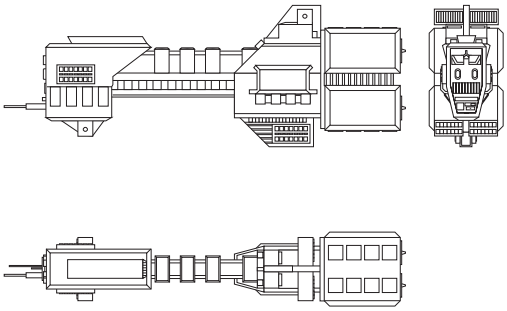


Sagittarius Variant (Common/Rare 2230/Retired 2232)
Version 2: 2E/HWEA

Name: _____ Counter: _____

EA Sagittarius Missile Cruiser (Alpha Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2225
Point Value: 650
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
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

WEAPON DATA

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-4: Retro Thrust
5-8: Missile Racks #1-4
9-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-9: Missile Racks #5-8
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Interceptor
10-18: Aft Struct
19-20: PRIMARY Hit

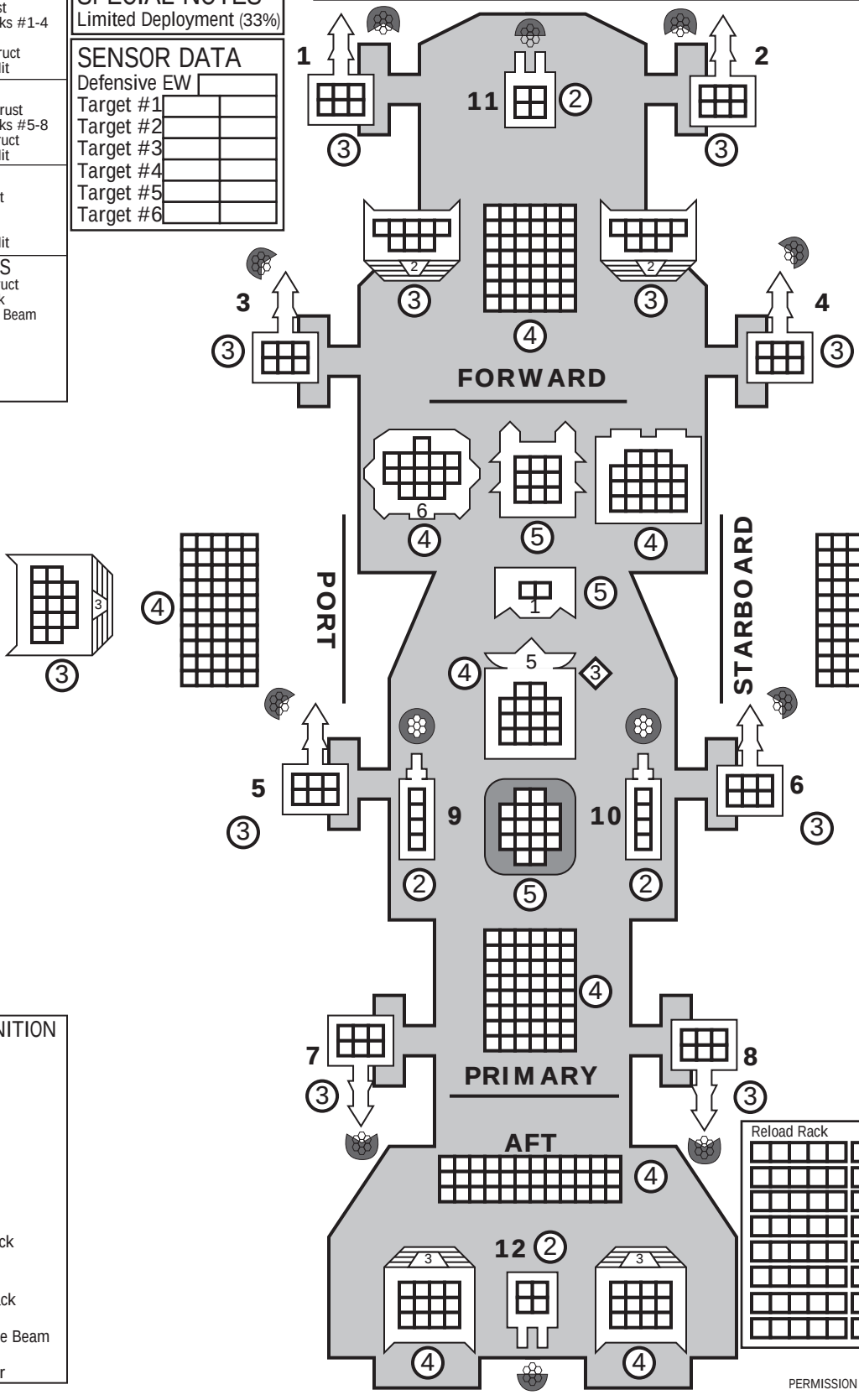
PRIMARY HITS
1-9: Primary Struct
10: Reload Rack
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)

SENSOR DATA
Defensive EW

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

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



MISSILES
Rack #1
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reload Rack
- Class-S Missile Rack
- Std Particle Beam
- Interceptor

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