Version 2: 2E

Name: _____ Counter: _____

Markab Talafat Scout (Upgraded)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2235
Point Value: 670
Ramming Factor: 270
Jump Delay: 22 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: 17
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	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

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

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

Scattergun
Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Pulse Cannon
7-10: Scattergun
11-18: Forward Struct
19-20: PRIMARY Hit

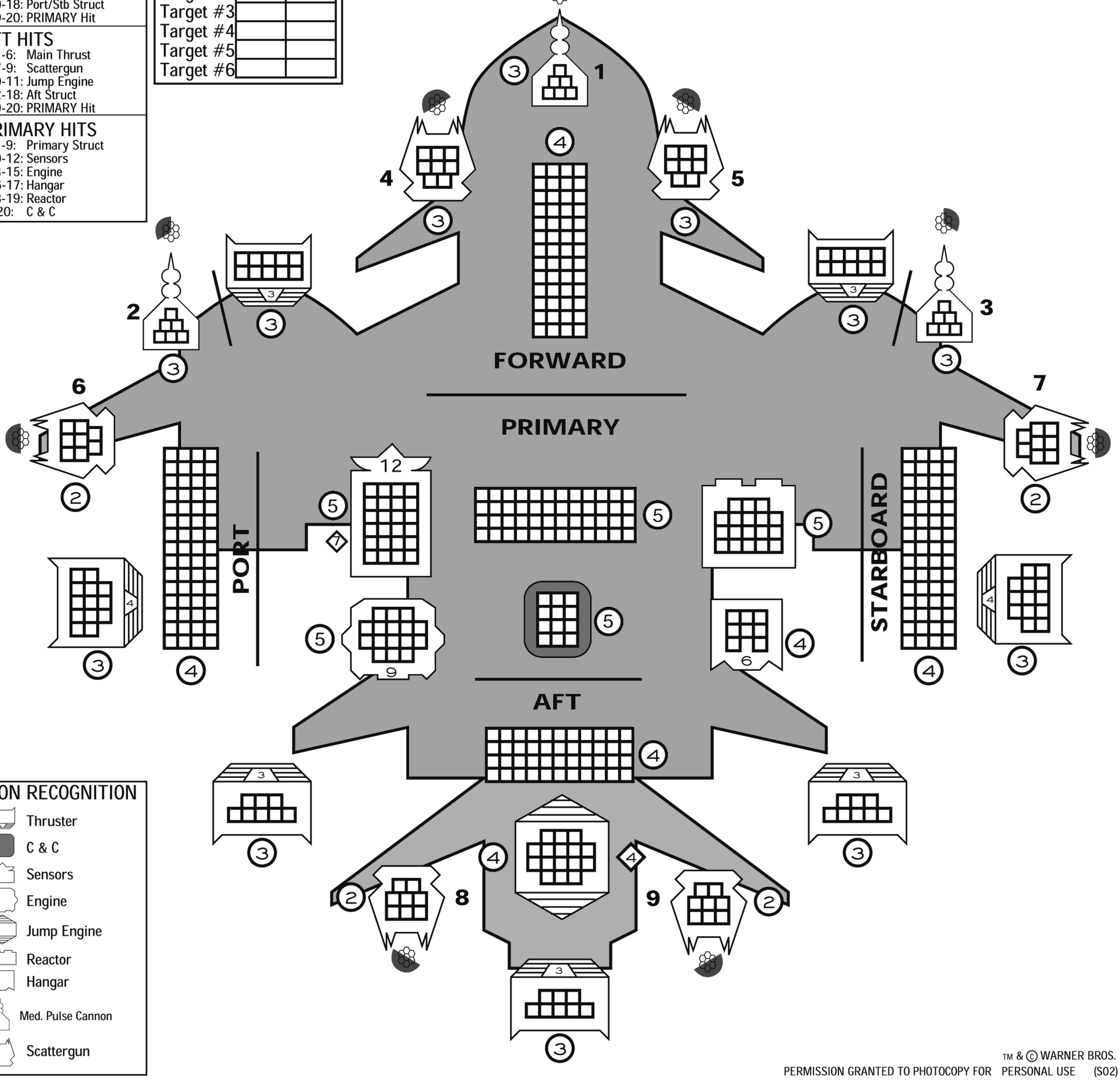
SIDE HITS
1-5: Port/Stb Thrust
6-7: Pulse Cannon
8-9: Scattergun
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Scattergun
10-11: Jump Engine
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
ELINT Ship
Limited Deployment (33%)

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
- Med. Pulse Cannon
- Scattergun

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