Cardassian Military Freighter

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service:
Point Value: 175
Ramming Factor: 120
Warp Delay: 8 Turns

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +4

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	3	3	4	5	6	6	7	8	9	9

WEAPON DATA

Light Phaser Bank
Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
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
- 1-2: Deflector Shield
- 3-5: Light Phaser
- 6-7: Hangar
- 8-12: Cargo A/B
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS
- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7: Warp Engine
- 8-9: Light Phaser
- 10-12: Cargo E/F
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS
- 1-6: Primary Structure
- 7-10: Cargo C/D
- 11: Shield Generator
- 12: Tractor Beam
- 13-15: Sensors
- 16-18: Engine
- 19: Reactor
- 20: C&C

SPECIAL NOTES
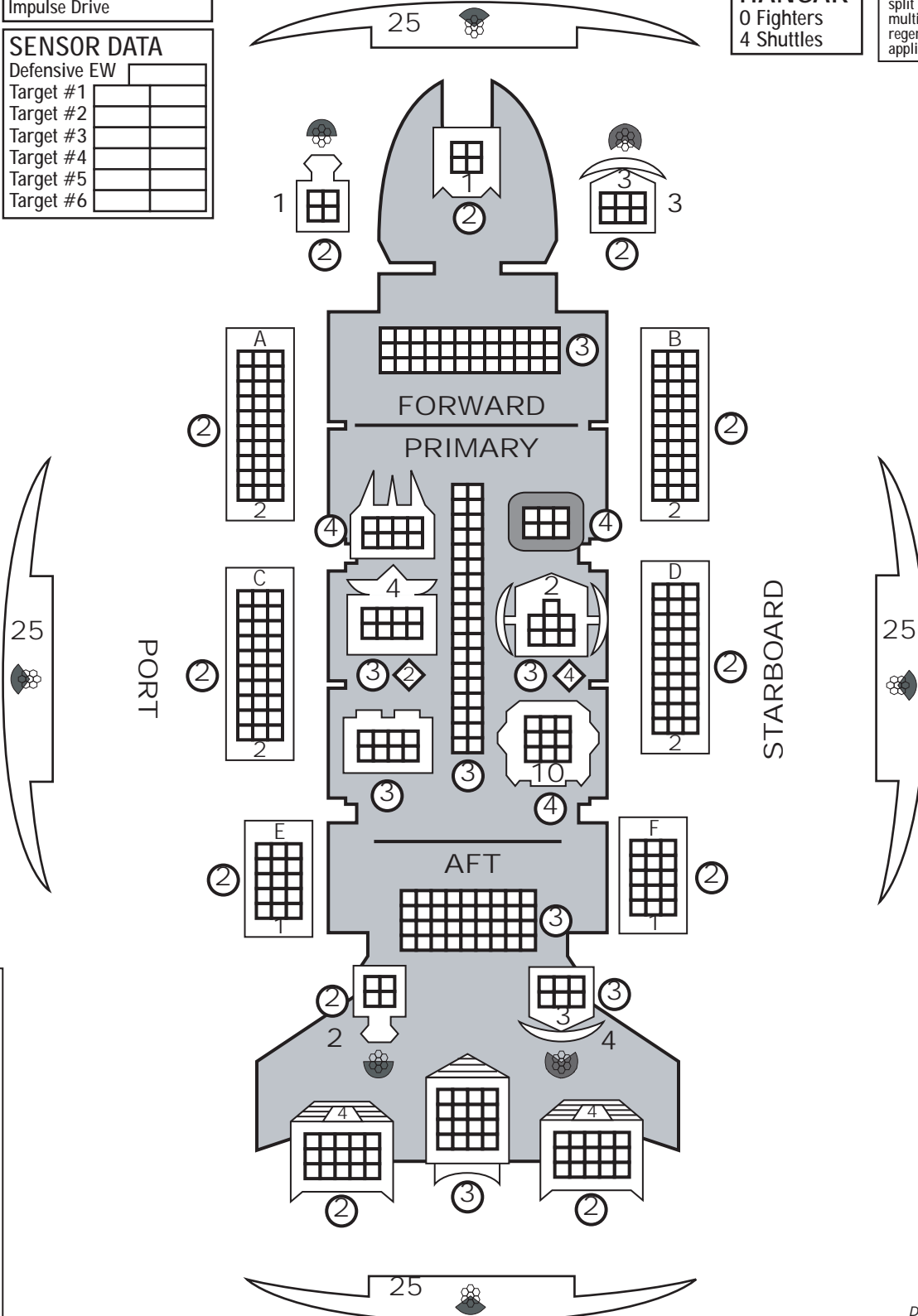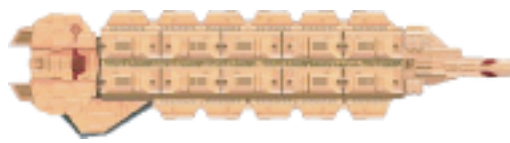Gravitic Drive System
Impulse Drive

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
4 Shuttles

FORWARD

PRIMARY

PORT

STARBOARD

AFT

A B C D E F

25 25 25 25

ICON RECOGNITION
- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Cargo
- Light Phaser