

Babylon 5 - 2259 (upgraded)

Earth Alliance

Ship Name : _____

Counter : _____



SPECS	
Class	Base
Point value	3000

HANGAR	
Launch:	24/tum
Fighters	48
Shuttles	12

COMBAT STATS	
Sensors	7
Power	+0

Section hits		
1-5	: SPB / Quad PB	⑤
6-7	: Interceptor	⑤
8-9	: Cargo / Hangar	⑤
9-11	: Reactor	⑤
13-18	: Structure	⑤
19-20	: PRIMARY hit	⑤
PRIMARY HITS		
1-7	: Structure	⑥
5-6	: Energy mine	⑥
8-9	: Heavy pulse cannon	⑥
11-13	: Sensors	⑥
14-15	: Hangar	⑥
16-17	: Cargo	⑥
18-19	: Reactor	⑥
20	: C&C	⑥

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Heavy Pulse	Pulse	-1	1/3	Std	-1/ 2hexes	+4/+3/-1	d 5 x 15
Standard P. Beam	Particle	-2	1	Std	-1 / hex	+4/+4/+4	d10 + 6
Quad particle beam	Particle	-2	4	Std	-1 / hex	+4/+4/+4	d10 + 6
Interceptor Mk-II	Particle	-4	1	Std	-2 / hex	-/-/+8	d10 + 8
Energy Mine	Ballistic	n/a	1/2	Flash	50 hexes	n/a	30/10

Notation :
 D = Deactivated
 xxx = Target for fire declarations
 +1 = Starboard slide / CW pivot

System	Power	Turn 1	2	3	4	5	6	7	8
1. Heavy Pulse Cannon	⑤								
2. Heavy Pulse Cannon	⑤								
3. Heavy Pulse Cannon	③								
4. Heavy Pulse Cannon	③								
5. Energy Mine	③								
6. Energy Mine	③								
7. Std. Particle Beam	③								
8. Std. Particle Beam	③								
9. Quad particle beam	③								
10. Quad particle beam	③								
11. Quad particle beam	③								
12. Quad particle beam	③								
13. Std. Particle Beam	②								
14. Std. Particle Beam	①								
15. Interceptor	①								
16. Interceptor	①								
17. Interceptor	①								
18. Interceptor	①								
19. Interceptor	③								
20. Interceptor	②								
21. Interceptor	②								
22. Interceptor	①								
23. Interceptor	①								
24. Interceptor	①								
25. Interceptor	①								
26. Interceptor	①								
Sensors	③								
Extra power available +0									
EW bought									
EW total	8+8=16								
Defensive EW									
CCEW									
Target 1									
Target 2									
Target 3									
Target 4									
Target 5									
Target 6									

