


BABYLON 5 **The Drakh** **2260+**

Mothership

Turns: 1/45° Hull: 4
 Speed: 4 Troops: 4
 Special: Adv. Jump Point, Carrier 4, Command 2, Flight Computer, GEG 4, Huge Hangers 8
 Craft: 4 Breaching Pod Flights



Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Mothership

Weapon	Arc	Range	AD	Special
Merium Neutron Cannon	F	20	2	B, DD, Precise, SAP
Pulse Cannon	F	10	8	AP, Twin-Linked
Pulse Cannon	P	10	8	AP, Twin-Linked
Pulse Cannon	S	10	8	AP, Twin-Linked
Pulse Cannon	A	10	8	AP, Twin-Linked


Damage: 100 / 20

Crew: 100 / 18

BABYLON 5 **The Drakh** **2260+**

Carrier

Turns: 1/45° Hull: 4
 Speed: 6 Troops: 3
 Special: Advanced Jump Point, Flight Computer, GEG 3, Huge Hangers 4
 Craft: 3 Breaching Pod Flights



Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Carrier

Weapon	Arc	Range	AD	Special
Heavy Neutron Cannon	F	20	2	B, DD, Precise, SAP
Pulse Cannon	F	10	4	AP, Twin-Linked
Pulse Cannon	P	10	4	AP, Twin-Linked
Pulse Cannon	S	10	4	AP, Twin-Linked
Pulse Cannon	A	10	4	AP, Twin-Linked

Damage: 48 / 9

Crew: 48 / 8

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Crew: 48 / 8