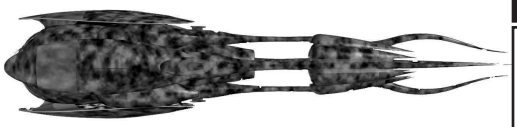
Battle Destroyer Variant (Common)
Version 1: 2E/WA

Name: _____ Counter: _____

Vorlon Heavy Destroyer

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 1500
Ramming Factor: 240
Jump Delay: 12 Turns

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

COMBAT STATS
Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 18 (14)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +8

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 6
Armor: 4 Defense: 7/8

WEAPON DATA

Lightning Cannon (Lt)
Class: Electromagnetic
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per hex
Fire Control: +5/+5/+8
Intercept Rating: -4
Rate of Fire: 1 per turn

Lightning Cannon (Med)
Class: Electromagnetic
Mode: Raking
Damage: 2d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

Discharge Cannon
Class: Electromagnetic
Mode: Raking
Damage: 4d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -2
Double Power:
Mode: Raking (15)
Damage: 6d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/+3
Triple Power:
Mode: Raking (15)
Damage: 8d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+2
Rate of Fire: 1 or more per turn limited by power; max 4 shots

EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

FORWARD HITS
1-5: Retro Thrust
6-7: Lightning Cannon
8: Discharge Cannon
9-10: EM Shield
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Jump Drive
9-10: EM Shield
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12: Self-Repair
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Power Capacitor
20: C & C

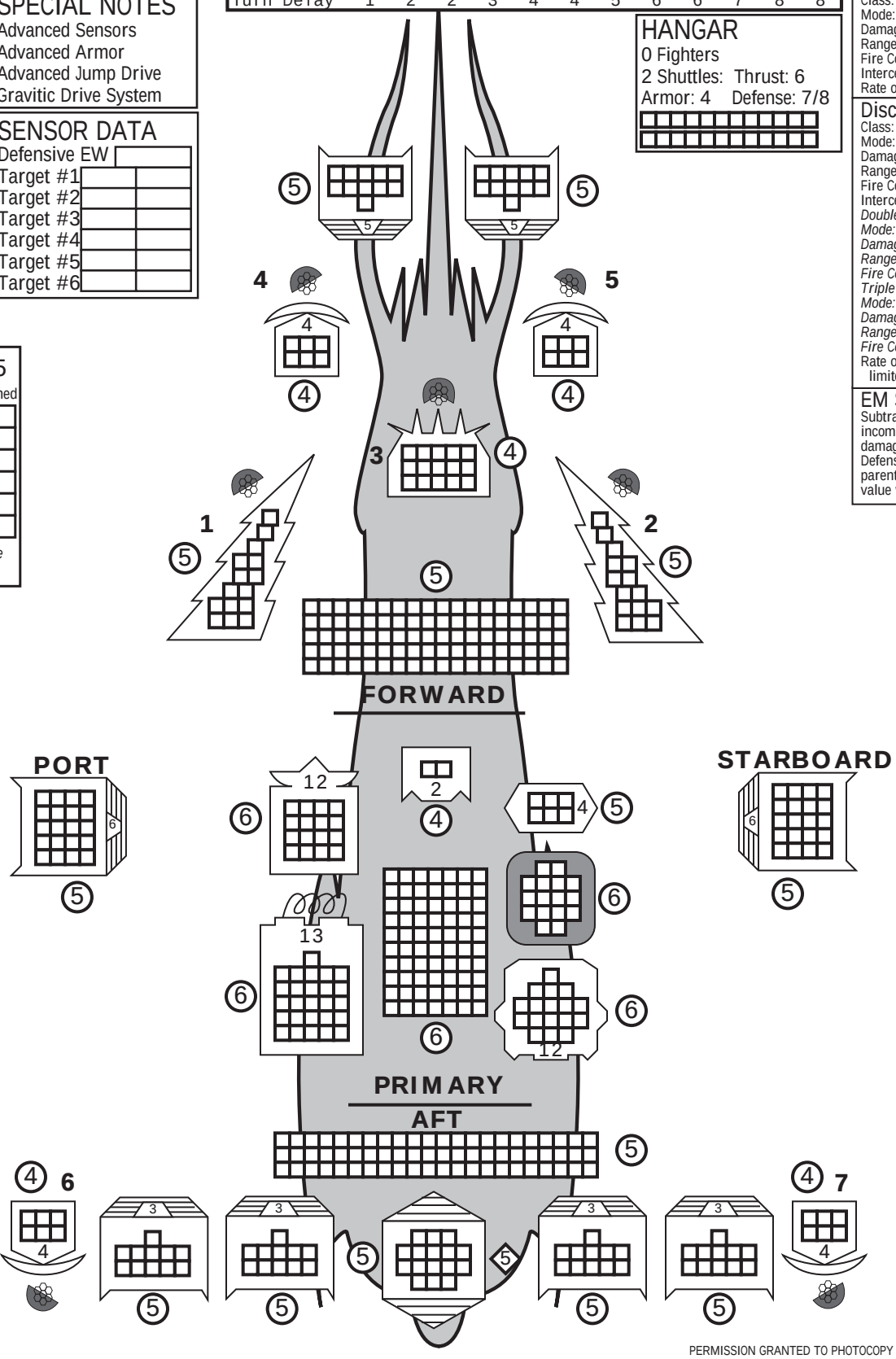
SPECIAL NOTES
Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System

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

ADAPTIVE ARMOR: 5

Weapon Type	Available/Assigned	

Note: Max 2 pts per weapon type
Can have 2 points pre-assigned



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Power Capacitor
Hangar
Self-Repair
Lightning Cannon
Discharge Cannon
EM Shield

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