Version 1: 2E/ST

Name: _____ Counter: _____

Cardassian Brinok Missile Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2350	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 650	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Compressor Beam
Class: Gravitic
Mode: R, S
Damage: 3d10+24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS
1-3: Deflector Shield
4-5: Compressor Beam
6-9: Photon Torpedo
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Impulse Thruster
7-8: Deflector Shield
9-10: Photon Torpedo
11-18: Aft Structure
19-20: PRIMARY Hit

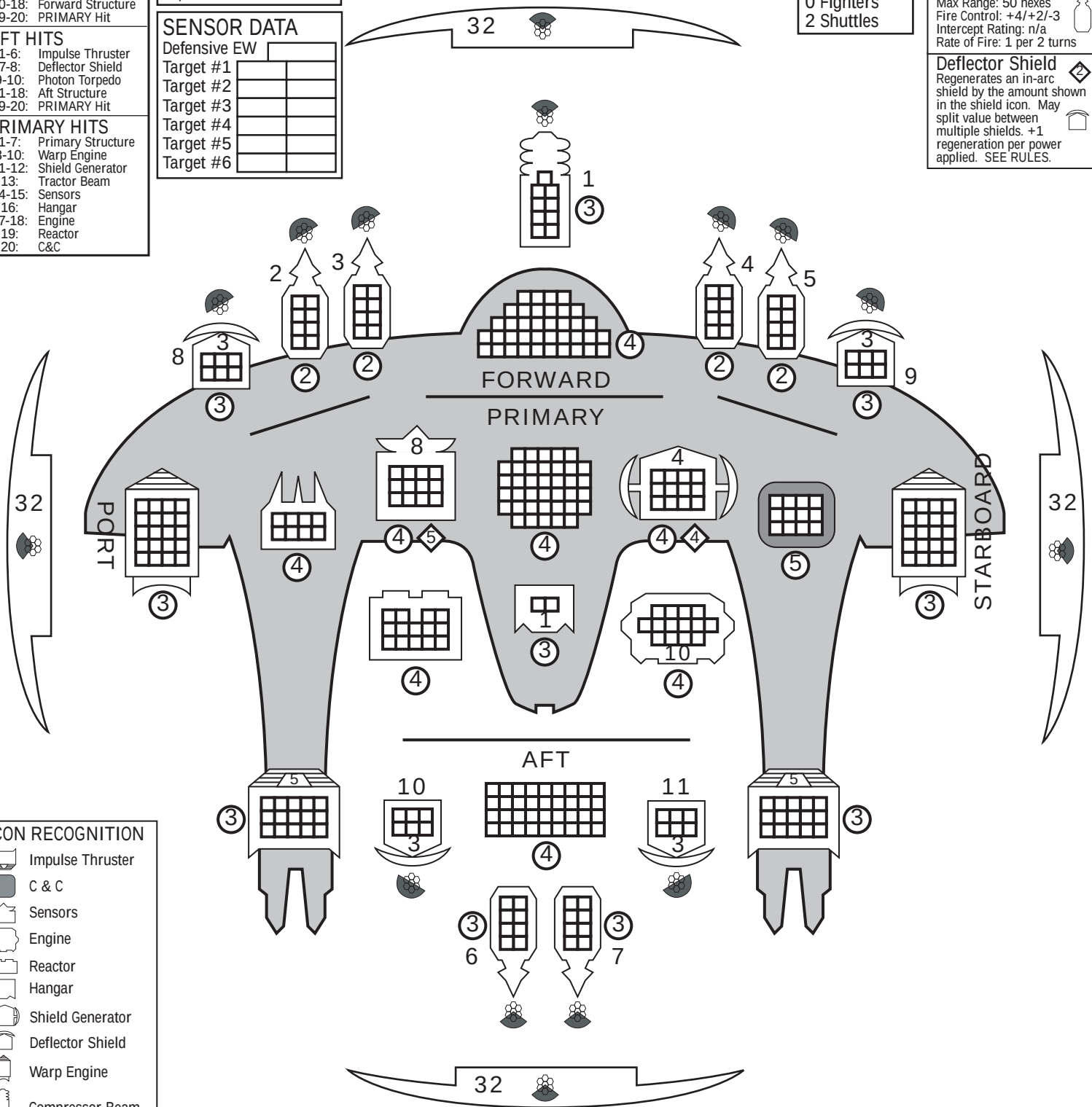
PRIMARY HITS
1-7: Primary Structure
8-10: Warp Engine
11-12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION
- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Compressor Beam
- Photon Torpedo

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