Design by Graves and Symon Cook
Original SSD designs by Bruce Graw

Version 2: 2E/GS

Name: _____ Counter: _____

Drazi Shadow Sunhawk BC (Pulse)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2262?
Point Value: ?
Ramming Factor: 150
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +8

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Heavy Phasing Pulse Cannon (5)
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Ignores shields.

Lt Multiphased Cutter (3)
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9

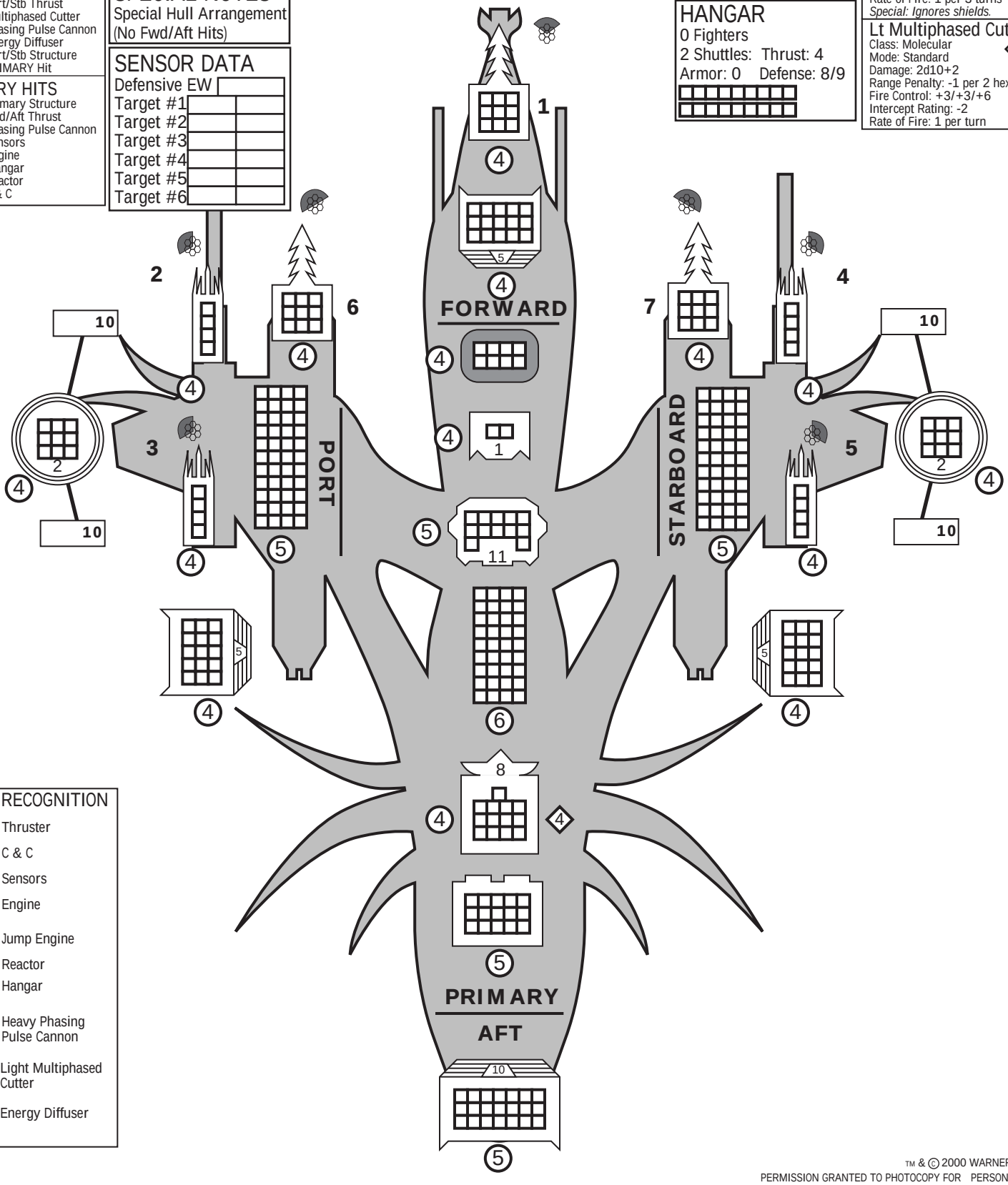
SIDE HITS
1-3: Port/Stb Thrust
4-5: Multiphased Cutter
6-7: Phasing Pulse Cannon
8-9: Energy Diffuser
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Fwd/Aft Thrust
11-12: Phasing Pulse Cannon
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA
Defensive EW

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



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Phasing Pulse Cannon
- Light Multiphased Cutter
- Energy Diffuser

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