BABYLON 5 WARS

2ND EDITION

A PLAYER CREATED EXPANSION

CRUSADE 1

TABLE OF CONTENTS

Introduction

Welcome to my first supplement in the 'Crusade' series for B5Wars. It is now converted to the 'official' layout design (remastered version).

The 'Crusade' series covers the happenings beyond season 5 of the Babylon 5 television series which should take place after the year 2262. This supplement is a summary of SCS I modified or created until the year 2007 and focuses on the Interstellar Alliance as a new faction for Babylon 5 Wars.

Enjoy and have fun gaming with it!

Product Credits

Editor...............................Stefan Lechermann
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Special Credit Notes

Special thanks to the community of B5Wars.net who keep the game alive and who gave me the idea to this. And also to Shalbatana for providing this perfect layout.

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Document Version

Version 2.0 (2011-06-18)

Chapter 2: The Interstellar Alliance

Formed in 2262 after the fall of President Clark's regime on Earth, the Interstellar Alliance bound all the major races of the galaxy into an idealised and more or less united whole. After the rigours of the Shadow War and war against Earth, President Sheridan and Delenn were able to convince whole governments that working together was preferable to constantly fighting.

The ISA had a troubled beginning and throughout the years of its existence, would continue to face many trials. At times, force had to be used to either protect Alliance members or enforce blockades against rogue members who had broken their treaties. The White Star fleet, initially formed to fight in the Shadow War, proved invaluable to the ISA in this regard and for many years was still considered to be the most advanced fleet in existence. However, a larger warship was always a requirement, despite the incredible capabilities of a typical White Star squadron and in 2267, the first two Victory-class destroyers were launched, just in time to aid Earth against a Drakh attack and the subsequent plague.

IA Military

Since the inception of the Alliance, the Anla'Shok (English translation: Rangers) have been a vital part of it, acting both as the IA's police force and military. The leader of the Anla'Shok reports to the IA President, directing the Rangers per the President's orders.

The primary fleet of the IA is the White Star Fleet. Towards the end of 2262, President Sheridan entered into an agreement with Earth to build a fleet of new destroyers based on the White Stars, later leading to the Victory class destroyers, which were crucial in finding a cure for the Drakh plague

when it was released on Earth in 2267. Currently, the IA's presidential liner is a Valen Class Cruiser, the Interstellar One (SCS is included in Crusade-3).

Starships

Blue Star
Base Hull (Unlimited Deployment)

A miniature version of a White Star intended to take over priority transport and courier services from its bigger brother, freeing the Interstellar Alliance's limited number of White Stars for duties that required more firepower. The Blue Star is only lightly armed, but equipped with the newest model of a miniaturized Jump Engine (making it the only jump-capable LCV among the younger races - not counting the Technomages of course), as well as vorlonized armor and the usual Minbari jammer. It is also highly automated, allowing a single person to fly and even fight the ship; however not at it's full effectiveness - that needed a crew of at least three. The Blue Star became the ship of choice for low-intensity ranger missions, transporting a small team to it's destination for inspection, special operations, etc.

Liandra Patrol Corvette
Base Hull (Unlimited Deployment)

Lightly armed for a Ranger vessel, the Liandra is a throwback to the generation that survived Valen. Especially useful in training missions and evacuations, this old Minbari corvette became a common sight during Valen's great Shadow War but fell out of use during the following thousand years. It was resurrected quickly when the Rangers began to deploy in larger numbers again during the next Shadow War, mostly to ferry refugees from planet to planet when the war drew too near.

Sinclair Light Cruiser
Base Hull (Limited Deployment - 33%)

Stemming from President Sheridan's request for proposals concerning an enlarged version of the White Star that would be able to confront enemy capital ships on an equal footing, the Sinclair Light Cruiser is only 40% larger than a standard White Star. This heavy combat vessel fills the mission requirements that call for a ship more powerful than a White Star, yet does not befit a Victory. The Sinclair has slightly more firepower than the White Star and is much more versatile. Increased firepower over the standard model White Star allows the Sinclair Cruiser an advantage when combating the enemy. The 'Achilles' heel' power shortage was also corrected in this descendant of the White Star, allowing it to power both its weapons and jammer in a combat situation. The Sinclair Light Cruiser can also operate six fighters (Nials or Thunderbolts), providing fighter support for other alliance ships. The Sinclair Light Cruiser is often called the 'White Star Gunship'.

Valen Class Cruiser
Base Hull (Unique Ship)

The Valen does not fit neatly into any established category of warship. It is the first vessel designed by a joint effort of Human and Minbari engineers and shows the two schools of design followed by those races well. The advanced Minbari technology coupled with the deeply ugly Human school of design has produced an interesting looking ship that has led at least one commentator to say, "It must have a wonderful personality". However, the ship was not designed with aesthetics in mind, but to be a tough and fast hull designed for speed and survivability. For firepower, it is reliant on escorts. The Valen was the first and only ship of its design and did not go into full production.

Victory Class Destroyer
Base Hull (Limited Deployment - 33%)

The Victory-class destroyer was specially commissioned by President John J. Sheridan for the Interstellar Alliance due to a direct need for a heavy capital ship that could engage any enemy without sustaining substantial losses. This greatly relieved the White Star fleet and allowed the smaller and more agile vessels to concentrate on less potent enemies, where they excelled.

Developed in co-operation with both the Earth Alliance and the Minbari Federation, the Victory was fitted with the most advanced technologies of both races, along with additional enhancements learned from the now departed Shadows and Vorlons.

The Victory is renowned for its Lightning Cannon, said to be the most powerful weapon mounted on board any warship, though its tremendous power requirements often leave the Victory dead in space for critical minutes while its systems recover.

In addition to this mighty weapon, the Victory also carries a heavy battery of Neutron Lasers as well as Pulse and Fusion Cannon. It carries also a full complement of four flights of Starfuries or Thunderbolts.

Victory Class Command Destroyer
Victory Rare Variant (Limited Deployment - 33%)

This rare variant of the Victory Class Destroyer is armed with some heavy Interceptor batteries instead of normal Interceptors. It has also a higher initiative bonus than its base hull but it remains a rare seen variant only produced a few times.

White Star
Base Hull (Unlimited Deployment)

The White Star is the first fusion of Minbari and Vorlon technologies. It is an agile medium ship, capable of incredible feats of manoeuvre and able to deal out surprising amount of damage. Some consider it the ultimate warship, despite its small size. Originally intended for use during the Shadow War, it now operates as the backbone of the Interstellar Alliance fleet.

Fighters

Aurora-Class Starfury Heavy Fighter
Base Hull (Unlimited Deployment)

The Aurora-class Starfury has been Earth's primary fighter since shortly after the Dilgar Invasion. It serves also in IA service for example at Victory-class destroyers.
The SCS can be found in SOTF-1.

Denshaa Assault Fighter
Base Hull (Unlimited Deployment)

Equipped with a jammer, adaptive armour, EM shield and three linked light fusion cannons the Denshaa fighter is perfect for assault missions. It can also carry six Starfire missiles. Despite its size this super-heavy fighter can be operated by any IA ship (needs 2 hangar boxes). It is also known as the 'White Star Fighter' for its similar White Star design.

Nial Heavy Fighter
Base Hull (Unlimited Deployment)

Fast, agile and heavily armed. The Nial is sometimes used for Ranger training missions or in its usual role as efficient and deadly fighter.
The SCS can be found in SOTF-1.

Thunderbolt Assault Fighter
Base Hull (Unlimited Deployment)

The newest fighter operated by the Earth Alliance is somewhat larger than an Aurora Starfury. Only a few EA ships can carry these fighters. While planning Interstellar Alliance ships all hulls were built with larger hangars, so that each IA ship can carry Thunderbolt fighters.

