Version 3: 2E/SF

Name: _____ Counter: _____

Raider Assault Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2247
Point Value: 400
Ramming Factor: 220
Jump Delay: 16 Turns

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 11
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

HANGAR
0 Fighters (24 External)
1 Breaching Pod
1 Shuttle: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

Grappling Claw
Attaches the ship to the target vessel so boarding parties can be deposited.

FORWARD HITS
1-5: Retro Thrust
6-7: Grappling Claw
8: Std Particle Beam
8-18: Forward Struct
19-20: PRIMARY Hit

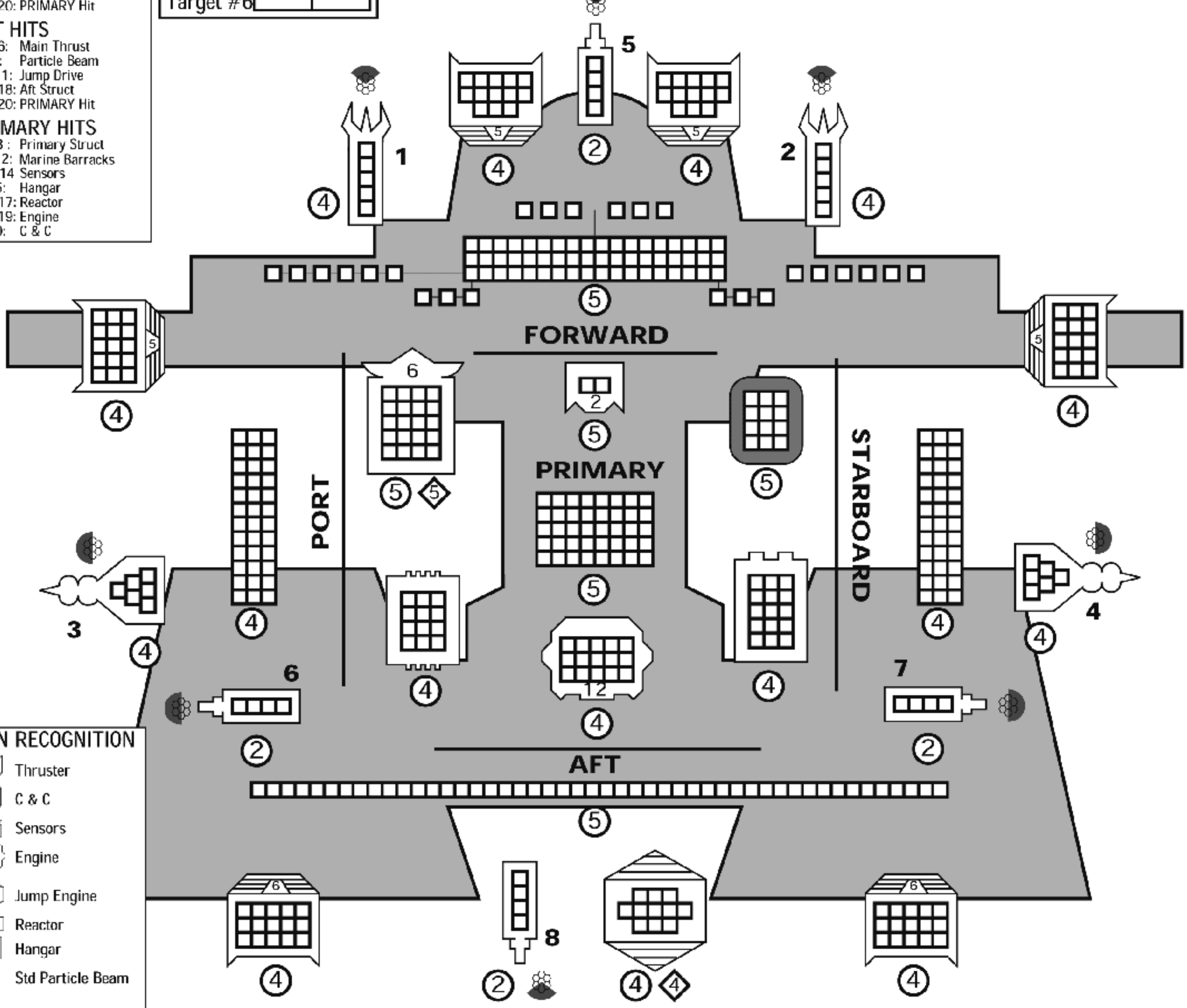
SIDE HITS
1-4: Port/Stb Thrust
5-6: Pulse Cannon
7: Std Particle Beam
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7: Particle Beam
8-11: Jump Drive
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8 : Primary Struct
9-12: Marine Barracks
13-14 Sensors
15: Hangar
16-17: Reactor
18-19: Engine
20: C & C

SENSOR DATA

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Pulse Cannon
Marine Barracks
Ext. Fighter Rail
Grappling Claw

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