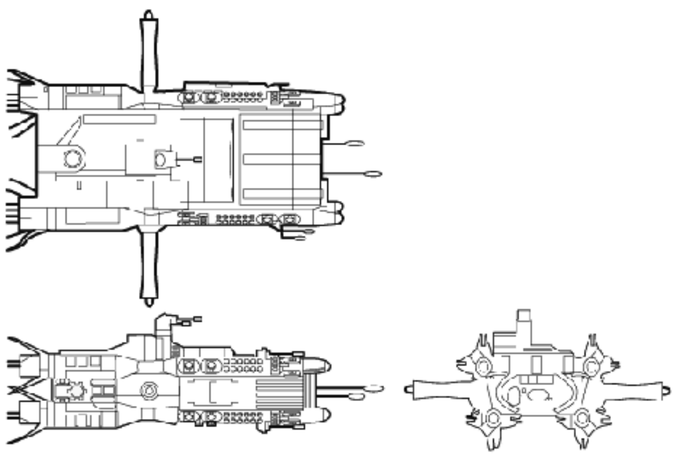
Olympus Variant (Uncommon)

Version 3: 2E/V4

Name: _____ Counter: _____

EA Olympus Patrol Corvette (Theta Model)

BABYLON WARS 2ND EDITION



SPECS
Class: Hvy Combat Vsl
In Service: 2253
Point Value: 550
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 15 (12)
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +6

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

WEAPON DATA

Standard Particle Beam (1)
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

Interceptor Mk-I (1)
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4-7: Std Particle Beam
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Std Particle Beam
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

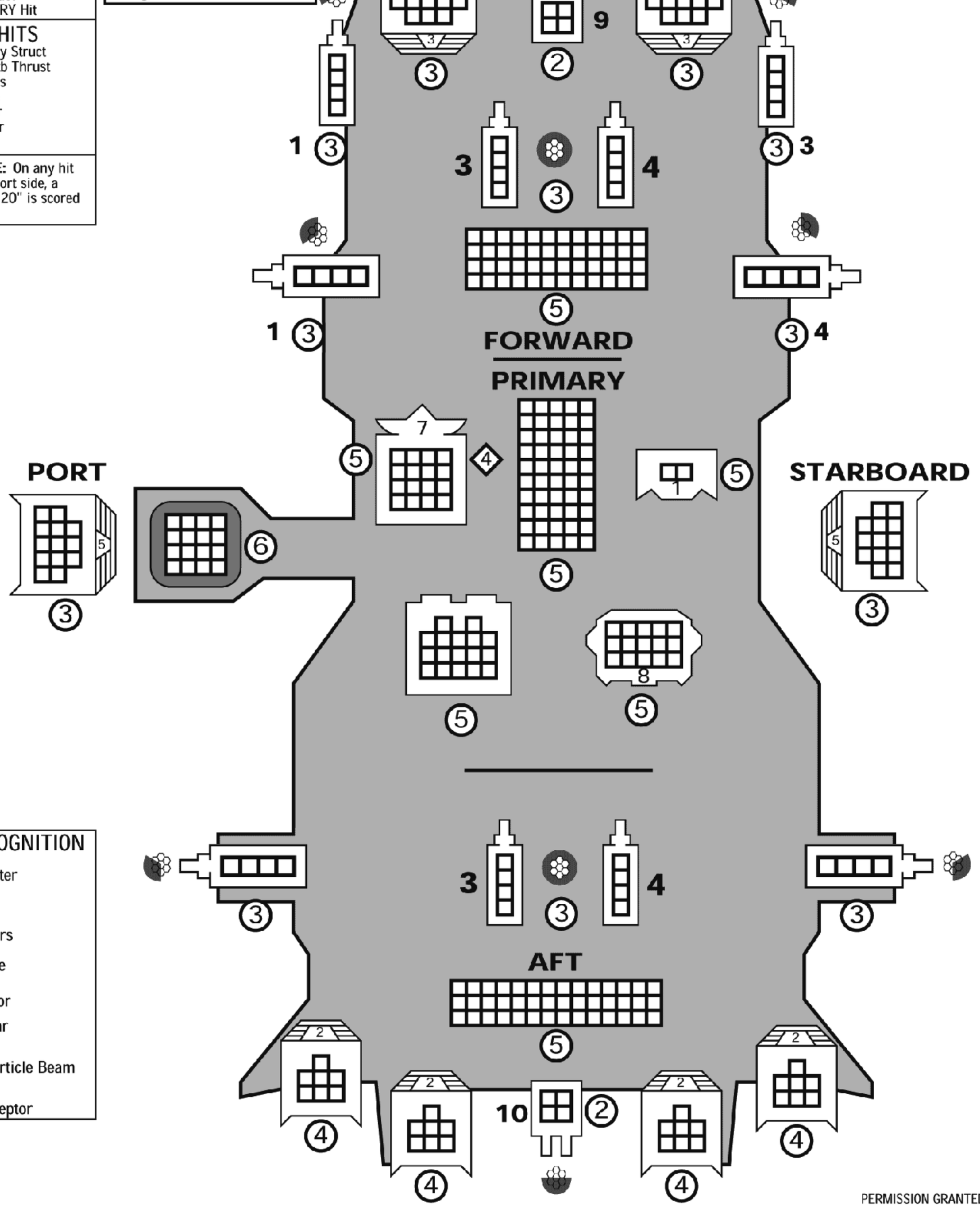
PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

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

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



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

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