


BABYLON **Early Earth Alliance** **2240-2247**

Avenger-class Heavy Carrier

Turns: 1/45° Hull: 5
 Speed: 7 Troops: 6
 Special: Carrier 4, Command 1, Interceptors 1, Jump Point, Shuttles 2
 Craft: 8 Starfury 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:

Avenger-class Heavy Carrier

Weapon	Arc	Range	AD	Special
Medium Plasma Cannon	F	8	6 AP	
Light Pulse Cannon	F	10	4	
Light Pulse Cannon	P	10	4	
Light Pulse Cannon	S	10	4	
Light Pulse Cannon	A	10	4	


Damage: 40 / 10

Crew: 50 / 12

BABYLON **Early Earth Alliance** **2220+**

Nova-class Dreadnought

Turns: 1/45° Hull: 5
 Speed: 6 Troops: 2
 Special: Interceptors 2, Jump Point
 Craft: 4 Starfury 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:

Nova-class Dreadnought

Weapon	Arc	Range	AD	Special
Laser/Pulse Array	F	12/8	8/4 TL or AP, Beam	
Laser/Pulse Array	P	12/8	12/6 TL or AP, Beam	
Laser/Pulse Array	S	12/8	12/6 TL or AP, Beam	
Laser/Pulse Array	A	12/8	8/4 TL or AP, Beam	

Damage: 36 / 9

Crew: 45 / 12

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Damage: 40 / 10

Crew: 50 / 12

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Laser/Pulse Array	A	12/8	8/4 TL or AP, Beam	

Damage: 36 / 9

Crew: 45 / 12