Chapter 3: New Ships

The Centauri Repulic

Adira Royal Batleship
Base Hull (Restricted Deployment 10%)

Though constantly updated with each new hull launched, there was always a theoretical limit as to what could be achieved with the mighty Octurion, and with the rise of the Republic's enemies it soon became clear that an all new design would be required. Commissioned and named by the Emperor himself, the Adira-class royal battleship was intended to meet the sophisticated Victory of the Interstellar Alliance – and win. Though these two ships have yet to meet, analysts predict that the two are well-suited, with the Adira falling short of the Republic's expectations of a clear win. However, it is apparent that the initial design approved by Emperor Mollari has been perverted with the introduction of a new technology that has so far been operating unseen within the Republic.

Based on the idea by Mongoose Publishing.

The Earth Alliance

Marathon Advanced Cruiser
Base Hull (Unlimited Deployment)

The Marathon cruiser was created using a mix of some of the most advanced technologies that Earthside R&D have been able to glean from several varied alien technologies – including Drakh, Shadowtech and even Minbari. Pushed forward to replace the Hyperion after the Drakh attack in 2266, the Marathon was never fully tested before being thrown into field service. It still contains several experimental systems whose testing facilities were still on Earth when the quarantine was put into effect, making it very hard to work out any bugs they might find. The ship, even though it might have a few quirks that are constantly bothersome to its crew, is actually very powerful in its own right. Tough, fast, manoeuvrable and fitted with hull-slicing neutron cannons, the Marathon is a match for ships twice its size. It uses a very intuitive artificial intelligence to keep its many opposed technologies in synch as best it can, but of the dozen or so Marathons that left the spacedocks in 2266 and '67, no crew can report that their ship's brain has functioned perfectly.

Based on the idea by Mongoose Publishing.

Nemesis Advanced Destroyer
Base Hull (Special Deployment Rules)

The Shadow Omegas of the Clark regime were not sub-standard by any measure, even though they had been hurried off the production line. The entire fleet had, however, been squandered when set against the White Stars. Learning from this lesson, the Psi Corps and its allies set up many secret construction programmes across the galaxy. The result, many years later was this – the Nemesis advanced destroyer, a ship the equal or superior to anything else in the galaxy.

Based on the idea by Mongoose Publishing.

The Brakiri Syndicracy

Kabrokta Assault Cruiser
Base Hull (Unlimited Deployment)
Pri-Wakat Concepts & Solutions

Designed to enter enemy systems and launch devastating hostile takeovers, the Kabrokta requires effective escorts to complete its mission. However, it is known as a real bruiser in fleet actions, overwhelming enemies with its graviton bursts and heavy combat laser.

The Kabrokta is a perfect multi-role warship, able to take on powerful enemy vessels in a straight duel, or launching boarding actions and planetary assaults with equal ease.

Based on the idea by Mongoose Publishing.

Raider

Endgame Dreadnought
Nova Variant (Unique)

A work in progress that took close to ten years to assemble from stolen or salvaged Earth Alliance parts, gave this vessel the name 'Endgame'. Comprised of a staggering number of Nova Dreadnought components and several weapon systems from salvaged hulls, the Endgame is a cobbled together warship capable of unbelievable amounts of firepower. It can bring several missile racks, pulse cannons, plasma weaponry and even a powerful laser emitter to bear on an enemy if given the proper firing lane on several opponents. Common foes could never hope to withstand the sort of barrage the Endgame can pour out – slow but heavily armed and armoured, it has become a primary focal point for any force to destroy it.

Based on the idea by Mongoose Publishing.

Delta-V2 Heavy Fighter
Base Hull (Unlimited Deployment)

At nearly double the cost of its predecessor the V2 is a well-made and well-armed combat fighter. Larger than the Delta-V, the V2 is a much needed revamping to the old chassis. Keeping its signature 'chip fighter' look and the ability to use the same launching and docking methods of the older model, the V2 is superior in almost every regard. Stronger weaponry, faster thrusters, more condensed armour plating and superior manoeuvrability sets the V2 apart as a new era for raiders.

Based on the idea by Mongoose Publishing.

Chapter 4: Scenarios

Duell with the Raiders

After weeks of terror between IA transport lanes the mighty Raider Dreadnought was found and one Victory-Class Destroyer is forced to fight before the Raider vessel jumps into hyperspace. The Dreadnought's jump engine is offline and the ship has no chance to reach a jumpgate.

Set-Up

Interstellar Alliance: 1 Victory-Class Destroyer. The Victory has 24 Thunderbolts with no navigators or missiles.

Raiders: 1 Endgame Dreadnought. The Endgame Dreadnought has 24 Delta-V2 in its hangar and 24 Delta-V2 on its external rail.

Victory Conditions

The last one with units on the field of battle wins. If the Raiders can escape after activating their jump engine, they win a miracle victory ;-).

Attacking the Prototype

The first Marathon Advanced Cruiser is on a test mission while it is being attack by Centauri Warships which are under Drakh control.

Set-Up

Earth Alliance: 1 Marathon Advanced Cruiser. The Marathon has 12 Thunderbolt Assault Fighters with no navigator or missiles. The ship is ready to jump into hyperspace.

Drakh: 4 Demos Heavy Warships

Victory Conditions

The EA Forces win a draw if they escape without destroying one Demos, a minor victory if they destroy 2 Demos Warships and can escape with the Marathon and a major victory if they destroy at least 3 Demos Warships and escape into hyperspace.

Name: _____   Counter: _____

IA Blue Star (Standard Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Lt Combat Vsl
In Service: 2276
Point Value: 350 each
Ramming Factor: 35
Jump Delay: 48 turns

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

COMBAT STATS
Fwd/Aft Defense: 10 (9)
Stb/Port Defense: 11 (10)
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: + 15

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

WEAPON DATA
Light Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +3/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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.

HIT LOCATION
1-9: Structure
10-12: Light Molecular Pulsar
13-14: EM-Shield
15: Jump Drive
16: Jammer
17-18: Drive
19: Reactor
20: Control

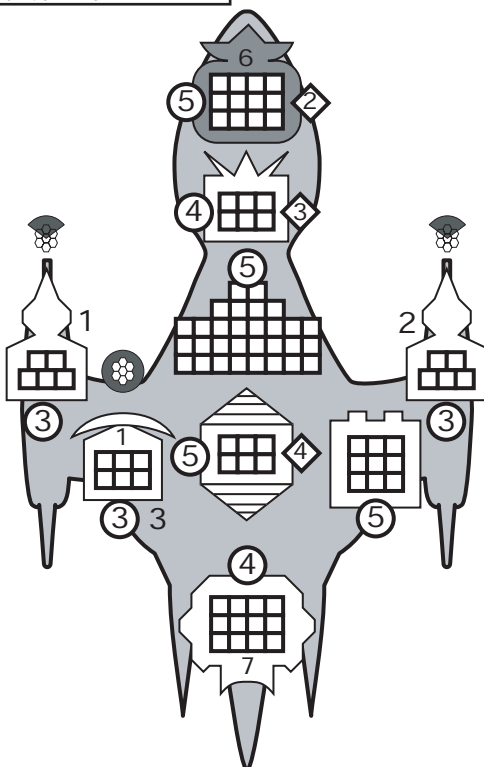## SPECIAL NOTES
Agile Ship
Atmospheric Capable
Gravitic Drive

SENSOR DATA 6
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Close Combat		

ADAPTIVE ARMOR: 1
Weapon Type	Available/Assigned	
Note: Max 1 point per weapon type

