Version 1: 2E/PL

Name: _____ Counter: _____

Kor-Lyan Reklava Escort Carrier

BABYLON WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2224
Point Value: 425
Ramming Factor: 120
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-8: Std Particle Beam
9-10: Class-D Missile Rack
9-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-10: Class-D Missile Rack
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

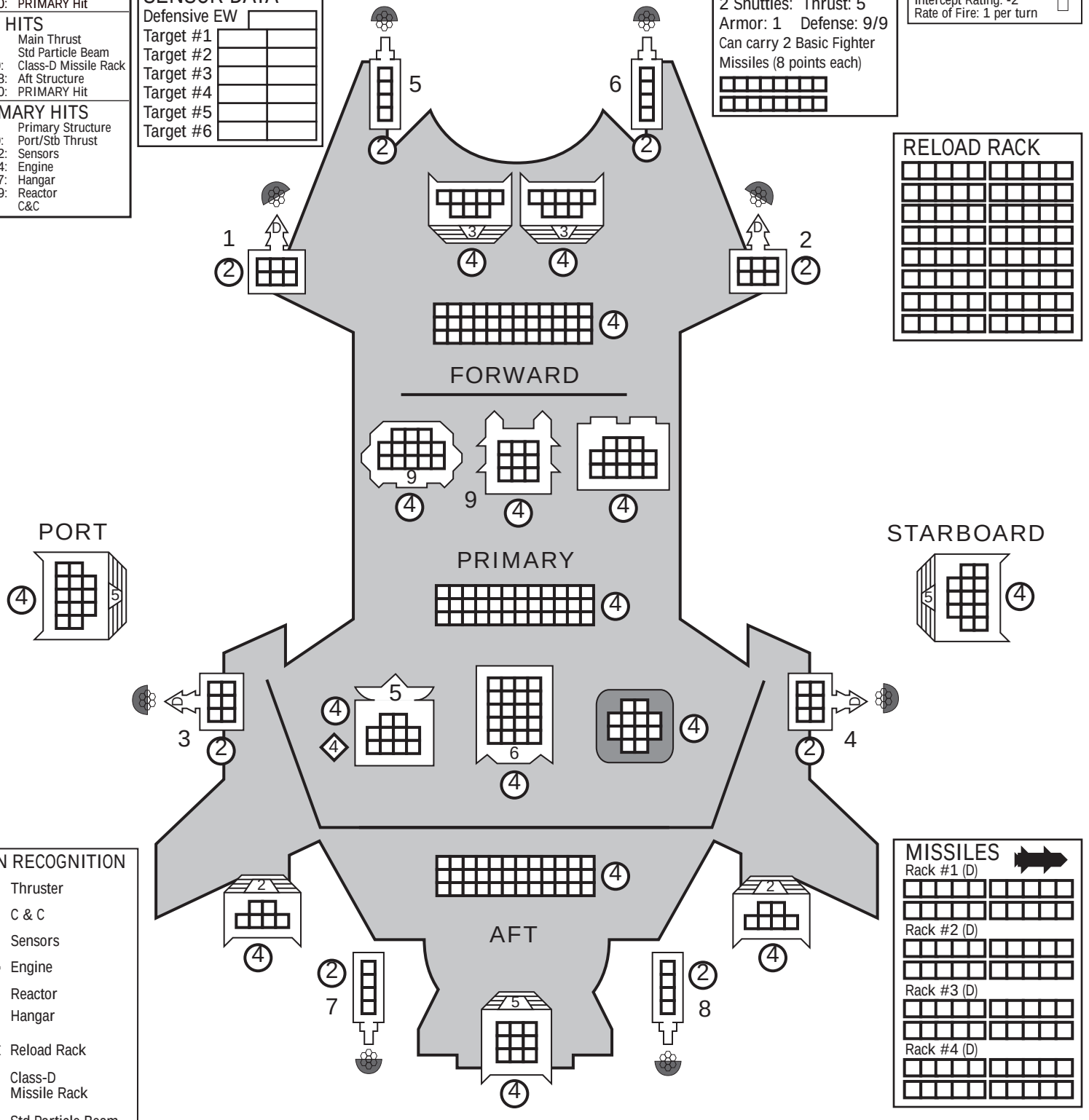
SPECIAL NOTES
Atmospheric Capable

SENSOR DATA
Defensive EW

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

HANGAR
18 Medium Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/9
Can carry 2 Basic Fighter Missiles (8 points each)

RELOAD RACK



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Reload Rack
Class-D Missile Rack
Std Particle Beam

MISSILES
Rack #1 (D)
Rack #2 (D)
Rack #3 (D)
Rack #4 (D)

DESIGN BY TYREL LOHR
FireNebula.com