T'LOTH Assault Cruiser
Narn Regime CPA

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Ship Name:_____

Counter: _____

BABYLON WARS 2ND EDITION

SPECS

Class:	Capital Ship
Point Value:	500
In Service:	2241
Endurance:	? months
Jump Delay:	20 turns
Ram Factor:	270

HANGAR

Launch: 12 / turn

Fighters: 12
Flt 1:_____
Flt 2:_____

Assault Shuttles 12
Flt 1:_____
Flt 2:_____

Shuttles: 2
S1:____ S2:____

COMBAT STATS

Defense

Fwd / Aft:	16
Strb / Port:	18
Engine Effciency:	3/1
Free Thrust:	12
Sensors:	7
Power:	(+0)
Initiative Bonus:	+0

MANEUVERING

Turn Cost:	2/3 x Speed
Turn Delay:	1 x Speed
Accel/Decel:	4
Pivot:	2 + 2
Roll:	3 + 3
Slide:	1/5 Speed

FOREWARD HITS

1-5	:	Retro Thruster	4
6-8	:	Lt. Pulse Cannon	2
9-18	:	Fore Structure	4
19-20	:	PRIMARY Hit	

SIDE HITS

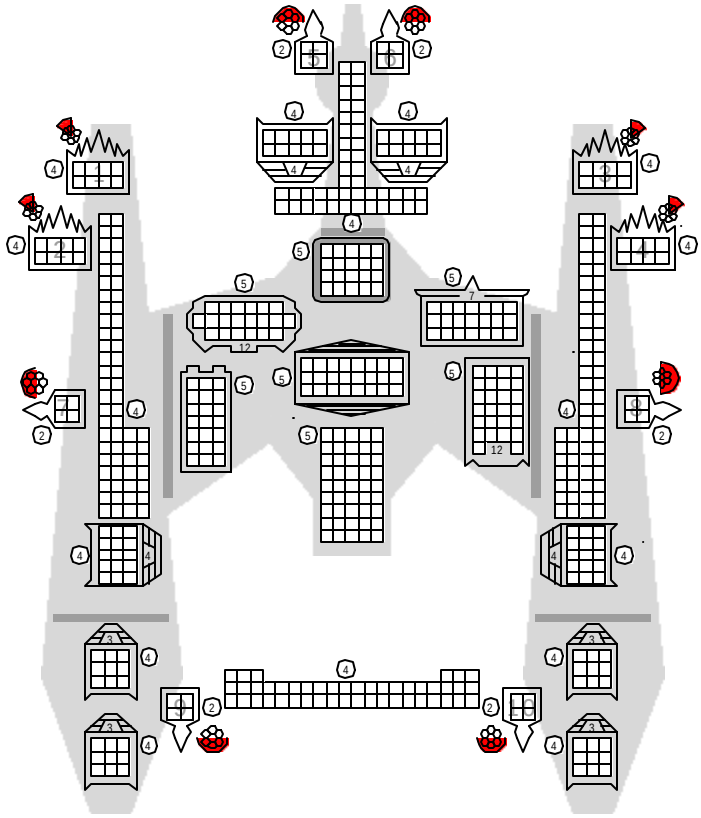
1-4	:	Side Thruster	4
5-7	:	Hvy Plasma Cannon	4
8-9	:	Lt. Pulse Cannon	2
10-18	:	Side Structure	4
19-20	:	PRIMARY Hit	

AFT HITS

1-10	:	Main Thruster	4
11-12	:	Lt. Pulse Cannon	2
13-18	:	Aft Structure	4
19-20	:	PRIMARY Hit	

PRIMARY HITS

1-9	:	Primary Structure	5
10	:	Jump Engine	5
11-12	:	Sensors	5
13-14	:	Engine	5
15-17	:	Hangar	5
18-19	:	Reactor	5
20	:	C&C	5



WEAPONS	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Hvy Plasma Cannon	plasma	std	4d10+8-1/2h	-2/3 h	+3/+1/-5	n/a	1/3
Lt. Pulse Cannon	particle	pulse	8 1d5 times	-2 / h	+3/+3/+4	-2	1/1

System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.Hvy Plasma 6															
2.Hvy Plasma 6															
3.Hvy Plasma 4															
4.Hvy Plasma 4															
5.Lt. Pulse 2															
6.Lt. Pulse 2															
7.Lt. Pulse 2															
8.Lt. Pulse 2															
9.Lt. Pulse 2															
10.Lt. Pulse 2															
Sensors 3															
Jump Drive 3															
Extra Power [+0]															
EW Total [7]															
Thrust (e/e) (3/1)[12]															
INITIATIVE [+0]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (4)															
SPEED															
THRUST Avail.															
Last Move															
Thrust F [8]															
Thrust P/S [4 /4]															
Thrust A [12]															