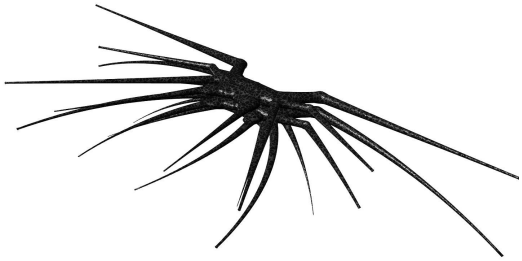
Version 2: 2E/SF

Name: _____ Counter: _____

Shadow Cruiser

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: Ancient
Point Value: 2750
Ramming Factor: 80
Jump Delay: 8 Turns

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

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 15
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +2

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	1	1	2	2	2	3	3	3	4	4	4

HANGAR
6 Fighters, 0 Shuttles
(Special Structure Rules)

PRIMARY HITS
1-6: Structure
7-9: Energy Diffuser
10-11: Bio-Thruster
12: Self-Repair
13: Slicer Beam
14: Vortex Disruptor
15: Hangar
16: Sensors
17: Reactor
18: Phasing Drive
19-20: Roll Again
(Another 19-20: Pilot)

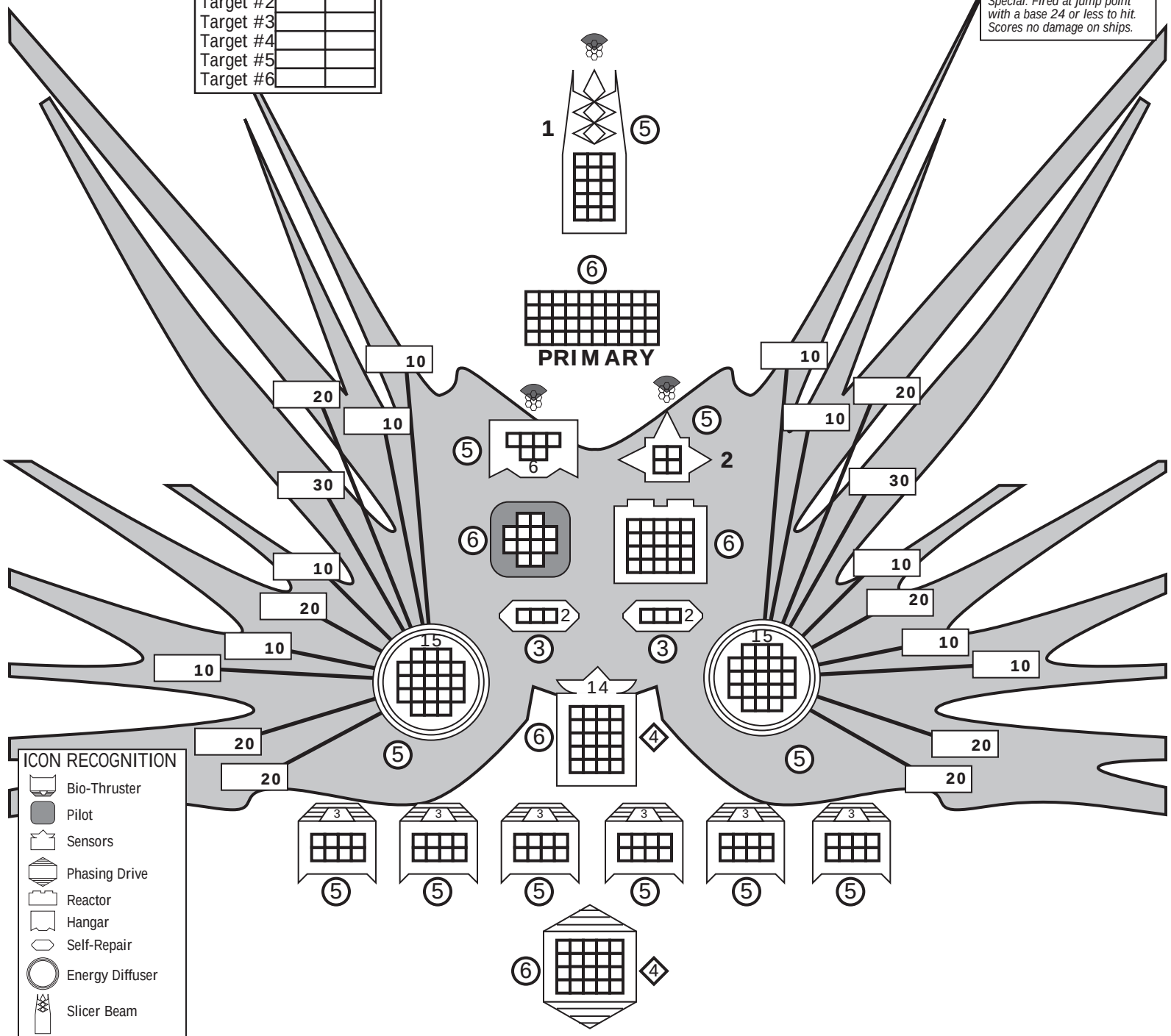
SPECIAL NOTES
Advanced Sensors
Advanced Armor
Atmospheric Capable
Bio-Drive System

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

WEAPON DATA

Molecular Slicer Beam
Class: Molecular
Mode: Raking (15)
Dmg, 1 Turn: 8d10+12
Dmg, 2 Turns: 12d10+24
Dmg, 3 Turns: 16d10+36
Range Penalty: -1 per 3 hexes
Fire Control: +8/+6/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Vortex Disruptor
Class: Electromagnetic
Damage: Destroys jump point
Range Penalty: -1 per hex
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.



ICON RECOGNITION
Bio-Thruster
Pilot
Sensors
Phasing Drive
Reactor
Hangar
Self-Repair
Energy Diffuser
Slicer Beam
Vortex Disruptor

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