Version 2: 2E/SF2

Name: _____ Counter: _____

Mitoc Jomic Frigate

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2220
Point Value: 300
Ramming Factor: 50
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +13

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

WEAPON DATA

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

Lt Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

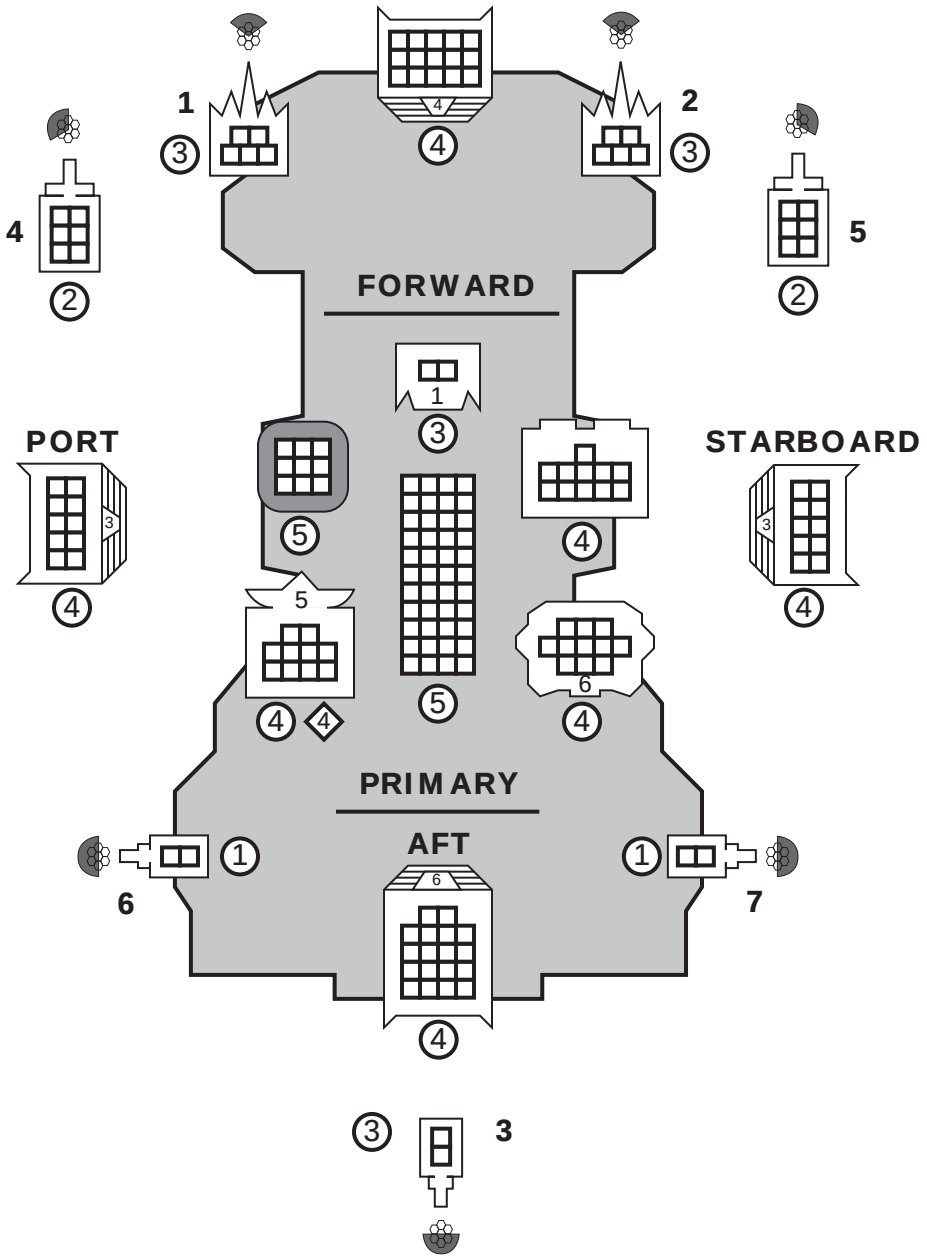
FORWARD HITS
1-5: Retro Thrust
6-7: Med Plasma Cannon
8-9: Lt Particle Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Lt Particle Beam
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Medium Plasma Cannon
Lt Particle Cannon
Lt Particle Beam

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