Version 2: 2E/S8 Name: _____ Counter: _____

Orieni / OISF Novice LCV Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2257
Point Value: 175
Ramming Value: 80
Jump Delay: N/A

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
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

WEAPON DATA
Lt. Projector Array
Class: Particle
Modes: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn

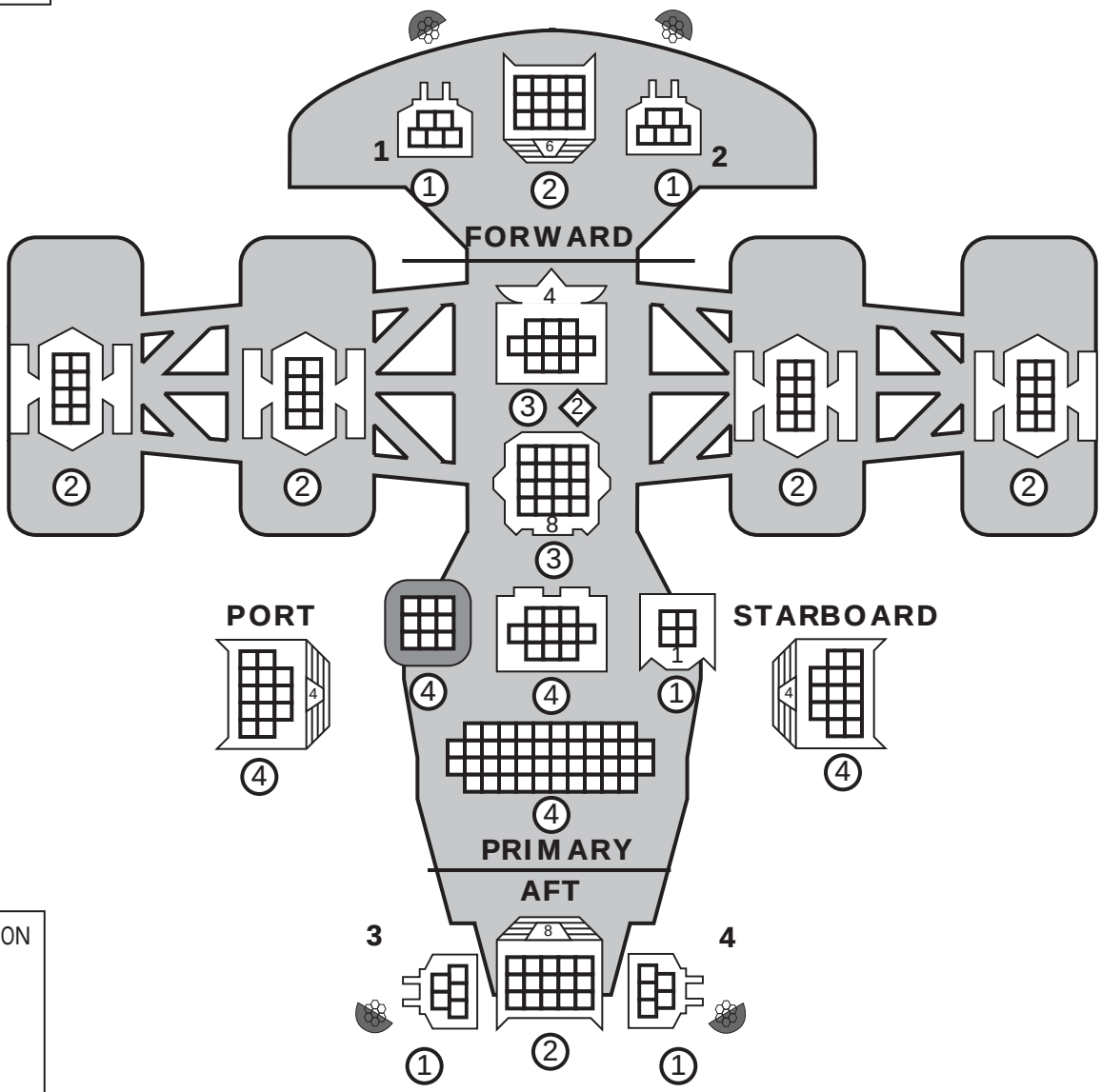
FORWARD HITS
1-5: Retro Thrust
6-7: Lt Projector Array
8-10: Lcv Rail
11-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Lt Projector Array
8-10: Cargo
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-9: Port/Stb Thrust
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

HANGAR
4 Lcv on rail
4 Shuttles: Thrust: 4
Armor: 1 Defense: 8/10



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- LCV Rail
- Lt Projector Array

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