ORACLE Scout
Earth Alliance EE

™ & © 1998 WARNER BROS. For use with the Babylon 5 Wars game by AoG, Inc. rev 6.0

Ship Name:_____

Counter: _____

ELINT

BABYLON 5 WARS

SPECS

Class:	Capital
Point Value:	600
In Service:	2216
Endurance:	? months
Jump Delay:	24 turns
Ram Factor:	260

HANGAR

Launch:	2 / turn
Fighters:	0
Shuttles:	4

S1:_____S2:_____

S3:_____S4:_____

COMBAT STATS

Defense

Fwd / Aft:	**15 (12)**
Strb / Port:	**15 (12)**
Engine Effciency:	2/1
Free Thrust:	8
Sensors:	6+4
Power:	29(+0)
Initiative Bonus:	+0

MANEUVERING

Turn Cost:	1 x Speed
Turn Delay:	1 x Speed
Accel/Decel:	2
Pivot:	2 + 2
Roll:	2 + 2
Slide:	1/5 Speed

FOREWARD HITS

1-4	Retro Thruster	4
5-6	Std P. Beam	2
7-8	Forward Sensors	2
9-11	Interceptor	2
12-18	Fore Structure	4
19-20	PRIMARY Hit	

SIDE HITS

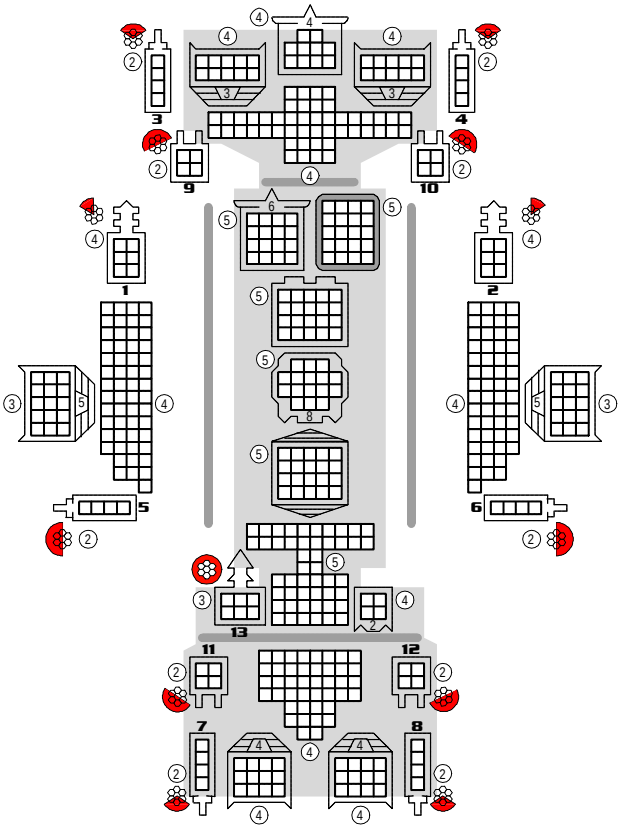
1-4	Side Thruster	3
5-6	Med Laser Cannon	4
7-8	Std P. Beam	2
9-18	Side Structure	4
19-20	PRIMARY Hit	

AFT HITS

1-6	Main Thruster	4
7-8	Std P. Beam	2
9-11	Interceptor	2
12-18	Aft Structure	4
19-20	PRIMARY Hit	

PRIMARY HITS

1-10	Primary Structure	5
11	Jump Engine	5
12	Missile Rack	3
13-14	Primary Sensors	5
15-16	Engine	5
17	Hangar	4
18-19	Reactor	5
20	C&C	5



WEAPONS

	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Med Laser Cannon	laser*	R,S	3D10+10	-1/2 h	+3/+2/-3	n/a	1/3
Std Particle Beam	particle	Std	1D10+6	-1/ h	+6/+4/+4	-2	1/1
Interceptor MK-I	particle	Std/Def	1D10+5	-2/ h	--/--/+6	-3	1/1
"S" Missile Rack							1/1
Basic Missile	ballistic	std	20	15 h	+4/+3/+2	n/a	

System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1. Med Laser 5															
2. Med Laser 5															
3. Std P.Beam 1															
4. Std P.Beam 1															
5. Std P.Beam 1															
6. Std P.Beam 1															
7. Std P.Beam 1															
8. Std P.Beam 1															
9. Interceptor 1															
10. Interceptor 1															
11. Interceptor 1															
12. Interceptor 1															
13. Missile Rack 0															
Fore Sensors 2															
Pri Sensors 3															
Jump Drive 4															
Extra Power [+0]															
EW Total [6+4]															
Thrust (e/e) (3/1)[8]															
INITIATIVE [+0]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (2)															
SPEED															
THRUST Avail.															
Last Move															
Thrust F [6]															
Thrust P/S [5 /5]															
Thrust A [8]															