Version 1: 2E/ESC

Name: _____ Counter: _____

Sshel'ath Kasolra Bombardment Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 1959
Point Value: 480
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING
Turn Cost: 3/4 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
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

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

FORWARD HITS
1-4: Retro Thrust
5-8: Missile Rack
9-18: Forward Structure
19-20: PRIMARY Hit

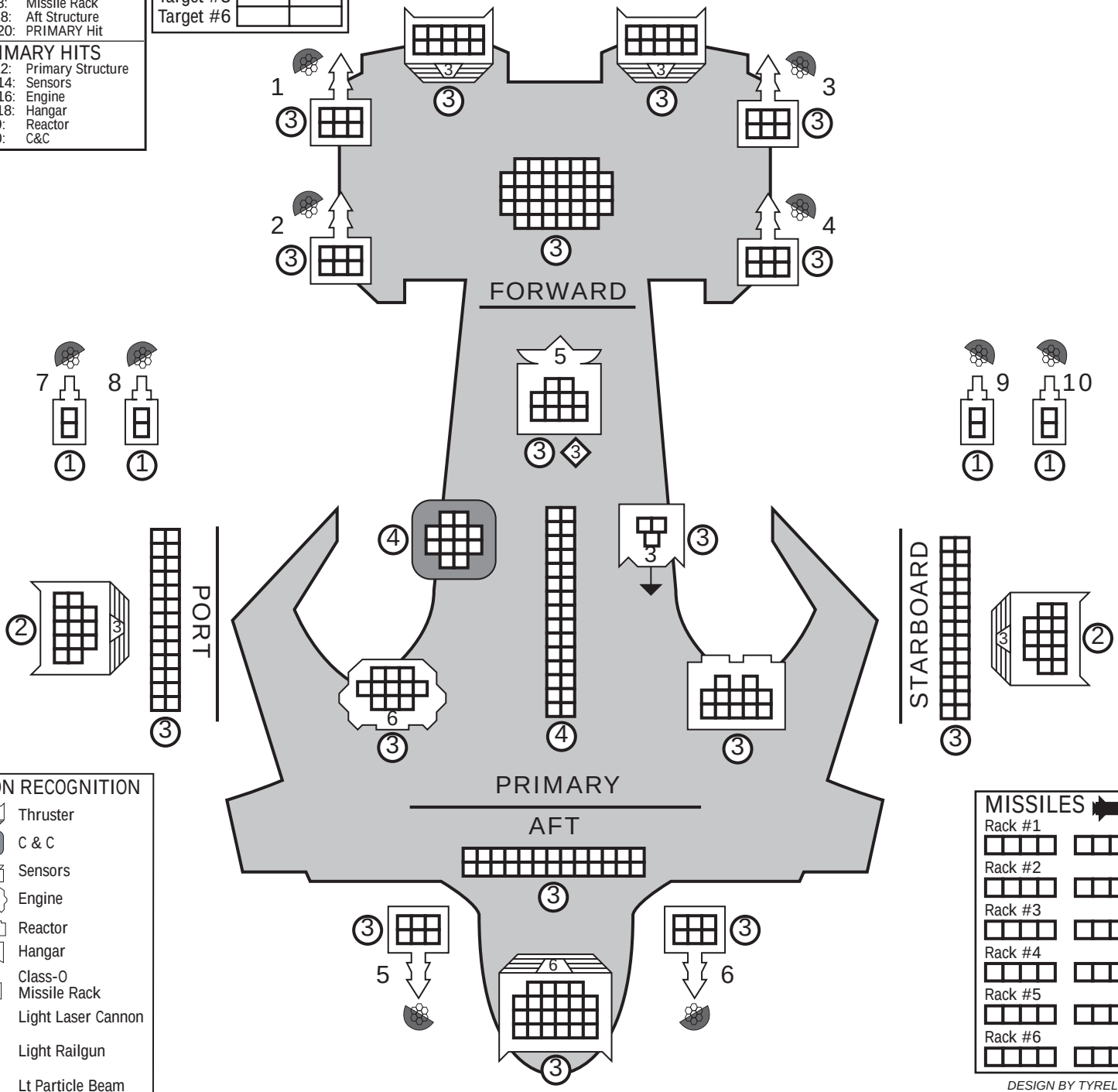
SIDE HITS
1-5: Port/Stb Thrust
6-8: Lt Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Missile Rack
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-12: Primary Structure
13-14: Sensors
15-16: Engine
17-18: Hangar
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
Class-O Missile Rack
Light Laser Cannon
Light Railgun
Lt Particle Beam

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6

DESIGN BY TYREL LOHR
planetside.firenebula.com