Version 2: 2E/BKS

Name: _____ Counter: _____

Bintari Tymbrimi Missile Cruiser

BABYLON WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2055
Point Value: 750
Ramming Factor: 270
Jump Delay: 25 Turns

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

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Dual Launcher
Class: Ballistic
Missiles: 20
Range Penalty: none
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: Special
Hvy: 1 per turn
Med: 2 per turn
Light: 2 per turn

Standard Launcher
Class: Ballistic
Missiles: 12
Range Penalty: none
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: Special
Hvy: 1 per 2 turns
Med: 1 per turn
Light: 2 per turn

Defense Launcher
Class: Ballistic
Missiles: 20
Range Penalty: none
Fire Control: +0/+1/+2
Intercept Rating: n/a
Rate of Fire: Special
Med: 1 per turn
Light: 4 per turn

HANGAR
0 Fighters
3 Shuttles: Thrust: 5
Armor: 0 Defense: 10/10

FORWARD HITS
1-5: Retro Thrust
6-7: X-Ray Laser
8-10: Standard Launcher
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Dual Launcher
7-8: Standard Launcher
9-10: Defense Launcher
11-18: Port/Stb Struct
19-20: PRIMARY Hit

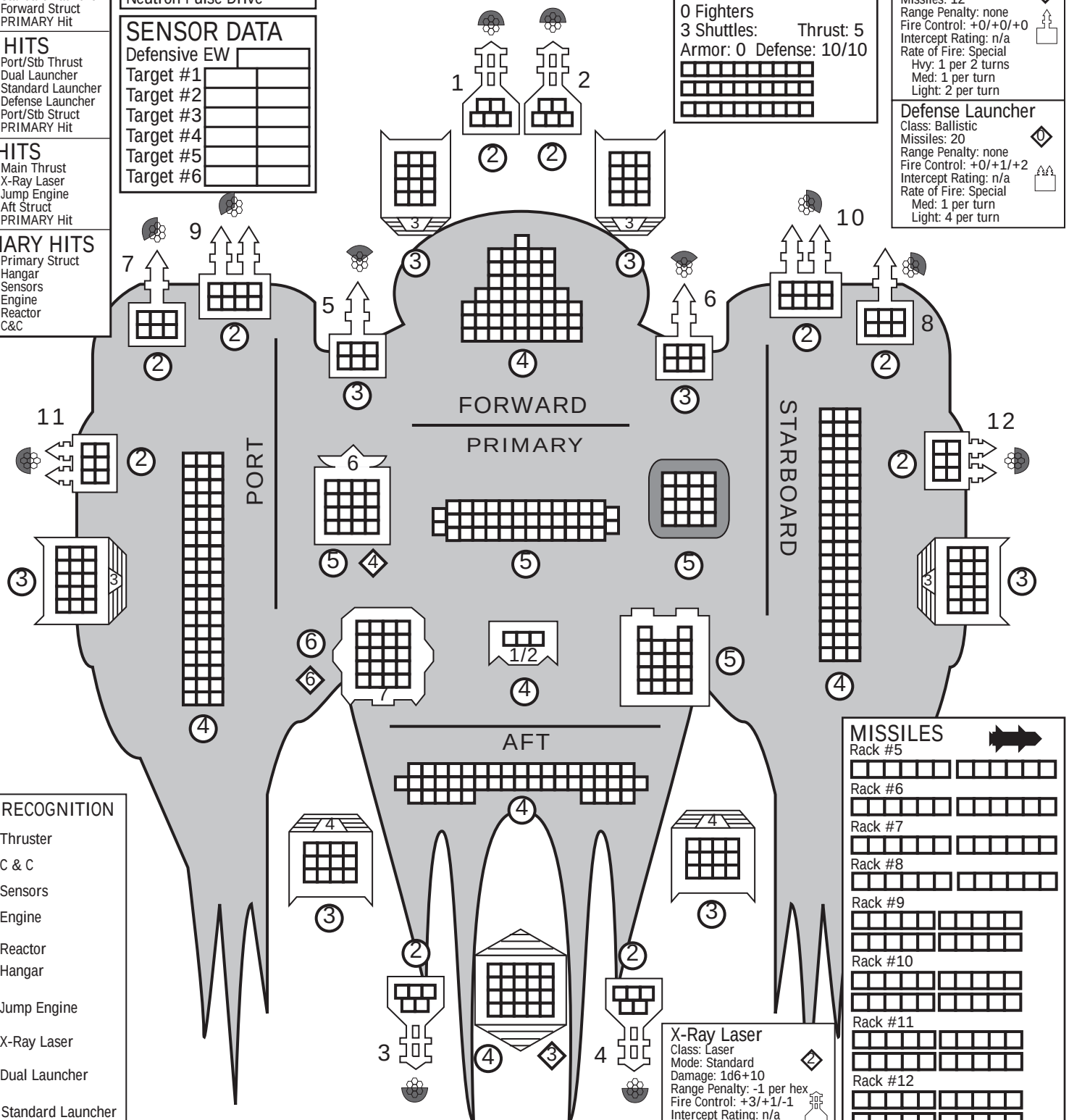
AFT HITS
1-6: Main Thrust
7-8: X-Ray Laser
9-11: Jump Engine
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-12: Hangar
13-14: Sensors
15-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
Limited Deployment (10%)
Neutron Pulse Drive

SENSOR DATA
Defensive EW

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
X-Ray Laser
Dual Launcher
Standard Launcher
Defense Launcher

X-Ray Laser
Class: Laser
Mode: Standard
Damage: 1d6+10
Range Penalty: -1 per hex
Fire Control: +3/+1/-1
Intercept Rating: n/a
Rate of Fire: 1 per turn

MISSILES
Rack #5
Rack #6
Rack #7
Rack #8
Rack #9
Rack #10
Rack #11
Rack #12

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