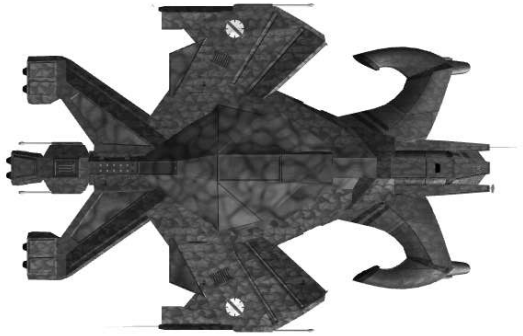


Pshul'shi Variant (Uncommon) Name: _____ Counter: _____

Pshul'shi Advanced Dreadnought

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2269
Point Value: 1000
Ramming Factor: 250
Jump Delay: 48 Turns

MANEUVERING
Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+3 Thrust
Roll Cost: 2+1 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -1

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
0 Fighters
3 Shuttles: Thrust: 6
Armor: 0 Defense: 9/9

FORWARD HITS
1-4: Retro Thrust
5-7: Fuser
8-9: Plasma Web
10-11: Plasma Battery
12-18 Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5: Adv Plasma Projector
6-7: Dual Plasma Cannon
8-9: Cargo
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Dual Plasma Cannon
8-9: Plasma Web
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Drive
11-12: Sensors
13-14: Engine
15: Adv Plasma Torch
16: Hangar
17: Hvy Plasma Wave
18-19: Reactor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)
Common after 2271

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

WEAPON DATA

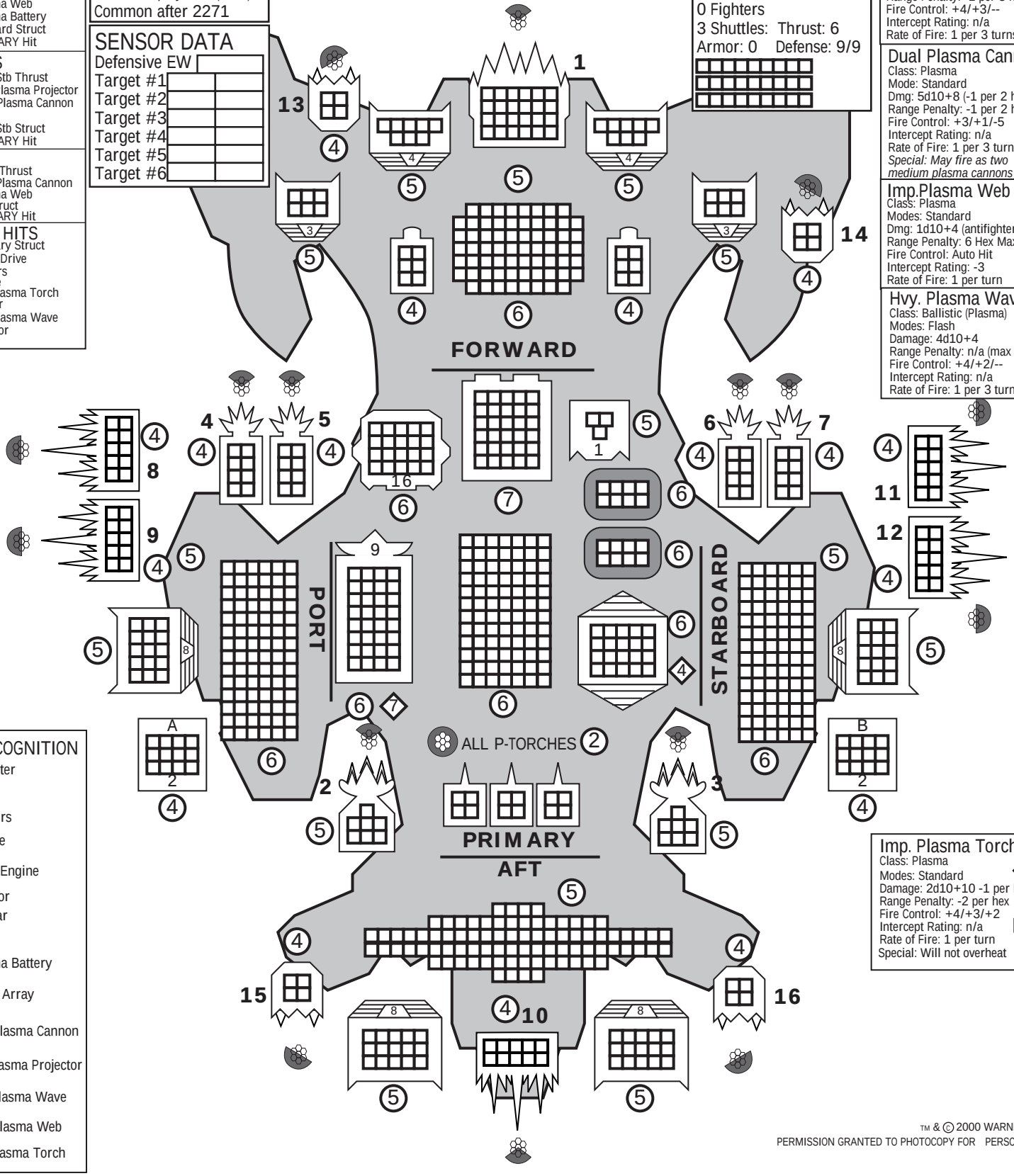
Fuser Array
Class: Plasma
Modes: Flash
Damage: 6d10+26 (-2 per 3)
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+0
Intercept Rating: n/a
Rate of Fire:1 per 3 turns

Imp Plasma Projector
Class: Plasma
Modes: Raking
Dmg: 4d10+10 (-1 per 4 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

Imp.Plasma Web
Class: Plasma
Modes: Standard
Dmg: 1d10+4 (antifighter mode)
Range Penalty: 6 Hex Max
Fire Control: Auto Hit
Intercept Rating: -3
Rate of Fire: 1 per turn

Hvy. Plasma Wave
Class: Ballistic (Plasma)
Modes: Flash
Damage: 4d10+4
Range Penalty: n/a (max 45)
Fire Control: +4/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Cargo
Plasma Battery
Fuser Array
Dual Plasma Cannon
Imp.Plasma Projector
Hvy. Plasma Wave
Imp Plasma Web
Imp Plasma Torch

Imp. Plasma Torch
Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Will not overheat

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