SENSOR DATA 6
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Close Combat		

ADAPTIVE ARMOR: 1
Weapon Type	Available/Assigned	
Note: Max 1 point per weapon type
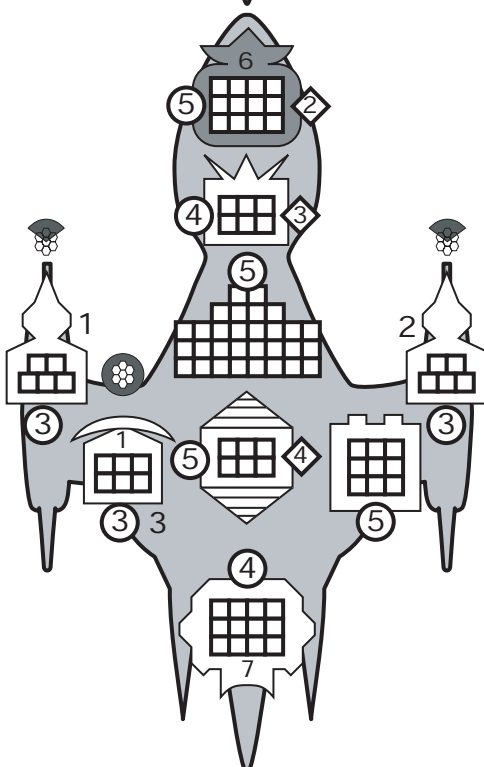
SENSOR DATA 6
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Close Combat		

ADAPTIVE ARMOR: 1
Weapon Type	Available/Assigned	
Note: Max 1 point per weapon type

SENSOR DATA 6
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Close Combat		

ADAPTIVE ARMOR: 1
Weapon Type	Available/Assigned	
Note: Max 1 point per weapon type

ICON RECOGNITION
Control
Drive
Reactor

Version 2: 2E/Crusade

Name: _____   Counter: _____

IA Liandra Patrol Corvette

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2240
Point Value: 450
Ramming Factor: 80
Jump Delay: 24 turns

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Lt Molecular Disruptor
Class: Molecular
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per hex
Fire Control: +3/+0/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Destroys 1 point of structure armor on facing side

Lt Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 9 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
1 Flyer

FORWARD HITS
1-4: Retro Thrust
5: Lt Molecular Disruptor
6-9: Lt Molecular Pulsar
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Lt Moelcular Pulsar
10-11: Jump Drive
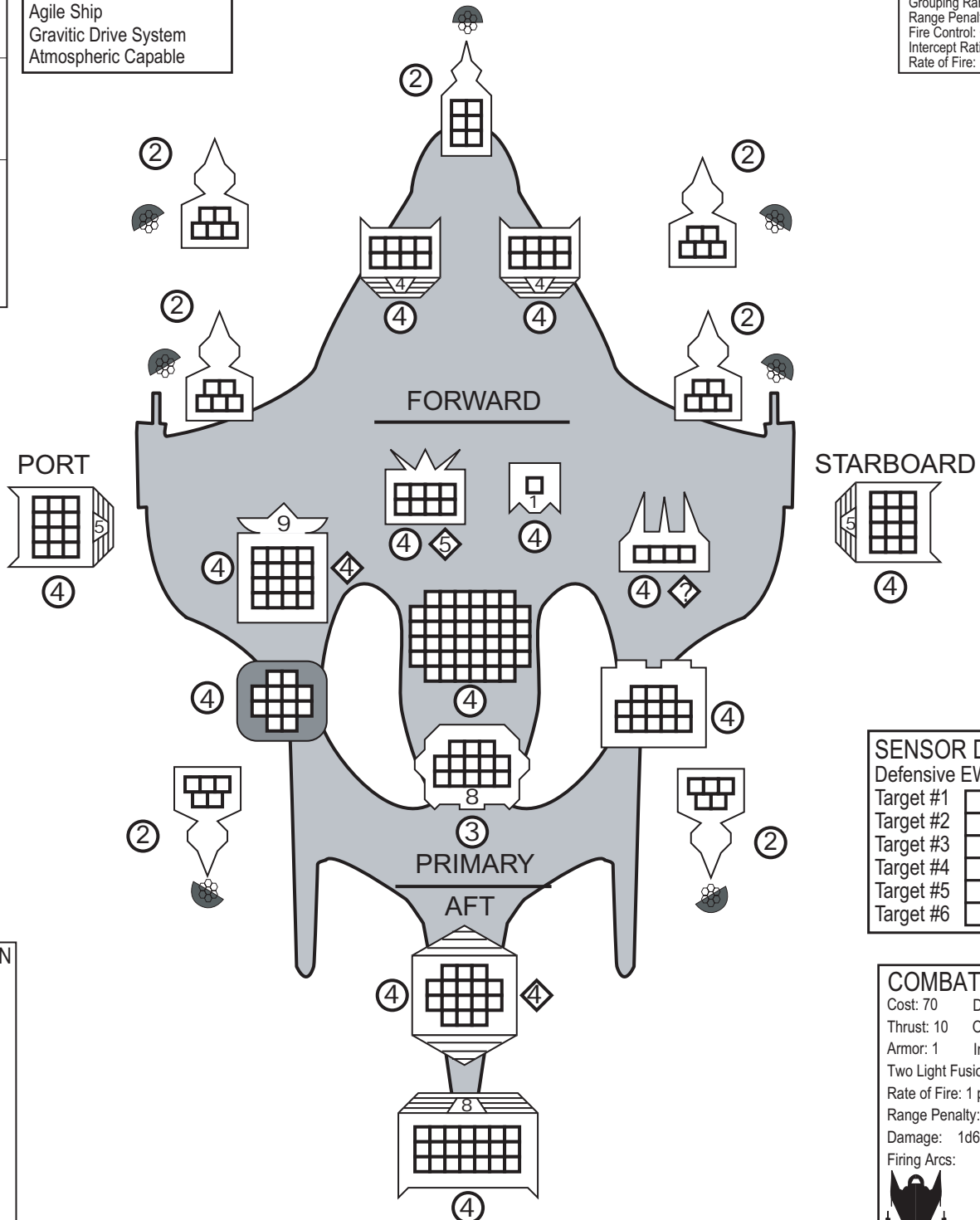12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship
Gravitic Drive System
Atmospheric Capable

FORWARD

PORT

STARBOARD

PRIMARY

AFT

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
- Lt Molecular Disruptor
- Lt Molecular Pulsar
- Jammer

COMBAT FLYER
Cost: 70   Defense: 9/7
Thrust: 10   Offense: +4
Armor: 1   Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1   #2

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Version 2: 2E/Crusade

Name: _____ Counter: _____

IA Sinclair Light Cruiser

SPECS
Class: Hvy Combat Vsl
In Service: 2265
Point Value: 1250
Ramming Factor: 180
Jump Delay: 24 turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 16 (14)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

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	1	2	2	3	3	4	5	5	6	6	

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

Heavy Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-1
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus, or can fire every turn doing 1d3 pulses with the volley count bonus, but a maximum pulse count of 5

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

FORWARD HITS
1-5: Retro Thruster
6-7: Impr. Neutron Laser
8: Hvy Molecular Pulsar
9-10: Molecular Pulsar
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thruster
7: Impr. Neutron Laser
8: Hvy Molecular Pulsar
9-10: Molecular Pulsar
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Structure
7-8: Port/Stb Thruster
9: Jump Engine
10: Jammer
11-12: Tractor Beam
13: Sensors
14: Engine
15-16: EM Shield
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%)

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

HANGAR
6 Fighters
(Nials or Thunderbolts in IA Service)
2 Flyers

ADAPTIVE ARMOR: 3

Weapon Type	Available / Assigned

Note: Max 1 point per weapon type

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
- Jammer
- Tractor
- Hvy Molecular Pulsar
- Molecular Pulsar
- Impr. Neutron Laser

FORWARD

PORT

STARBOARD

PRIMARY

AFT

COMBAT FLYER
Cost: 70   Defense: 9/7
Thrust: 10   Offense: +4
Armor: 1   Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1   #2

Version 2: 2E/Crusade

Name: _____ Counter: _____

IA Valen Class Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2264
Point Value: 1200
Ramming Factor: 340
Jump Delay: 16 Turns

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

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

COMBAT STATS
Fwd/Aft Def: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +1

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

Quad Fusion Defender
Class: Molecular
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 4 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Impr Neutron Laser
8-10: Quad Fusion Defender
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Quad Fusion Defender
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Impr Neutron Laser
10: Tractor Beam
11: Hangar
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Sensors
10-13: Engine
14-15: Jump Engine
16-17: Jammer
18-19: Reactor
20: C & C

