Restricted Deployment (Elite)
Galactic Terran-Vasudan Alliance

Ptah Stealth Recon Fighter

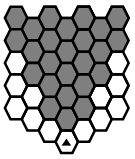
BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Fighter	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 6
In Service: 2365	Turn Delay: 0	Stb/Port Defense: 6
Point Value: Variable	Accel/Decel Cost: 1 Thrust	Free Thrust: 14
Ramming Factor: 15	Pivot Cost: 1 Thrust	Offensive Bonus: +5
Jinking Limit: 8 Lvls	Roll Cost: 1 Thrust	Initiative Bonus: +19

Shielding System
May boost shield recharge to 5 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

Jammer Equipped

Countermeasures
Intercept Rating: -4 vs Ballistic
Rate of Fire: unlimited
Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Piranha Missile). Subject to intercept degradation.



ARMOR
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SPECIAL NOTES
Jump Delay: 20 Turns
-2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit seperately. Damaged ftrs hit randomly.

WEAPON LOADOUTS

Mekhu HL-7
Number of Guns: 1
Class: Particle
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -4
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 40 cost

Akheton
Number of Guns: 1
Class: Particle
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 33 each
Special: Structure Armor is doubled against Akheton and damage is halved versus shields.

Prometheus (S)
Number of Guns: 1
Class: Particle
Damage: 1d3+6
Range Penalty: -1 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 43 each

Flight #1

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____

Flight #2

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____

MISSILE LOADOUTS

Harpoon
Class: Ballistic
Damage: 10
Max Launch Range: 12 hexes
Loadout (SBank A): 2
Loadout (SBank B): 1
Cost: 10 points each

Tornado
Class: Ballistic
Damage: 1d3+9
Max Launch Range: 15 hexes
Fire Control: +0/+0/+3
Loadout (SBank A): 1
Loadout (SBank B): 1
Cost: 13 points each

Stiletto II
Class: Slow Ballistic
Damage: 3d10
Max Launch Range: 25 hexes
Fire Control: +0/+0/--
Loadout (SBank A): 1
Loadout (SBank B): 1
Cost: 18 points each
Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 penalty.

Flight #3

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____
SBank B: _____

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