Name: _____ Counter: _____

Dregg Destroyer Battleship

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2271
Point Value: ?????
Ramming Factor: 360
Jump Delay: 24 turns

MANEUVERING
Turn Cost: 1 x speed
Turn Delay: 1 x speed
Accel/Decel Cost: 4 thrust
Pivot Cost: 4+4 thrust
Roll Cost: 4+4 thrust

COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 15
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

FORWARD HITS
1-4 Retro Thrust
5-7 Mega Positron
8-10 Medium Positron
11-13 Dual Particle
14-19 Structure
20 Primary Hit

AFT HITS
1-6 Main Thrust
7-9 Dual Particle
10-12 Medium Positron
13-15 Structure
19-20 Primary Hit

SIDE HITS
1-4 Prt/Stb Thruster
5-7 Heavy Positron
8-10 Dual Particle
11-13 Positron Pulsar
14-19 Structure
20 Primary Hit

PRIMARY HITS
1-9 Primary Structure
10-11 Engine
12-13 Sensor
14-15 Reactor
16-17 Hangar
18-19 Jump Engine
20 C&C

SENSOR DATA
Defensive EW

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

Dual Particle Gun
Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn **(Linked)**

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

WEAPON DATA

Mega Positron Cannon
Class: Positronic
Mode: Flash
Damage: 5d10 + 30
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-7
Intercept Rating: N/A
Rate Of Fire: 1 per 6 turns

Heavy Positron Cannon
Class: Positronic
Mode: Standard
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/-3
Intercept Rating: N/A
Rate Of Fire: 1 per 4 turns

Medium Positron Cannon
Class: Positronic
Mode: Standard
Damage: 3d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-2
Intercept Rating: N/A
Rate Of Fire: 1 per 2 turns

Positron Pulsar
Class: Positronic
Mode: Pulse
Damage: 15 d3 times
Max. Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+1
Intercept Rating: N/A
Rate Of Fire: 1 per 2 turns