SPECIAL NOTES
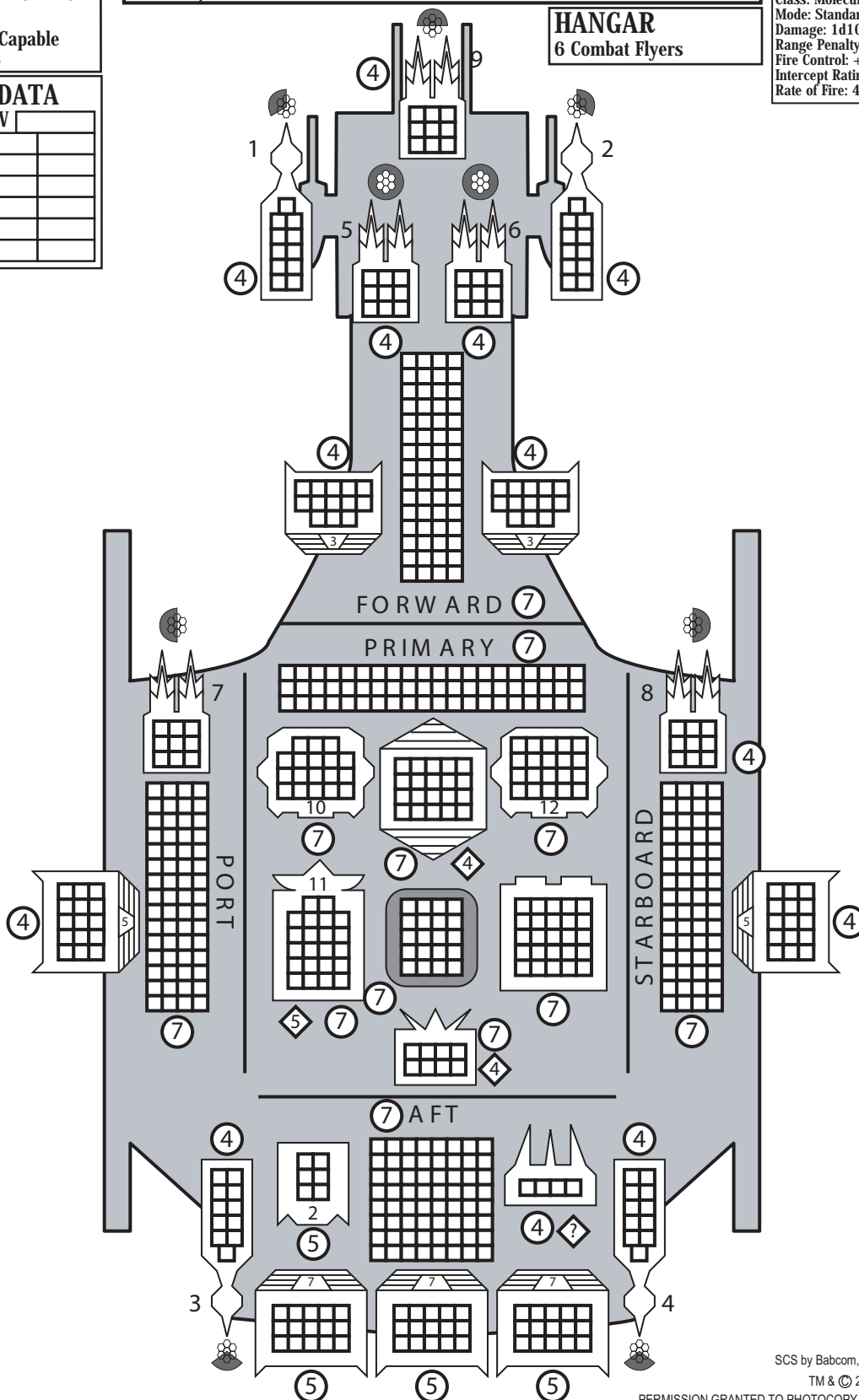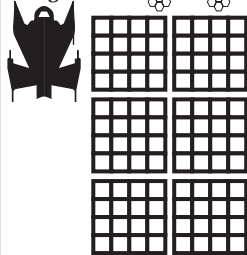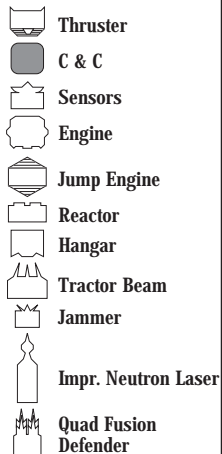Unique Ship
Atmospheric Capable
Gravitic Drive

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

HANGAR
6 Combat Flyers

COMBAT FLYERS
Cost: 70 **Defense:** 9/7
Thrust: 10 **Offense:** +4
Armor: 1 **Initiative:** +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Tractor Beam
- Jammer
- Impr. Neutron Laser
- Quad Fusion Defender

FORWARD
PRIMARY
PORT
STARBOARD
AFT

Victory Variant (Rare)

Version 1: 2E / Crusade   Name: _____   Counter: _____

IA Victory Class Command Destroyer

SPECS
Class: Capital Ship
In Service: 2278
Point Value: 2600
Ramming Factor: 400
Jump Delay: 15 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 19 (15)
Stb/Port Defense: 21 (17)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

WEAPON DATA

Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

Lightning Cannon (Mega)
Class: Electromagnetic
Mode: Piercing
Damage: 8d10+100
Range Penalty: -1 per 4 hexes
Fire Control: +5/+5/--
Intercept Rating: -1
Note: Non-interceptable

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3: Retro Thrust
4-8: Neutron Laser
9-12: Lightning Cannon
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Interceptor
6-10: Turret
11-13: Lightning Cannon
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Interceptor
7-10: Neutron Laser
11-12: Lightning Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Interceptor
11-12: Jump Engine
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA
Defensive EW

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

FORWARD

PRIMARY

Turret

Turret

PORT

STARBOARD

AFT

SPECIAL NOTES
Limited Deployment (33%)
E-Web
Gravitic Drive System
Lightning Cannon can only fire in Mega Mode

HANGAR
24 Fighters
4 Shuttles: Thrust: 3
Armor: 1   Defense: 8/10

Hvy Interceptor Btty
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: --/--/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period

Version 1: 2E / Crusade   Name: _____   Counter: _____

IA Victory Class Destroyer

SPECS
Class: Capital Ship
In Service: 2278
Point Value: 2500
Ramming Factor: 400
Jump Delay: 15 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 19 (15)
Stb/Port Defense: 21 (17)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

Lightning Cannon (Mega)
Class: Electromagnetic
Mode: Piercing
Damage: 8d10+100
Range Penalty: -1 per 4 hexes
Fire Control: +5/+5/--
Intercept Rating: -1
Note: Non-interceptable

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3:Retro Thrust
4-8:Neutron Laser
9-12:Lightning Cannon
13-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-5:Interceptor
6-10:Turret
11-13:Lightning Cannon
14-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-4:Main Thrust
5-6:Interceptor
7-10:Neutron Laser
11-12:Lightning Cannon
13-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-8:Primary Struct
9-10:Interceptor
11-12:Jump Engine
13-14: Sensors
15-16:Engine
17-18:Hangar
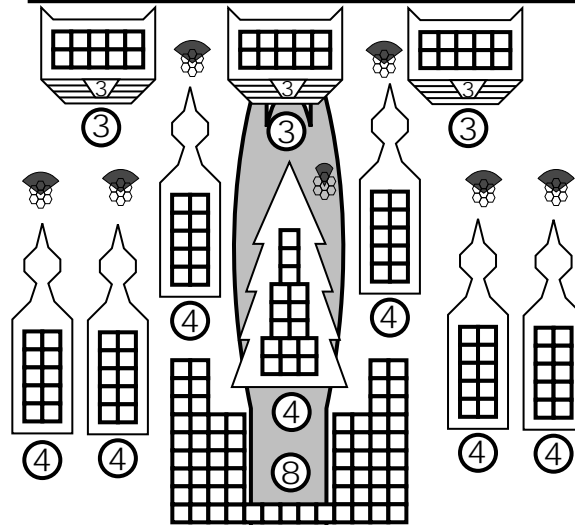19:Reactor
20:C & C

