Version 3: 2E/EMP

Name: _____ Counter: _____

Sshel'ath Nirte Medium Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1955	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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

HANGAR
6 Light Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

WEAPON DATA

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per hex
Fire Control: +1/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

FORWARD HITS

1-4:	Retro Thrust
5-6:	Light Laser
7-8:	Lt Gauss Cannon
9-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS

1-4:	Port/Stb Thrust
5-7:	Missile Rack
8-10:	Lt Particle Beam
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

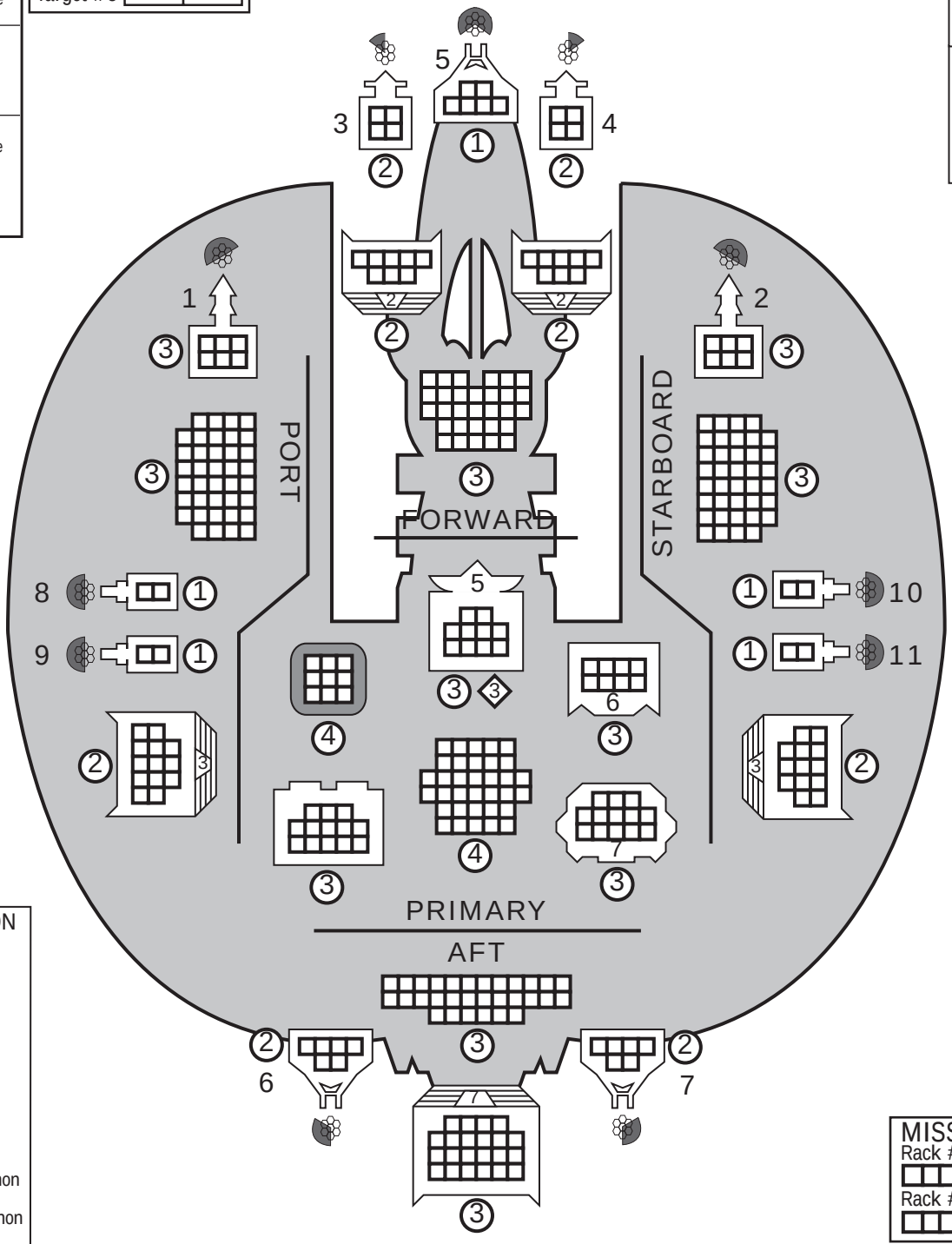
AFT HITS

1-5:	Main Thrust
6-8:	Lt Gauss Cannon
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS

1-9:	Primary Structure
10-12:	Sensors
13-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

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
- Class-SO Missile Rack
- Light Laser Cannon
- Light Gauss Cannon
- Lt Particle Beam

MISSILES
Rack #1
Rack #2

DESIGN BY TYREL LOHR
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