Revelation Variant (Uncommon)
Version 1: 2E/ESCALATION

Name: _____ Counter: _____

Chouka Revelation Auxiliary Carrier

BABYLON WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 1968
Point Value: 200
Ramming Factor: 130
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: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +4

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

WEAPON DATA

Class-0 Missile Rack
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

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

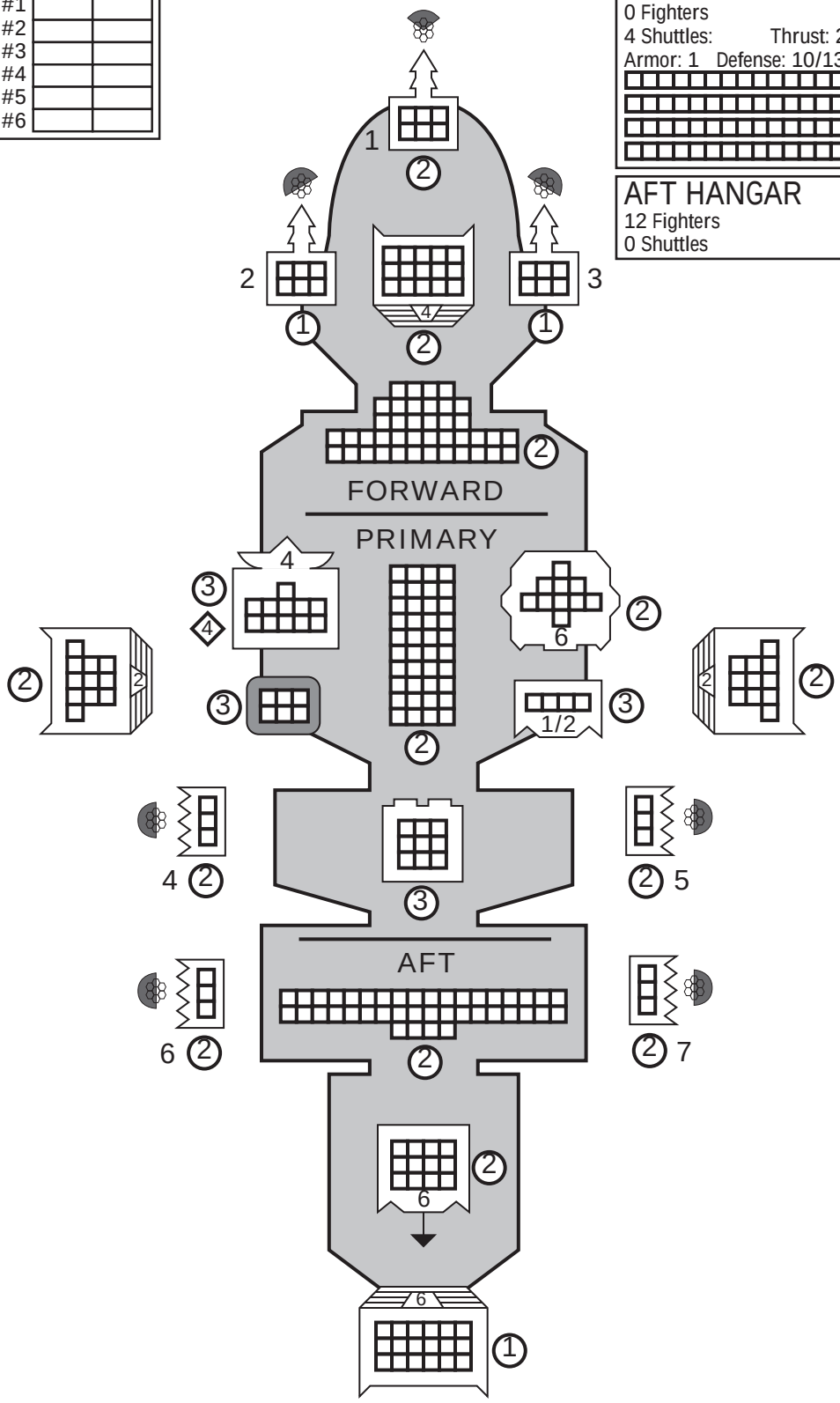
AFT HANGAR
12 Fighters
0 Shuttles

FORWARD HITS
1-5: Retro Thrust
6-9: Missile Rack
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-8: Aft Hangar
9-10: Point Plasma Gun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-11: Reload Rack
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

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
- Class-0 Missile Rack
- Point Plasma Gun

MISSILES
Rack #1
Rack #2
Rack #3

DESIGN BY TYREL LOHR
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