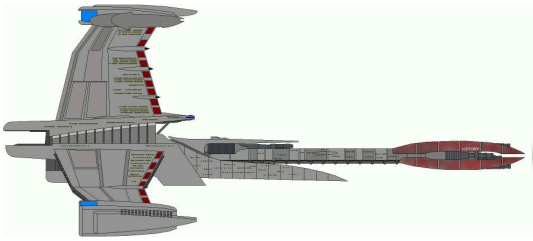
Image taken from Wolf's Shipyard



Version 1: 2E/CST

Name: Victory Counter: _____

Victory Advanced Destroyer Prototype

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2268
Point Value: 2200
Ramming Factor: 410
Jump Delay: 12 Turns

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

COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 20
Engine Efficiency: 5/1
Power Shortage: -64
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

FORWARD HITS
1-4: Retro Thrust
5-6: Discharge Lance†
7-8: Assault Laser
9-10: Turret
11-12: Gatling Intercept. Array†
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Discharge Lance‡
8-9: Gatling Intercept. Array‡
10-11: Turret
12: Particle Impeder
13: Fighter Spindle
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Particle Impeder
9-11: Assault Laser
12: Fighter Spindle
13-18: Aft. Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8: Tractor Beam
9-10: Jump Drive
11-12: Sensors
13-15: Engine
16: Hanger
17-19: Reactor
20: C & C

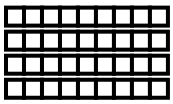
† Any (defender's choice)
‡ Facing side or forward (ditto)

SPECIAL NOTES
Gravitic Drive System
ELINT Ship
Restricted Deployment (10%)
Only Two Exist
Adds +1 initiative bonus to all allied ships
Adds +2 initiative bonus to all ISA ships (including itself)
No Energy Web
Unreliable Ship: Engine Fluctuations
Retractable Weapons (Gatling Interceptors & Turrets)
Hits to weapons 1, 19-21 & turrets overkills to facing structure block

SENSOR DATA

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

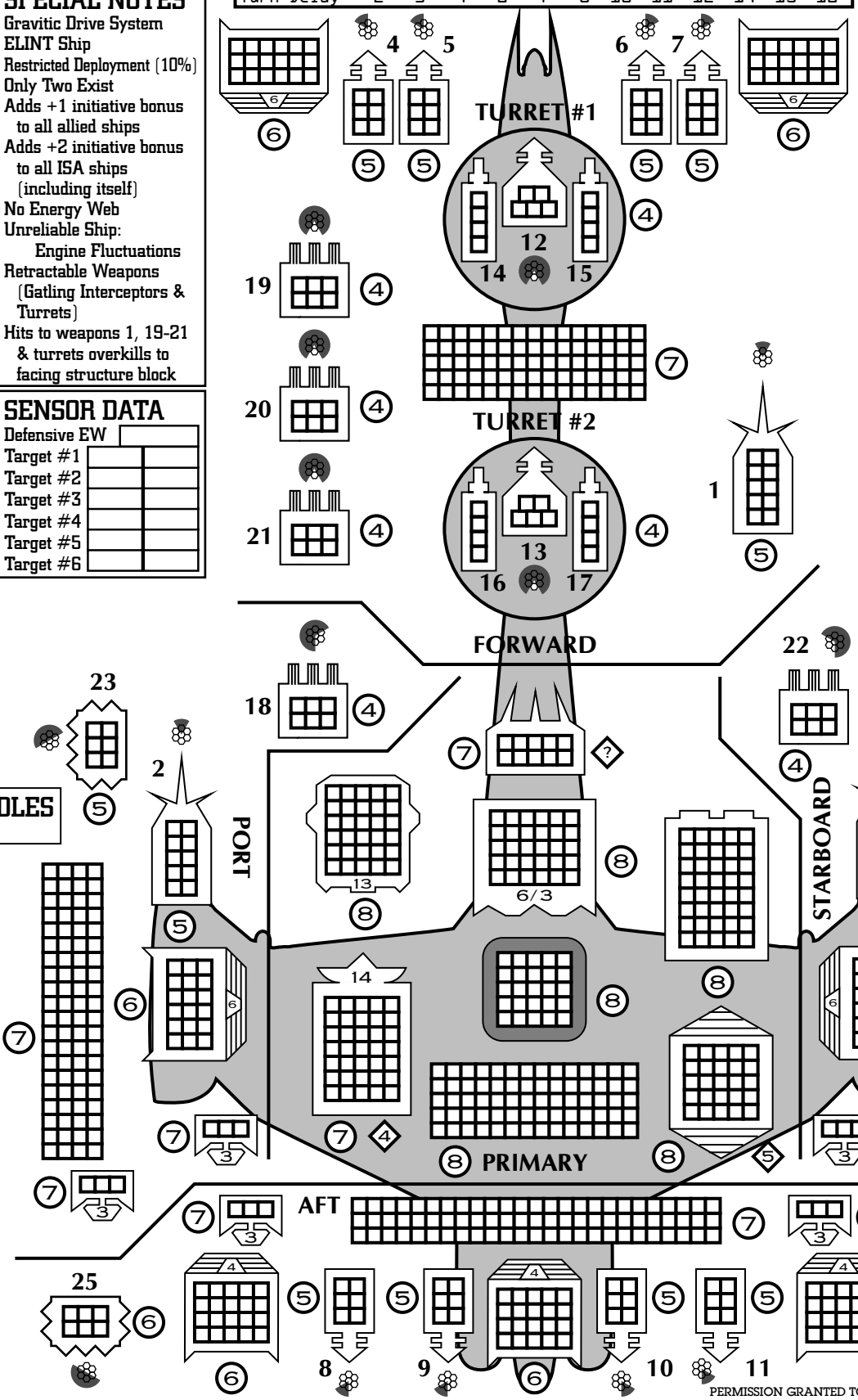
DOCKING BAY
24 Fighters *(usually Starfurys)*
4 Shuttles: Thrust: 3
Armour: 0 Defence: 8/8



Up to 4 LCVs (see rules)

6 FIGHTER SPINDLES
3 Thunderbolts each

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Docking Bay
Fighter Spindle
Discharge Lance
Assault Laser
Tactical Laser
Impr. Particle Beam
Gatling Interceptor Array
Particle Impeder
Tractor Beam



WEAPON DATA

Discharge Lance
Class: Electromagnetic
Mode: R (12), P
Damage: 8d10+15 (3 times)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/--
Intercept Rating: n/a
Rate of Fire: Special
Special: All 3 shots must be fired, and must all be at 1 target or targets within 1 hex. Use of this weapon disables all power-using systems and the engine for 6 turns, see rules.

Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Tactical Laser
Class: Laser
Mode: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Improved Particle Beam
Class: Particle
Mode: Standard
Damage: 1d10+7
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Gatling Interceptor Array
Intercept Rating: -3
Rate of Fire: 3 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+4
Fire Control: +2/+4/+8
Range Penalty: -2 per hex
Note: Can switch fiting modes with no delay period.

Particle Impeder
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

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