Version 1: 2E/BKS

Name: _____ Counter: _____

Kylon Gaolli Gunship

BABYLON WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2066
Point Value: 175
Ramming Factor: 80
Jump Delay: N/A

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Laser Pulse Cannon
Class: Laser
Mode: Pulse
Damage: 10 1d3 times
Max Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Particle Bolter
Class: Particle
Mode: Standard
Damage: 10
Range Penalty: -2 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4-7: Laser Pulse Cannon
8: Reactor
9-17: Structure
18-20: PRIMARY Hit

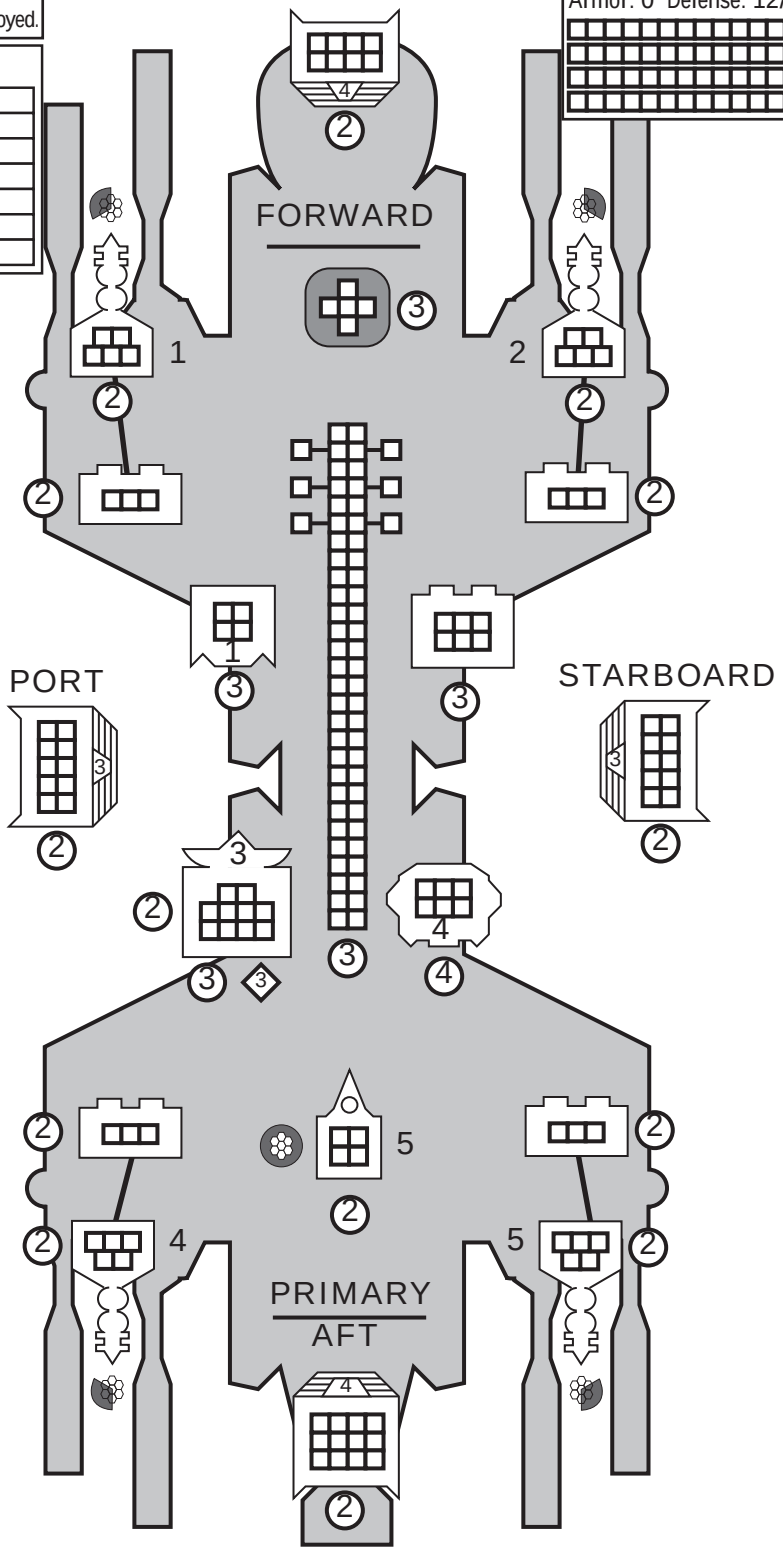
AFT HITS
1-4: Main Thrust
5-8: Particle Bolter
9: Reactor
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Particle Bolter
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Small reactors power only the associated weapon. If the reactor is destroyed, the weapon is also destroyed.

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

HANGAR
6 Fighters (on rails)
4 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Laser Pulse Cannon
Particle Bolter

DESIGN BY TYREL LOHR
planetside.firenebula.com