Version 1: 2E/L1

Name: _____ Counter: _____

Gaim Hitich Armed Transport

BABYLON WARS

SPECS
Class: Capital Ship
In Service: 2254
Point Value: 850
Ramming Factor: 150
Jump Delay: 48 Turns

MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+3 Thrust
Roll Cost: 2+1 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
3 Shuttles: Thrust: 6
Armor: 0 Defense: 9/9

WEAPON DATA

Packet Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
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

Packet Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-3: Retro Thrust
4-8: Particle Concentrator
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4: Scattergun
5-6: Med. Plasma Cannon
7-8: Cargo
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Scattergun
8-9: Particle Concentrator
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Drive
11-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

FORWARD
PRIMARY

PORT

STARBOARD

PRIMARY
AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Cargo
Particle Concentrator
Scattergun
Packet Torpedo
Bulkhead

Gaim Hitich Armed Transport

BY: DuBlack