Version 1: 2E/ESCALATION

Name: _____ Counter: _____

Chouka Retribution Battlecruiser

BABYLON WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 1936
Point Value: 460
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

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

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

WEAPON DATA

Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Twin Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+5 2 times
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Med Plasma Cannon
7-8: Light Laser Cannon
9-18: Forward Structure
19-20: PRIMARY Hit

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

AFT HITS
1-6: Main Thrust
7-9: Twin Laser Cannon
10-11: Light Laser Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

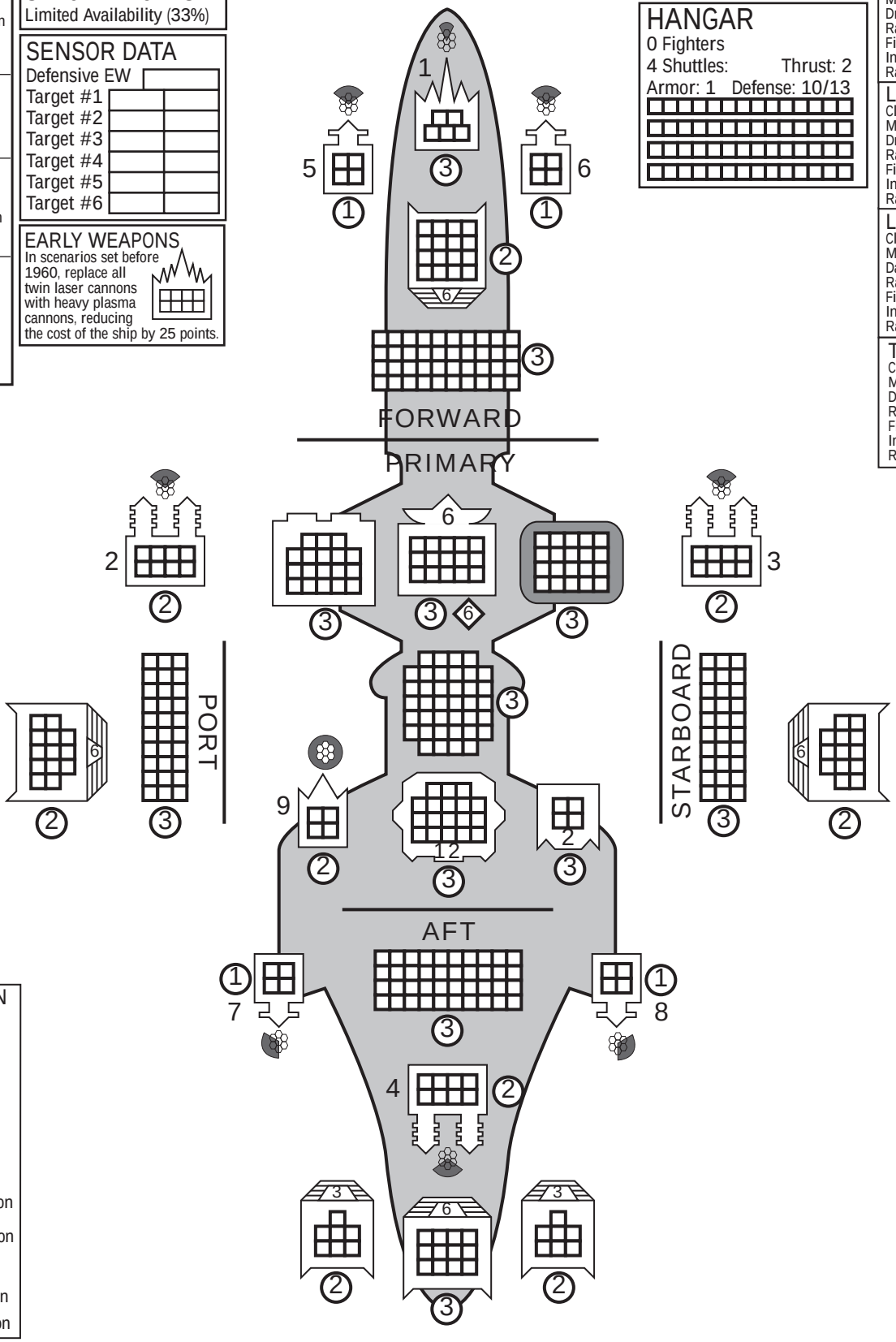
PRIMARY HITS
1-10: Primary Structure
11: Lt Plasma Cannon
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Limited Availability (33%)

SENSOR DATA
Defensive EW

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

EARLY WEAPONS
In scenarios set before 1960, replace all twin laser cannons with heavy plasma cannons, reducing the cost of the ship by 25 points.



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Med Plasma Cannon
- Lt Plasma Cannon
- Twin Laser Cannon
- Light Laser Cannon

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