Version 1: 2E/ESCALATION

Name: _____ Counter: _____

Sshel'ath Karaut Stealth Destroyer

BABYLON WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 1962
Point Value: 475
Ramming Factor: 150
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

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

WEAPON DATA

Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
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

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

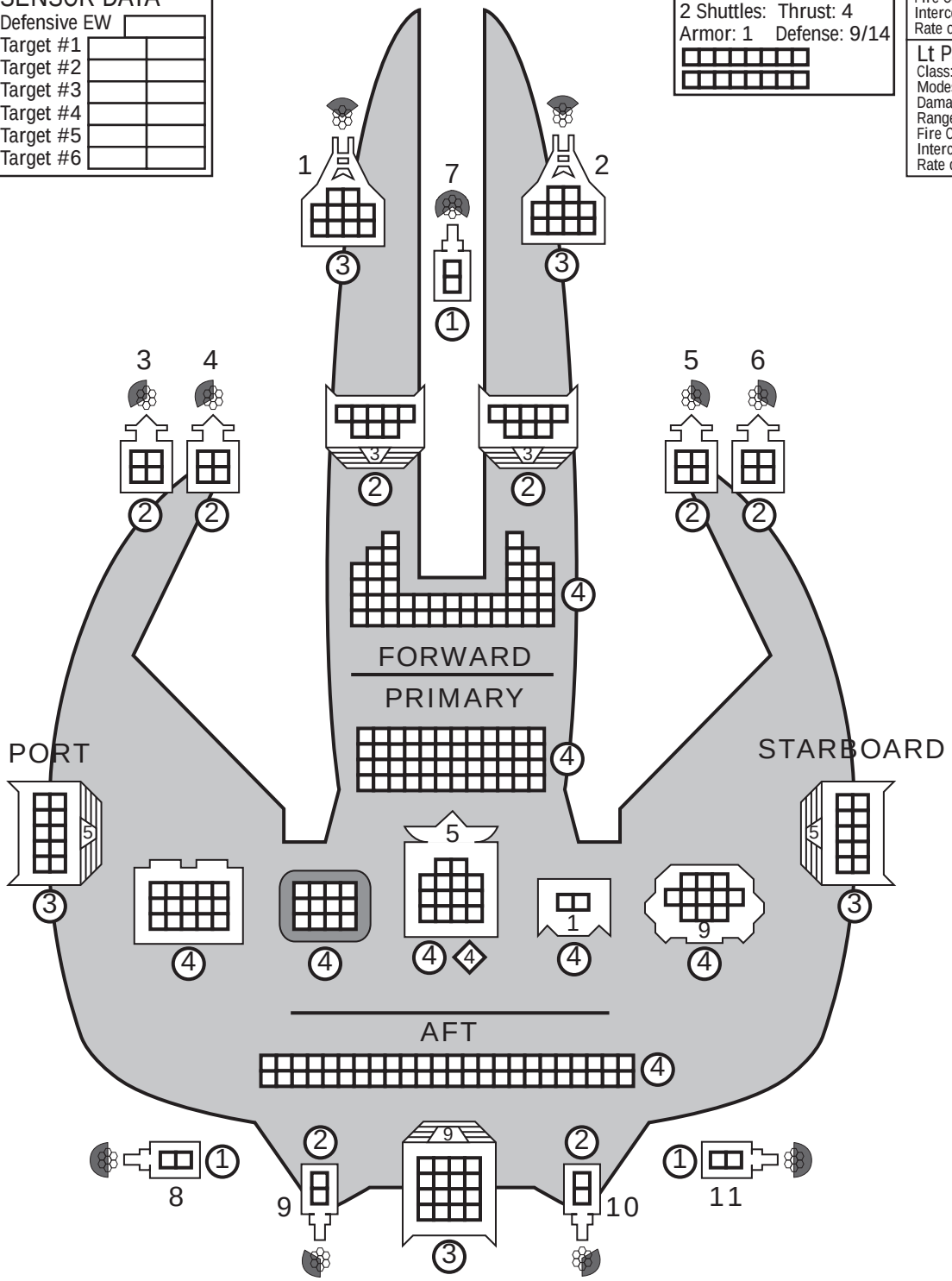
FORWARD HITS
1-3: Retro Thrust
4-5: Guass Cannon
6-8: Light Laser
9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-8: Lt Particle Beam
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Port/Stb Thrust
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Limited Availability (33%)

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
Gauss Cannon
Light Laser Cannon
Lt Particle Beam

DESIGN BY TYREL LOHR
FireNebula.com