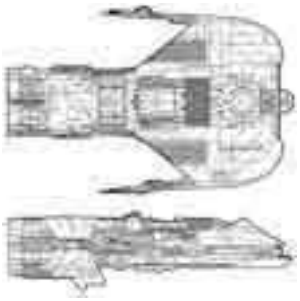


Version 2: 2E/ST

Name: _____ Counter: _____

Cardassian Bok'Nor Freighter

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 10
In Service: 2316	Turn Delay: 1/2 Speed	Stb/Port Defense: 11
Point Value: 230	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +10

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

HANGAR
0 Fighters
1 Shuttle

WEAPON DATA

Lt. Compressor Beam
Class: Gravitic
Mode: Raking
Damage: 2d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Point Defense Phaser
Class: Molecular
Mode: Standard
Damage: 1d10
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -3
Rate of Fire: 1 per turn

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS

1-3:	Deflector Shield
4-5:	Lt Compressor Bm
6-7:	Point Defense Phaser
8-17:	Structure
18-20:	PRIMARY Hit

AFT HITS

1-5:	Impulse Thruster
6-8:	Deflector Shield
9-17:	Structure
18-20:	PRIMARY Hit

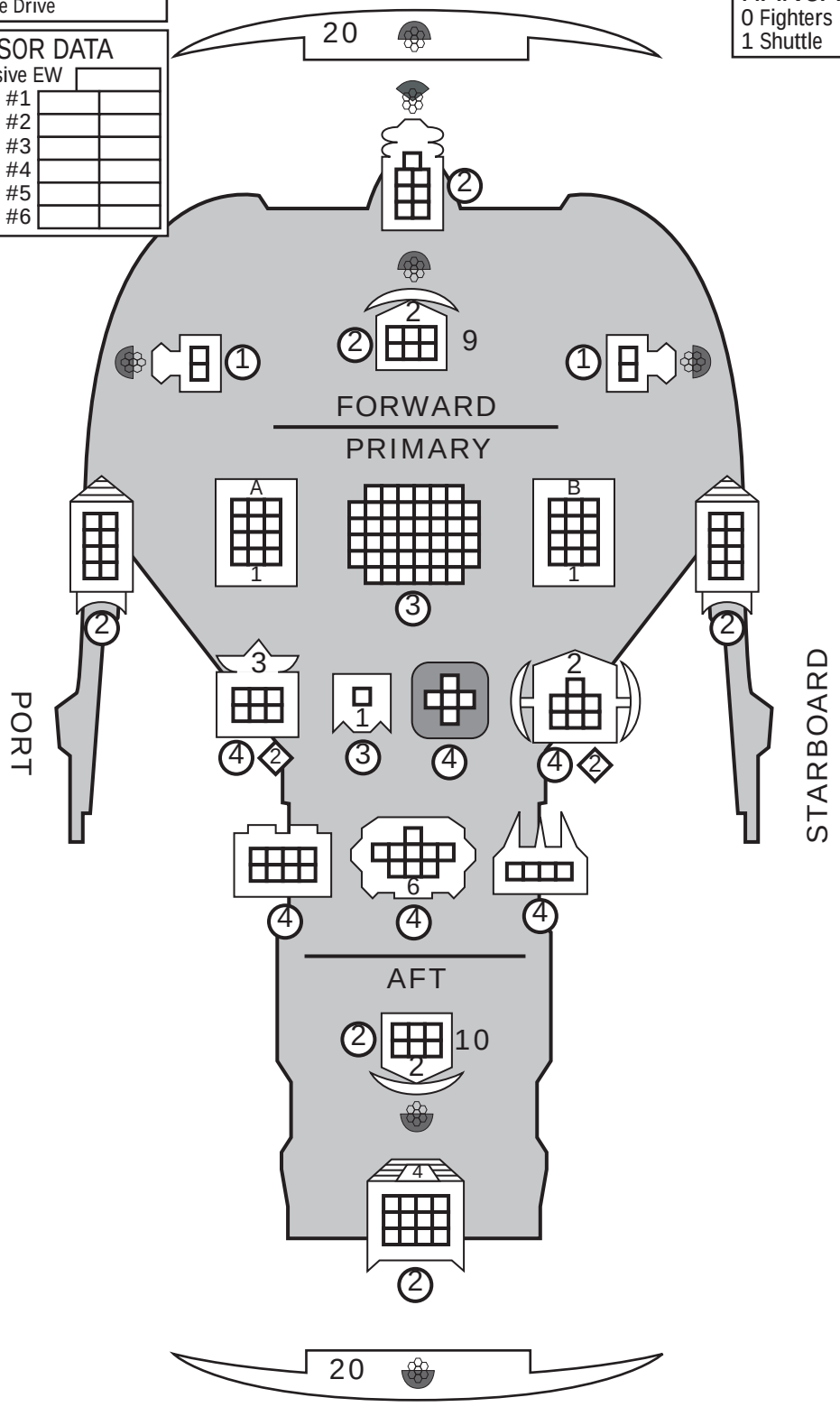
PRIMARY HITS

1-4:	Warp Engine
5-8:	Cargo
9-10:	Shield Generator
11-12:	Tractor Beam
13-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

SENSOR DATA

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



ICON RECOGNITION
- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Lt Compressor Beam
- Point Defense Phaser

DESIGN BY TYREL LOHR
FireNebula.com