Name: _____ Counter: _____

EA Ocean Gunboat Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Enourmous Vsl.
In Service: 2264
Point Value: 1000
Ramming Factor: 680
Jump Delay: 20 turns

MANEUVERING
Turn Cost: 3/2 speed
Turn Delay: 3/2 speed
Accel/Decel Cost: 4 thrust
Pivot Cost: 4+4 thrust
Roll Cost: 3+3 thrust

COMBAT STATS
Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 19 (15)
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +0

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

WEAPON DATA
Heavy Interceptor Btty
Class: Particle
Modes: Standard
Damage: 2d10+6
Range Penalty: -2 per hex
Fire Control: –/–/+10
Intercept Rating: -4
Rate of Fire: 1 per 1t urn
Special: May switch modes every turn without shutdown.

FORWARD HITS
1-3 Retro Thrust
4-7 Quad Pulse Cannon
8-11 Interceptor
12-13 Sensors
14-18 Structure
19 LCV Landing Pad
20 Primary Hit

Side Hits
1-3 Prt/Stb Thruster
4-8 LCV Landing Pad
9-11 Interceptor
12-13 Sensors
14-19 Prt/Stb Structure
20 Primary Hit

AFT HITS
1-6 Main Thrust
7-10 Interceptor
11-12 Sensors
13-18 Aft Structure
19-20 Primary Hit

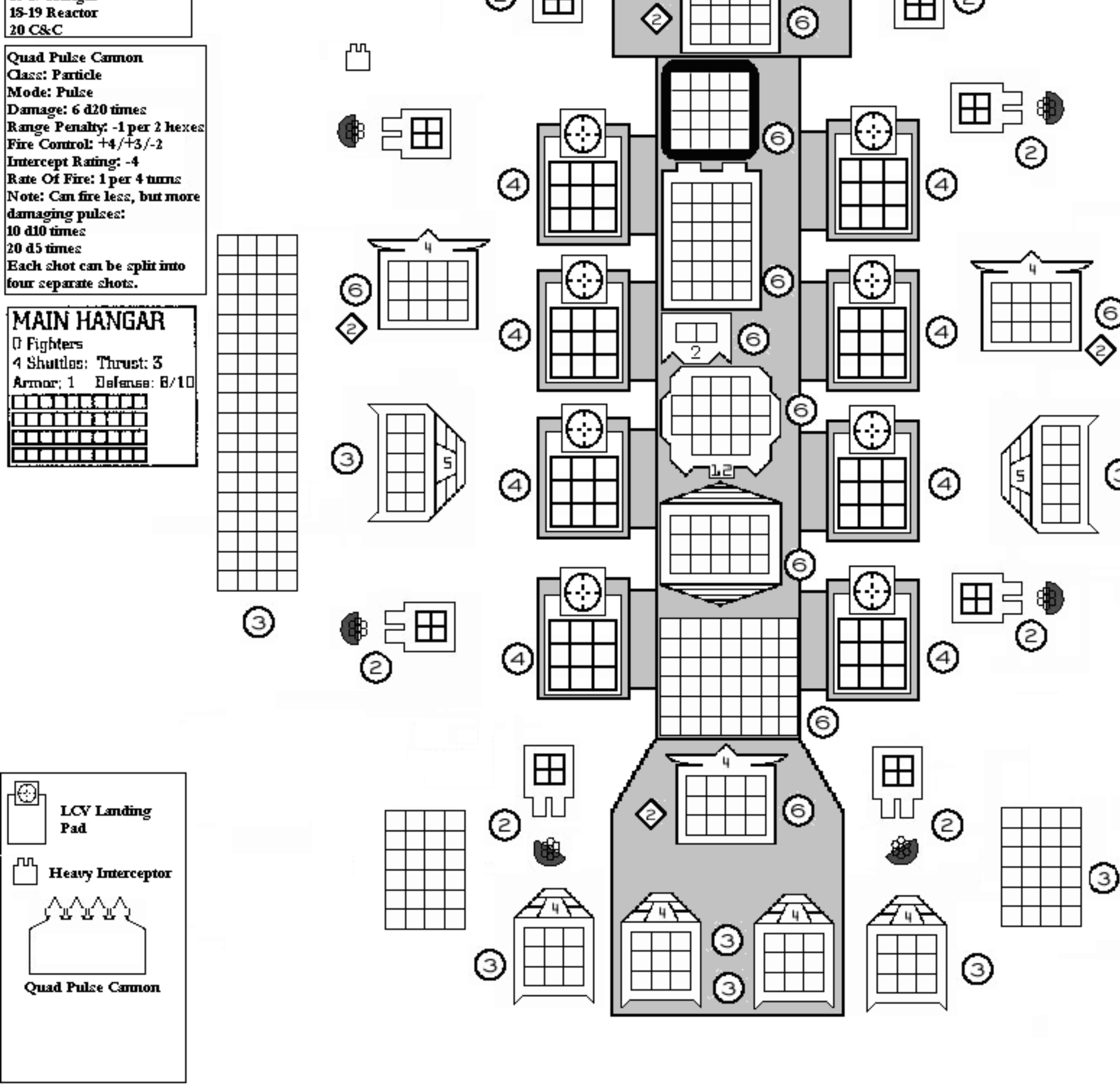
PRIMARY HITS
1-9 Primary Structure
10-12 Jump Engine
12-14 Engine
15-17 Hangar
18-19 Reactor
20 C&C

SPECIAL NOTES
Adds +1 initiative bonus to all EA LCV's in the scenario

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

Quad Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 6 d20 times
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-2
Intercept Rating: -4
Rate Of Fire: 1 per 4 turns
Note: Can fire less, but more damaging pulses:
10 d10 times
20 d5 times
Each shot can be split into four separate shots.

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



LCV Landing Pad
Heavy Interceptor
Quad Pulse Cannon