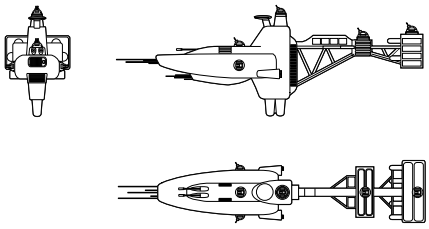
Hyperion Variant (Uncommon)
Version 2: 2E/TC-E

Name: _____ Counter: _____

Terran Concordat Defensor Carrier

BABYLON 5 WARS
2ND EDITION



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2243	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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

FORWARD HITS
1-4: Retro Thrust
5-7: Side Hanger
8: Hvy Plasma Cannon
9-12: Lt Pulse Cannon
13-18: Forward Struct
19-20: PRIMARY Hit

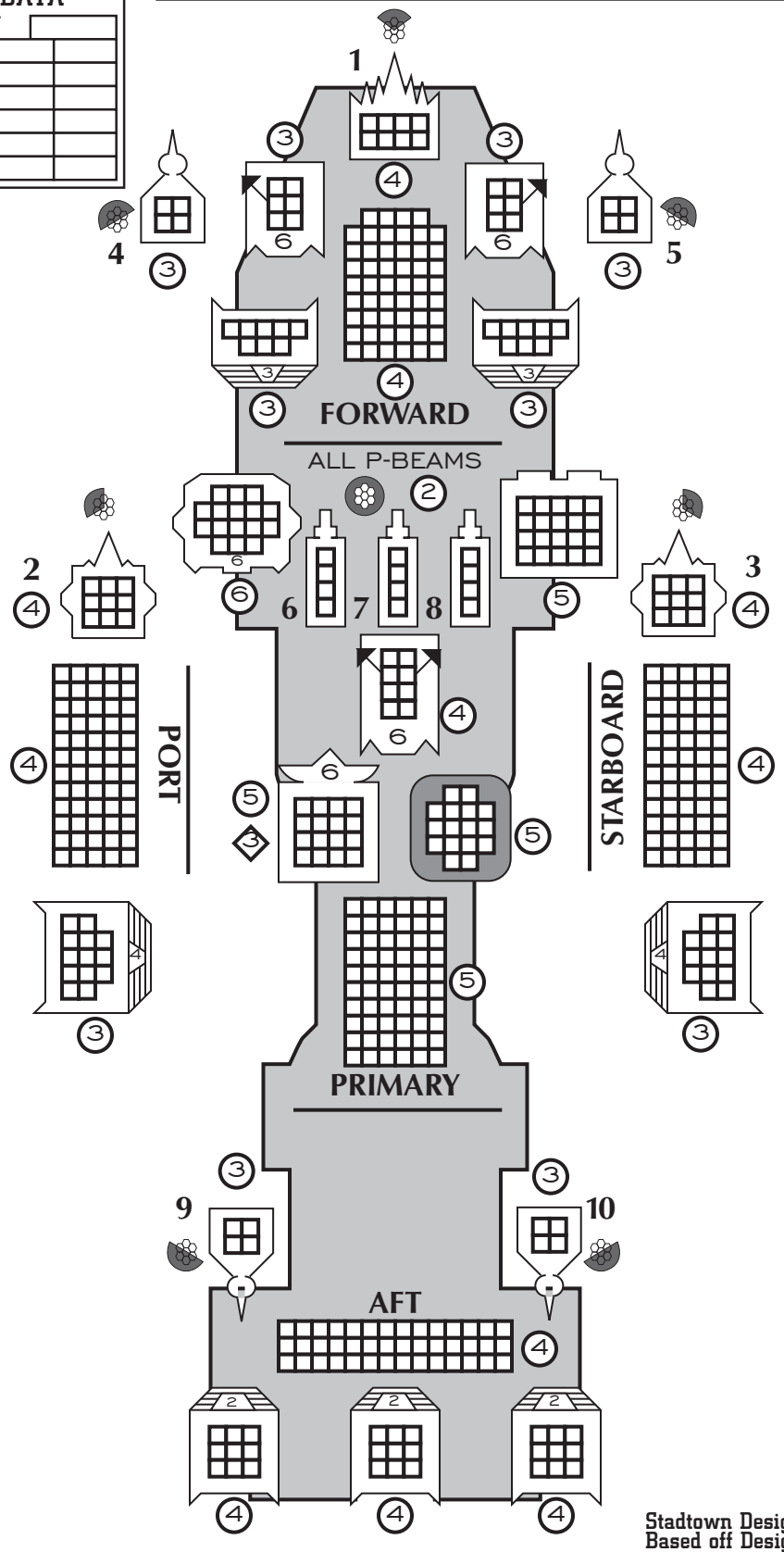
SIDE HITS
1-5: Port/Stb Thrust
6-9: Antimatter Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Lt Pulse Cannons
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA

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



WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Antimatter Cannon
Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
Range 0-10: No penalty
Range 11-20: -1 per hex
Range 21+: -2 per hex
Fire Control: +5/+3/-2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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

HANGAR
6 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

OTHER HANGARS
6 Fighters Each
0 Shuttles

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Antimatter Cannon
- Light Pulse Cannon
- Std Particle Beam

Stadtown Designs
Based off Designs by Agents of Gaming