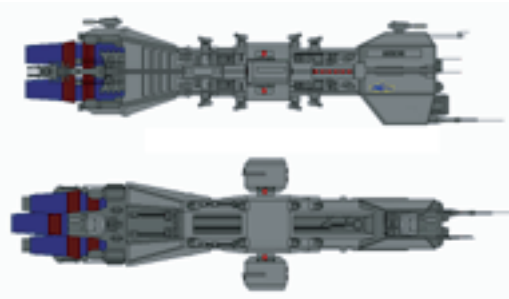
Arion Variant (Common)
Version 1: 2E/GM

Name: _____ Counter: _____

BABYLON 5 WARS 2ND EDITION

EA Arion Missile Destroyer (Zeta Model)



SPECS
Class: Capital Ship
In Service: 2243
Point Value: 750
Ramming Factor: 270
Jump Delay: 24 Turns

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

COMBAT STATS
Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 17 (14)
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	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

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-4: Retro Thrust
5-7: Std Particle Beam
8-9: Railgun
10-11: Interceptor
12-18: Forward Structure
19-20: PRIMARY Hit

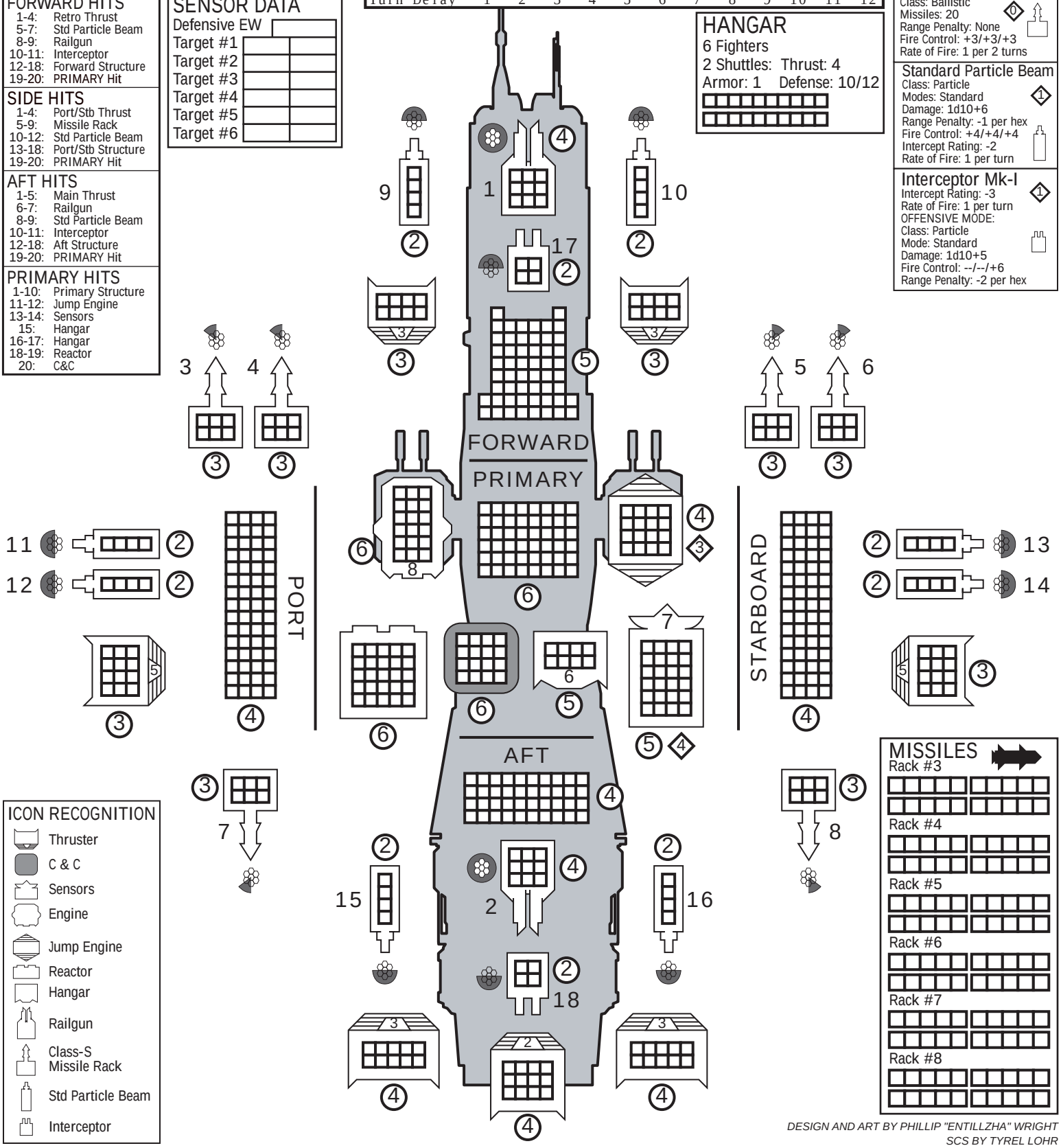
SIDE HITS
1-4: Port/Stb Thrust
5-9: Missile Rack
10-12: Std Particle Beam
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Railgun
8-9: Std Particle Beam
10-11: Interceptor
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-12: Jump Engine
13-14: Sensors
15: Hangar
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

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Railgun
Class-S Missile Rack
Std Particle Beam
Interceptor

MISSILES
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8

DESIGN AND ART BY PHILLIP "ENTILLZHA" WRIGHT
SCS BY TYREL LOHR