Version 2: 2E/ESCALATION Name: _____ Counter: _____

Babylon 5 Wars 2nd Edition

Chouka Radiance Explorer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 14
In Service: 1940	Turn Delay: 4/3 Speed	Stb/Port Defense: 17
Point Value: 480	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 5/1
Ramming Factor: 220	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 2+2 Thrust	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

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Point Plasma Gun
Class: Plasm,a
Mode: Standard
Damage: 2d6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +1/+1/+2
Int. Rating: -1 (vs. ballistics)
Rate of Fire: 1 per turn

HANGAR
6 Fighters
4 Shuttles: Thrust: 2
Armor: 1 Defense: 10/13

SPECIAL NOTES
Restricted Deployment (10%)
ELINT Ship

SENSOR DATA
Defensive EW

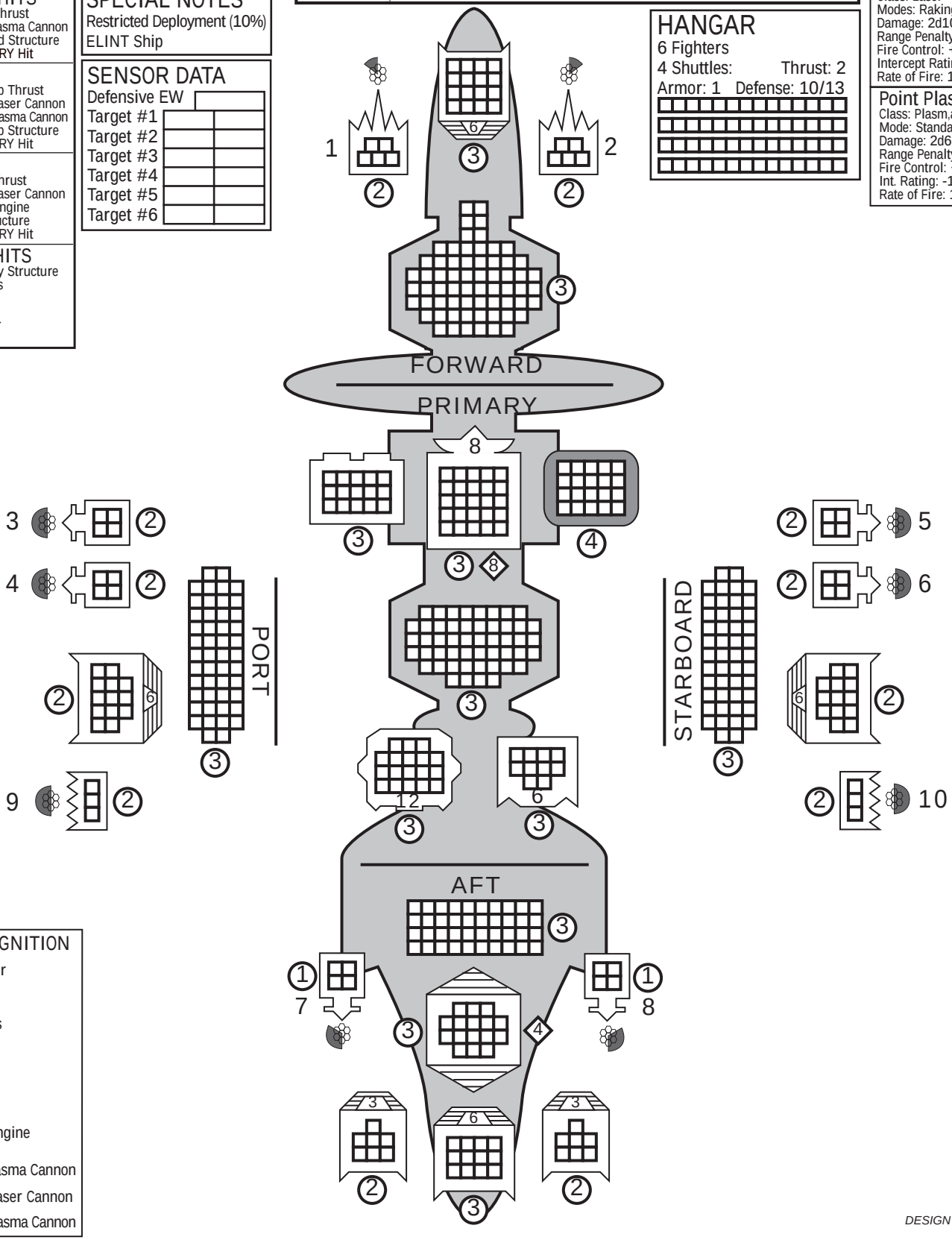
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD HITS
1-4: Retro Thrust
5-7: Med Plasma Cannon
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Light Laser Cannon
8: Point Plasma Cannon
8-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Light Laser Cannon
9-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Med Plasma Cannon
- Light Laser Cannon
- Point Plasma Cannon

DESIGN BY TYREL LOHR
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