SENSOR DATA
Defensive EW

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

FORWARD
PRIMARY
PORT
STARBOARD
AFT
Turret
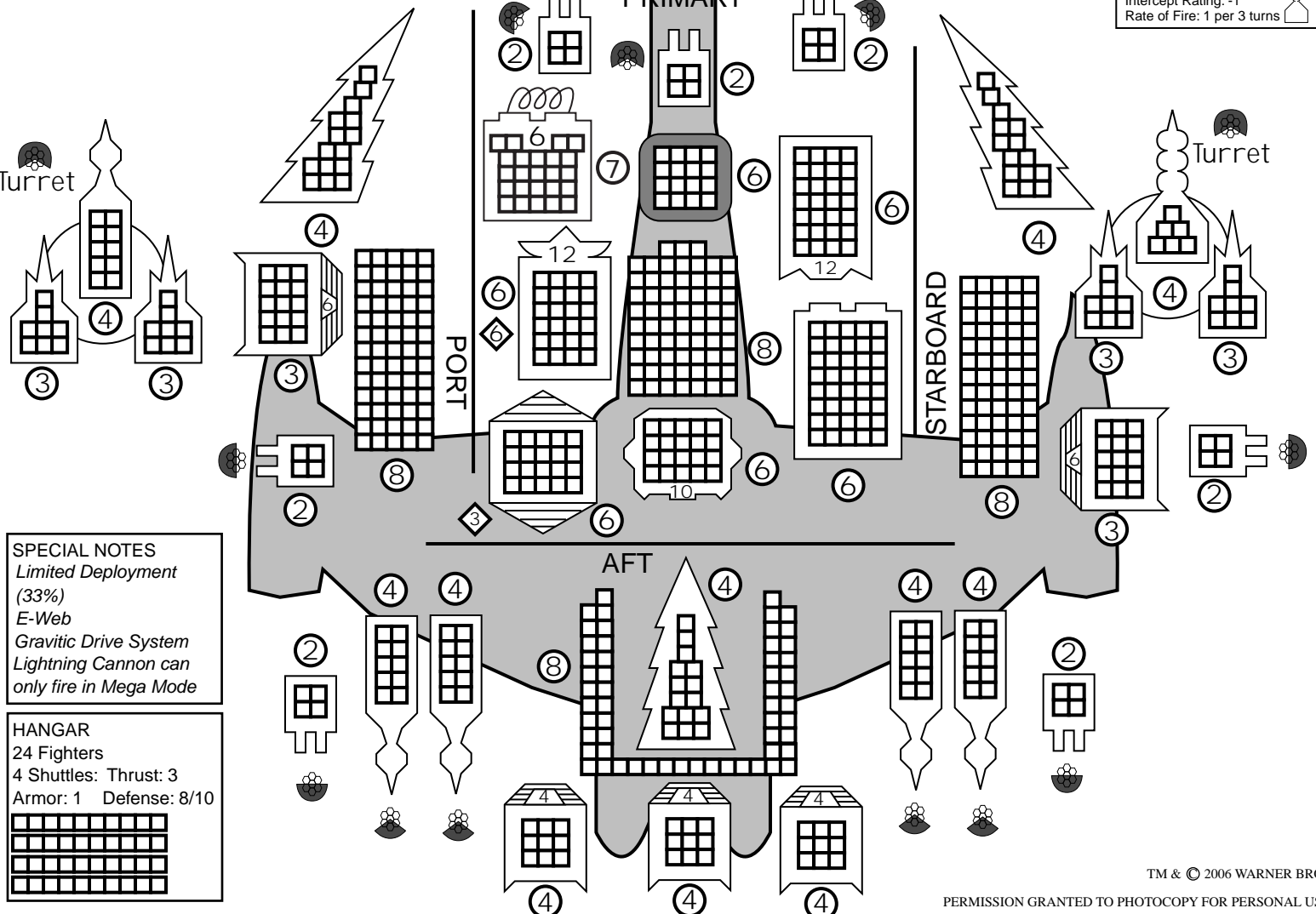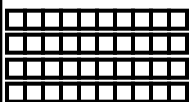Turret

SPECIAL NOTES
*Limited Deployment
(33%)*
E-Web
Gravitic Drive System
*Lightning Cannon can
only fire in Mega Mode*

HANGAR
24 Fighters
4 Shuttles: Thrust: 3
Armor: 1   Defense: 8/10

Name: _____ Counter: _____

IA White Star (Standard Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2260
Point Value: 750
Ramming Factor: 100
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 13 (11)
Stb/Port Defense: 14 (12)
Engine Efficiency: 2/1
Power Shortage: -7
Initiative Bonus: +13

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

HANGAR
0 Fighters
2 Flyers

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

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.

FORWARD HITS
1-4: Retro Thrust
5: Impr. Neutron Laser
6-9: Molecular Pulsar
10-11: EM Shield
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Jump Drive
10-11: EM Shield
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship

Gravitic Drive System

Atmospheric Capable

ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned
_____	
_____	
_____	
_____	
_____	

Note: Max 1 point per weapon type

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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
EM Shield
Jammer
Tractor
Molecular Pulsar
Impr. Neutron Laser
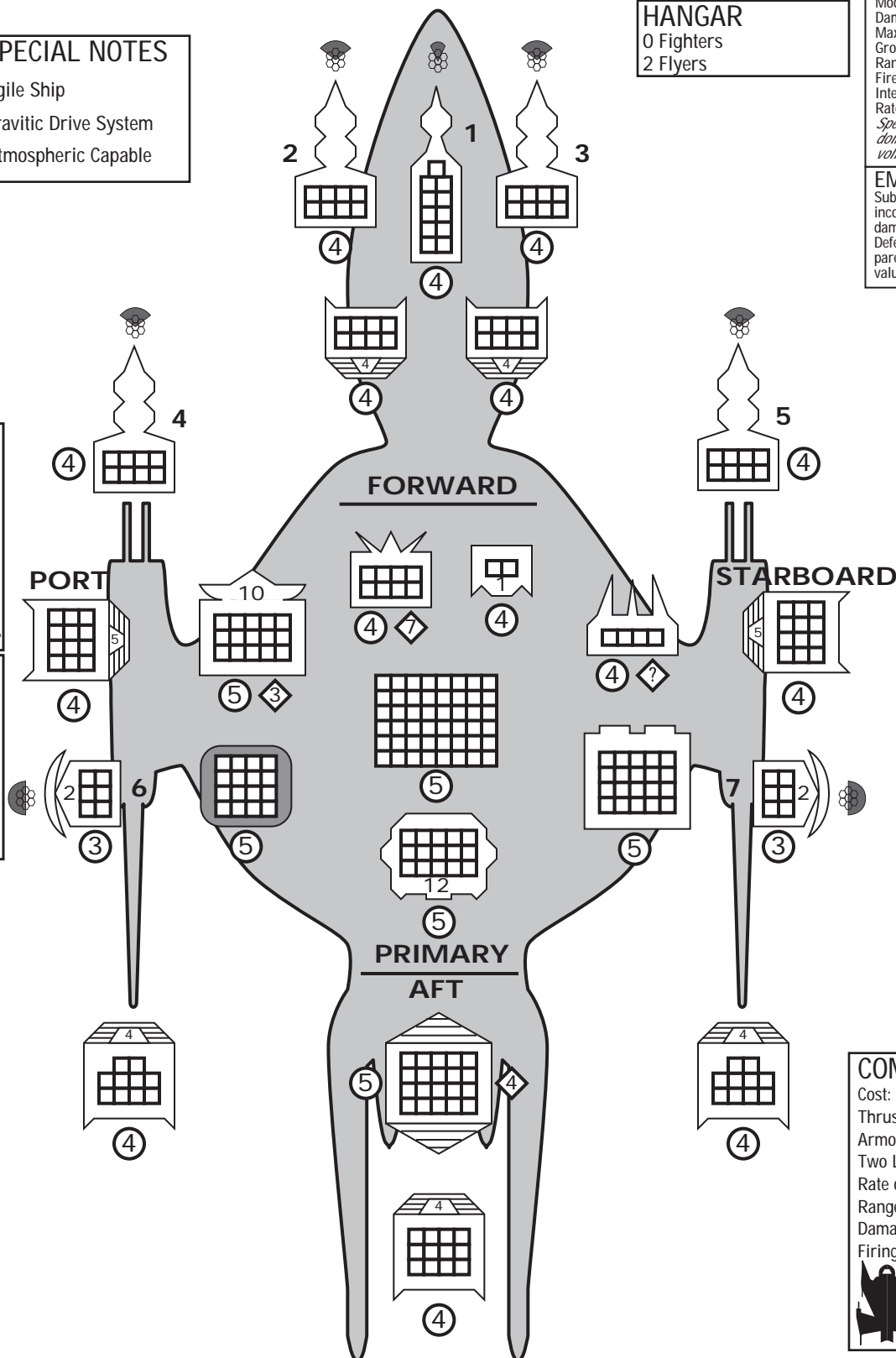
FORWARD

