Version 1: 2E/AFD

Name: _____ Counter: _____

Minbari White Shar(lin) Super Warcruiser

BABYLON 5 WARS 2ND EDITION

DISCLAIMER

This is only a test. The designers of this ship, in voluntary cooperation with the FCC and other authorities, have developed this system to see if you are really paying attention. This ship cannot be used in tournaments or any scenario that is reasonably sane. Attempting to use it in anything official will result in severe emotional scarring, because people will laugh at you. This concludes this test of the emergency control sheet system.

SPECS

Class: Capital Ship
In Service: Not
Point Value: 3800
Ramming Factor: 440
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 19 (15)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

1-3: Retro Thrust
4-7: Impr. Neutron Laser
8-11: Molecular Pulsar
12: EP Gun
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-8: Molecular Pulsar
9-11: Impr. Neutron Laser
13: EM Shield
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Molecular Pulsar
10-12: Impr. Neutron Laser
13-14: EM Shield
15-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Not a Real Ship
Gravitic Drive System
Agile Ship

SENSOR DATA

Defensive EW

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

HANGAR

24 Fighters
4 Flyers

ADAPTIVE ARMOR: 6

Weapon Type	Available/Assigned

Note: Max 3 pts per weapon type

WEAPON DATA

Neutron Laser (Impr.)

Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: --/--/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

EM Shield

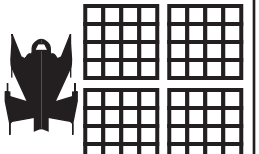
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

ICON RECOGNITION

Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
EM Shield
Improved Neutron Laser
Molecular Pulsar
EP Gun
Tractor Beam
Jammer

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2



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