PORT

STARBOARD

PRIMARY

AFT

1
2
3
4
5
6
7
10
12

COMBAT FLYERS
Cost: 70   Defense: 9/7
Thrust: 10   Offense: +4
Armor: 1   Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1   #2

Version 1: 2E/Crusade

IA Denshaa Assault Fighters

SPECS
Class: Super-Hvy Ftrs
In Service: 2276
Point Value: 200 each
Ramming Factor: 35
Jinking Limit: 6 Levels

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 9 (8)
Stb/Port Defense: 11 (10)
Free Thrust: 14
Offensive Bonus: +5
Initiative Bonus: +17

WEAPON DATA
Lt Fusion Cannon
Number of Guns: 3 (Linked)
Damage: 1d6+4
Range Penalty: -2 per Hex
Fire Control: n/a
Rate of Fire: once per turn

Starfire Missiles
Missiles: 6
Damage: 11
Range: 10 hexes
Hit on: 16 or less
Rate of Fire: 3 per turn

ARMOR

5
5 5
5
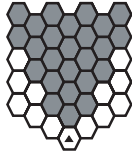
SPECIAL NOTES
Gravitic Drive
Jammer
Adaptive Armor: 2 (may allocate seperately for each fighter)
EM Shield: Factor 1
Req. 2 Hangar Boxes
Does Not Use Catapult

Flight Level Combat
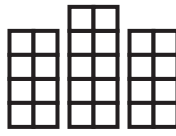Do not use flight level combat for this unit.

Fighter #1
Dropped Out
Ftr Destroyed
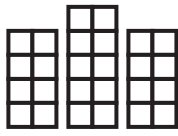
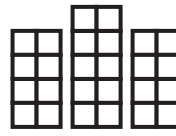| Initiative	Speed
Thrust Used	Jinking

Fighter #2
Dropped Out
Ftr Destroyed

Initiative	Speed
Thrust Used	Jinking

Fighter #3
Dropped Out
Ftr Destroyed

Initiative	Speed
Thrust Used	Jinking

Fighter #4
Dropped Out
Ftr Destroyed
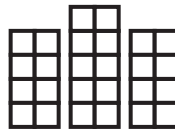
Initiative	Speed
Thrust Used	Jinking

Fighter #5
Dropped Out
Ftr Destroyed
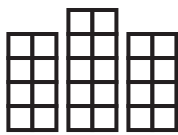
Initiative	Speed
Thrust Used	Jinking

Fighter #6
Dropped Out
Ftr Destroyed
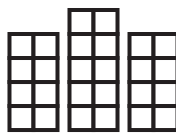
Initiative	Speed
Thrust Used	Jinking

Fighter #7
Dropped Out
Ftr Destroyed
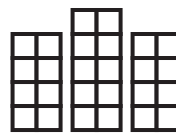
Initiative	Speed
Thrust Used	Jinking

Fighter #8
Dropped Out
Ftr Destroyed
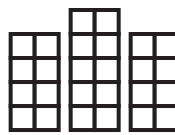
Initiative	Speed
Thrust Used	Jinking

Fighter #9
Dropped Out
Ftr Destroyed
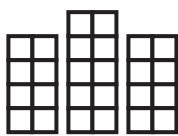
Initiative	Speed
Thrust Used	Jinking

Fighter #10
Dropped Out
Ftr Destroyed
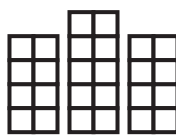
Initiative	Speed
Thrust Used	Jinking

Fighter #11
Dropped Out
Ftr Destroyed
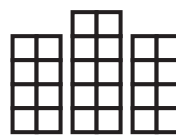
Initiative	Speed
Thrust Used	Jinking

Fighter #12
Dropped Out
Ftr Destroyed
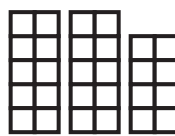
Initiative	Speed
Thrust Used	Jinking

Name: _____   Counter: _____

Centauri Adira Royal Battleship

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2269
Point Value: 2500
Ramming Factor: 420
Jump Delay: 14 Turns

MANEUVERING
Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 5+5 Thrust

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +1

HANGAR
36 Fighters (Rutarian-Capable)
2 Shuttles: Thrust: 4
Armor: 0   Defense: 8/10

WEAPON DATA

Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+8
Range Penalty: -3 per hex

FORWARD HITS
1-3: Retro Thrust
4-5: Matter Cannon
6-9: Twin Array
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-6: Battle Laser
7-8: Matter Cannon
9-10: Twin Array
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Battle Laser
7-8: Matter Cannon
9-10: Twin Array
11-12: Jump Drive
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9: Guardian Array
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment   (10%)

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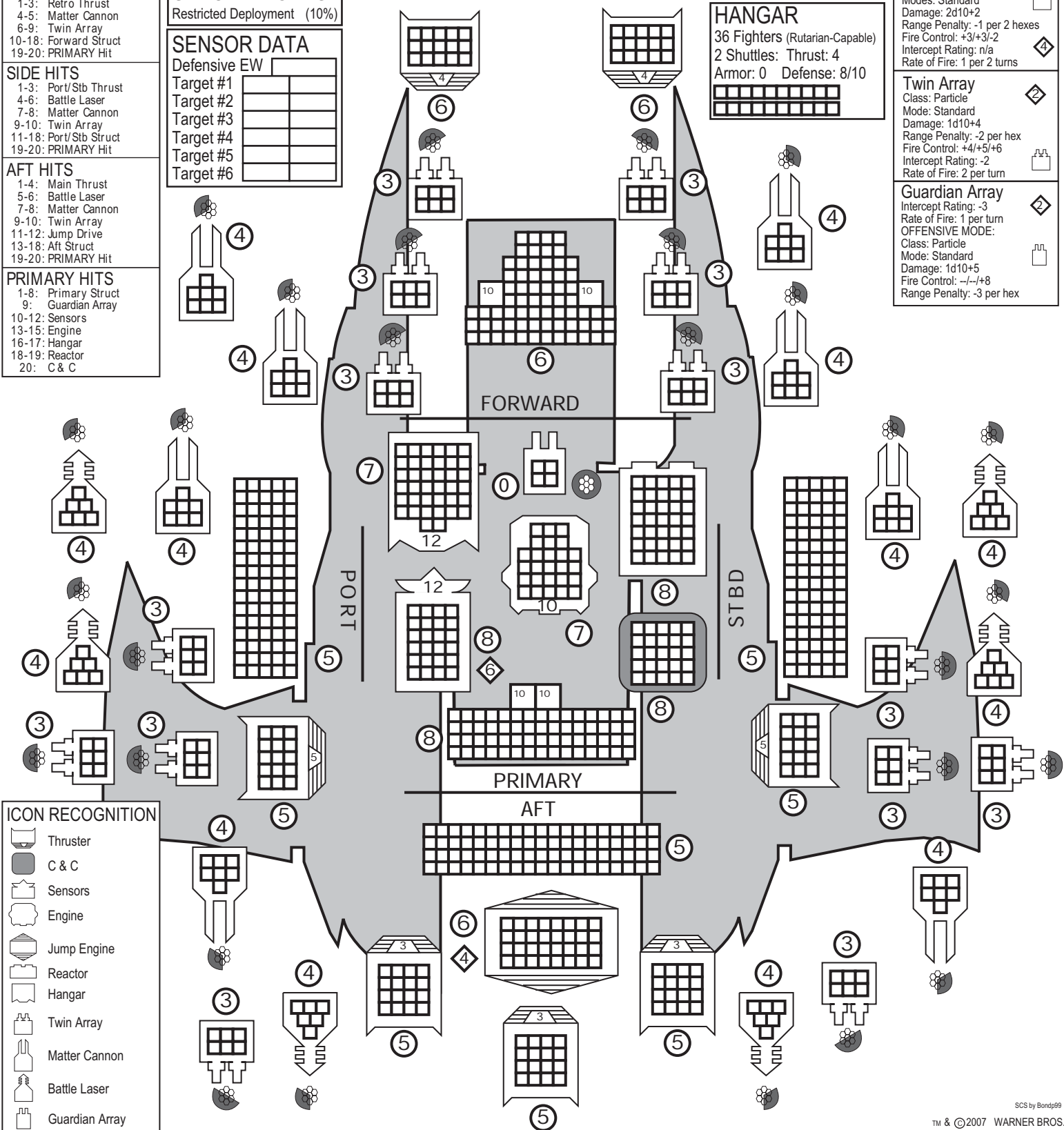Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Matter Cannon
- Battle Laser
- Guardian Array

FORWARD

PORT

STBD

PRIMARY

AFT

Version 1: 2E/Crusade   Name: _____   Counter: _____

BABYLON 5 WARS 2ND EDITION

Brakiri Kabrokta Assault Cruiser

SPECS
Class: Capital Ship
In Service: 2260
Point Value: 750
Ramming Factor: 230
Jump Delay: 20 Turns

MANEUVERING
Turn Cost: 3/4 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 16 (14)
Stb/Port Defense: 17 (15)
Engine Efficiency: 3/1
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	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES
Gravitic Drive System

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

FORWARD HITS
1-3:	Retro Thrust
4-6:	Heavy Laser
7-8:	Graviton Pulsar
9-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS
1-3:	Port/Stb Thrust
4-6:	Gravitic Shield
7-8:	Grav Cannon
9-10:	Graviton Pulsar
11-18:	Port/Stb Struct
19-20:	PRIMARY Hit

AFT HITS
1-6:	Main Thrust
7-8:	Graviton Pulsar
9-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS
1-6:	Primary Struct
7-8:	Shield Generator
9-10:	Jump Drive
11-12:	Sensors
13-14:	Engine
15-17:	Hangar
18-19:	Reactor
20:	C & C

WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Grav Cannon
Class: Gravitic
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per turn

Graviton Pulsar
Class: Gravitic
Mode: Pulse
Damage: 10 1d2 Times
  2 extra power: 1d3+1 pulses
  4 extra power: 1d3+2 pulses
Maximum Pulses: 3, 4, or 5
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

Gravitic 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.

HANGAR
12 Fighters
12 Assault Shuttles
4 Shuttles: Thrust: 3
Armor: 0   Defense: 8/8

GRAVITIC BOLT
This ship cannot use the gravitic bolt downgrade as it was never built with that weapon installed.

FORWARD

PORT

STARBOARD

PRIMARY

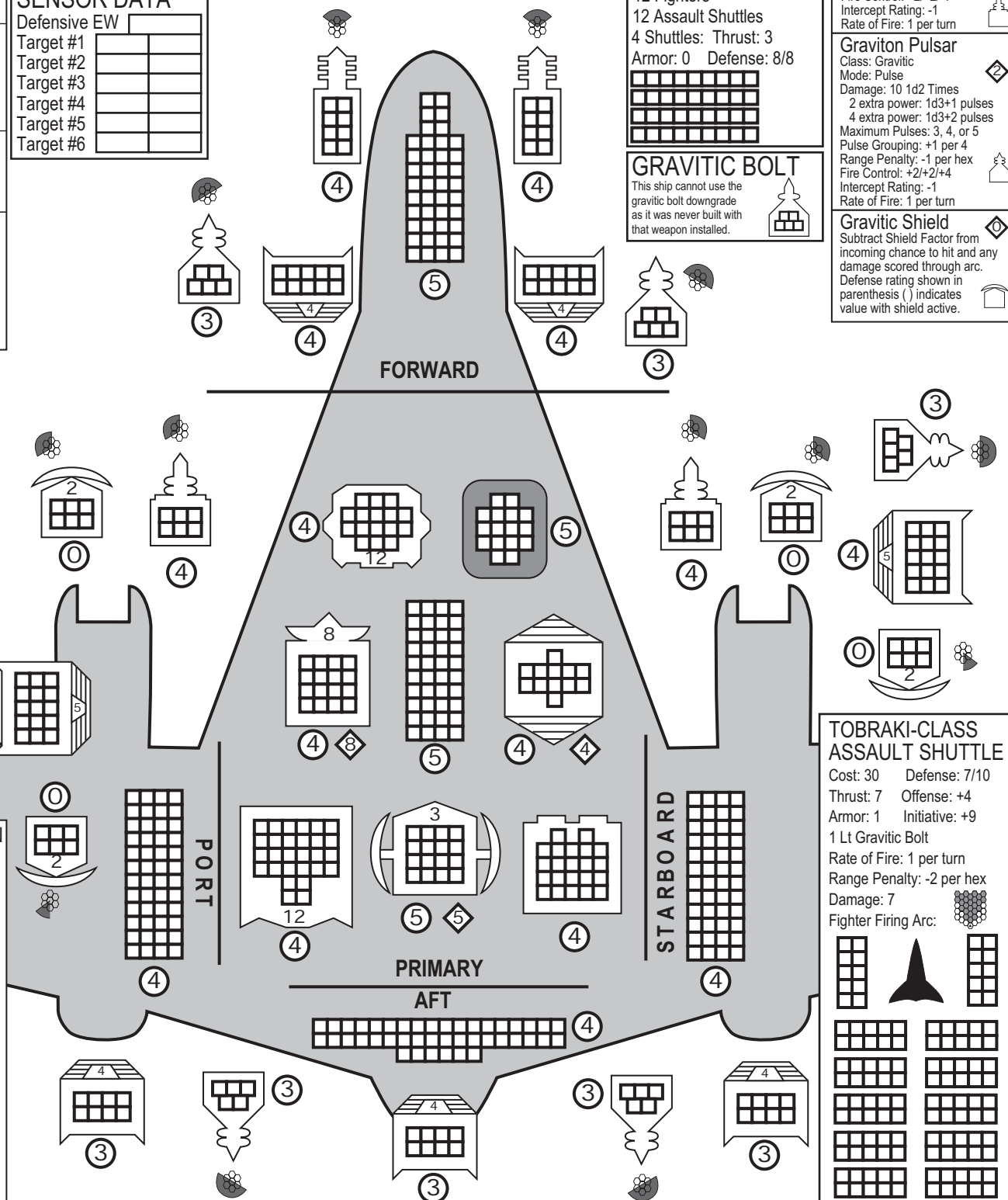**AFT**

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Heavy Laser
- Grav Cannon
- Graviton Pulsar
- Gravitic Shield

TOBRAKI-CLASS ASSAULT SHUTTLE
Cost: 30   Defense: 7/10
Thrust: 7   Offense: +4
Armor: 1   Initiative: +9
1 Lt Gravitic Bolt
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 7
Fighter Firing Arc:

SCS by Bondp99
TM & ©2007 WARNER BROS.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE
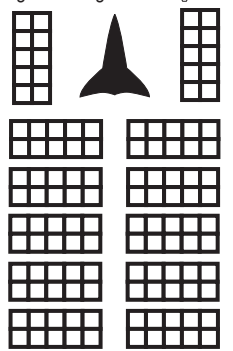
Version 3: 2E/Crusade

Name: _____ Counter: _____

BABYLON 5 WARS 2ND EDITION

EA Marathon Advanced Cruiser (Alpha Model)

SPECS
Class: Capital Ship
In Service: 2266
Point Value: 1200
Ramming Factor: 320
Jump Delay: 18 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 17 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

WEAPON DATA

Med. Neutron Cannon
Class: Laser
Modes: Raking
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

SENSOR DATA
Defensive EW

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

FORWARD HITS
1-3:   Retro Thrust
4-6:   Med. Neutron Cannon
7-9:   Laser/Pulse Array
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4:   Port/Stb Thrust
5-7:   Particle Beam
8-10: Laser/Pulse Array
11-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-9:   Laser/Pulse Array
10-12: Interceptor
13:    Reactor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-14: Sensors
15-16: Engine
17-18: Hangar
19:    Reactor
20:    C & C

FORWARD

ALL P-BEAMS

ALL P-BEAMS

PORT

STARBOARD

PRIMARY

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Standard Particle Beam
Laser/Pulse Array
Medium Neutron Cannon
Interceptor

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

HANGAR
12 Fighters
2 Shuttles: Thrust: 3
Armor: 1   Defense: 8/10

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EA Nemesis Advanced Destroyer (Alpha Model)

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2268
Point Value: 2500
Ramming Factor: 360
Jump Delay: 16 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 19 (15)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

HANGAR
24 Fighters
2 Shuttles: Thrust: 3
Armor: 1   Defense: 8/10

FORWARD HITS
1-4:   Retro Thrust
5-7:   Lt. Molecular Slicer
8-10:   Heavy Phasing Pulse Cannon
11-13: Interceptor
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4:   Port/Stb Thrust
5-6:   Missile Rack (Any)
7-8:   Energy Diffusor
9-11:   Cutters
12:     Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-8:   Phasing Pulse Cannon
9-10:   Energy Diffusor
11-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9:   Primary Struct
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20:     C & C

SPECIAL NOTES
Advanced Armor
Normal Sensors
Special Deployment Rules

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

WEAPON DATA

Light Molecular Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Heavy Phasing Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

MISSILES
Rack #15
Rack #17

FWD

ALL CUTTERS

ALL CUTTERS

PORT

STARBOARD

PRIMARY

AFT

Class-LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

MISSILES
Rack #16
Rack #18

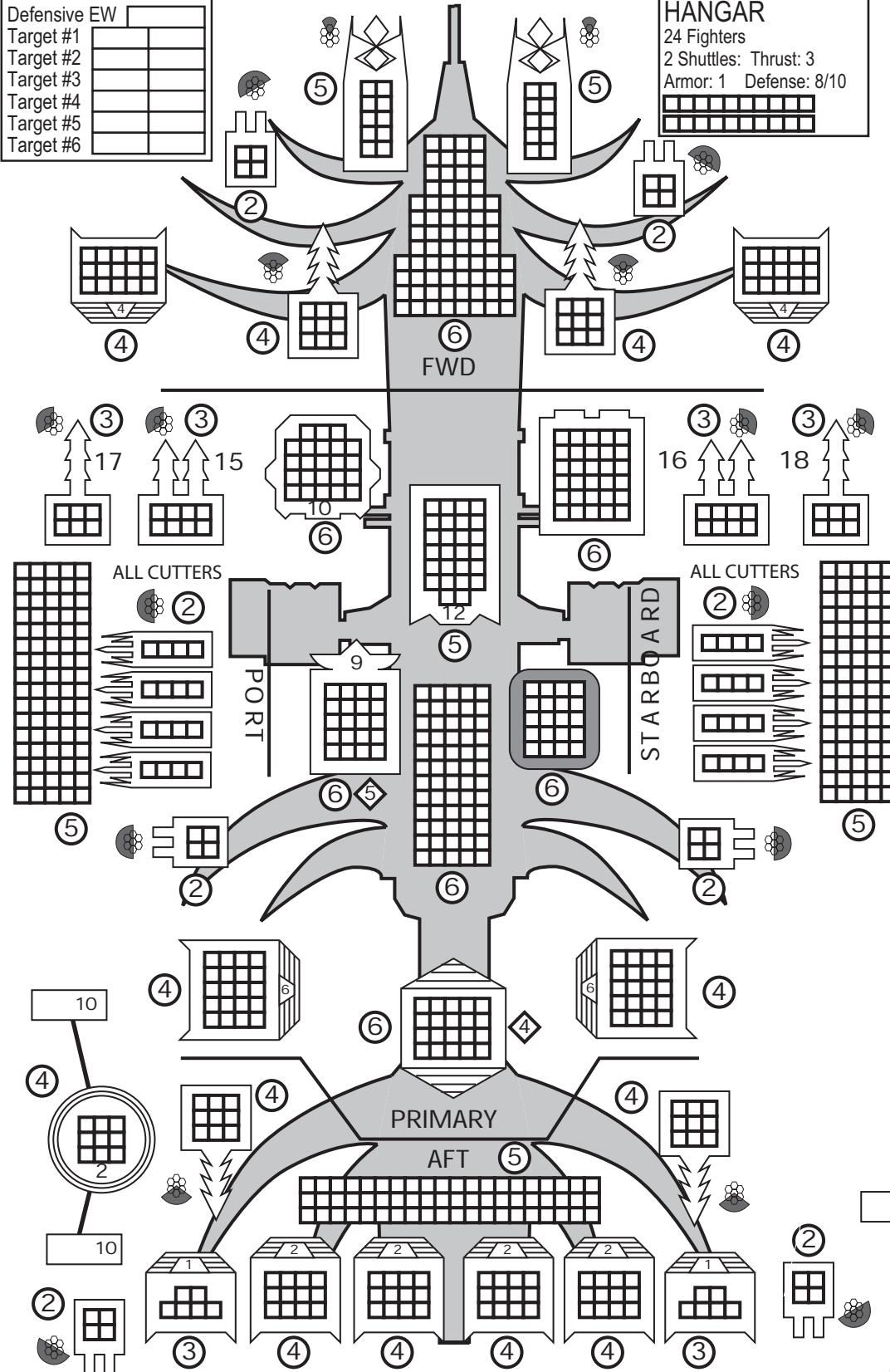## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Energy Diffuser
Light Multiphased Cutter
Light Slicer Beam
Heavy Phased Pulse Cannon
Class-LH Missile Rack
Class-L Missile Rack
Interceptor

SCS by Bondp99

Nova Variant (Unique)

Version 2: 2E/Crusade   Name: _____   Counter: _____

Raider Endgame Dreadnought

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2249
Point Value: 1100
Ramming Factor: 360
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

WEAPON DATA

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4-7: Laser/Pulse Array
8-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-6: Missile Rack
7-9: Med. Plasma Cannon
10-11: Particle Beam
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Laser/Pulse Array
10-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Unique Ship   No E-Web

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

FORWARD

PORT

STARBOARD

PRIMARY

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Laser/Pulse Array
Interceptor
Med. Plasma Cannon
Class-S Missile Rack
Std Particle Beam
Pulse Cannon
Ext. Fighter Rail

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
24 Fighters & 24 External
2 Shuttles: Thrust: 3
Armor: 1   Defense: 8/10

MISSILES
Port Rack

Starboard Rack

Raider Delta-V2 Fighters

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Heavy Fighters
In Service: 2260
Point Value: 64 each
Ramming Factor: 15
Jinking Limit: 6 Levels

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 6
Stb/Port Defense: 8
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON DATA
Particle Gun
Number of Guns: 2 (Linked)
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

ARMOR
2
3 3
2
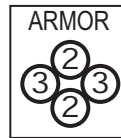
Flight Level Combat
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes