

BABYLON 5 WARS – MISSILES

I. Ship Missiles

Basic Missile (Type B)

Available: 2165
Damage: 20
Mode: Standard
Range: 20 hexes
Cost: 0 Combat Points

Heavy Missile (Type H)

Available: 2225
Damage: 30
Mode: Standard
Range: 10 hexes
Fire Control: +0/+0/-3
Cost: 4 Combat Points

Anti-Fighter Missile (Type A)

Available: 2231
Damage: 15
Mode: Standard
Range: 15 hexes
Fire Control: +0/+0/+3
Cost: 4 Combat Points

Flash Missile (Type F)

Available: 2229
Damage: 20
Mode: Flash
Range: 20 hexes
Cost: 6 Combat Points

Long-Range Missile (Type L)

Available: 2225
Damage: 15
Mode: Standard
Range: 30 hexes
Cost: 6 Combat Points

Piercing Missile (Type P)

Available: 2244
Damage: 30
Mode: Piercing
Range: 20 hexes
Cost: 16 Combat Points

HARM Missile (Type X)

Available: 2248
Damage: 0 (1d6 –EW)
Mode: Standard
Range: 30 hexes
Fire Control: +1 for every OEW against the firing ship; no effect on shuttles or fighters
Cost: 6 Combat Points

Multiwarhead Missile (Type M)

Available: 2256
Damage: 10 (six shots)
Mode: Standard
Range: 15 hexes
Cost: 24 Combat Points

Chaff Missile (Type C)

Available: 2230
Damage: 0 (non-ballistic -3 fire control)
Mode: Standard
Range: 20 hexes
Cost: 4 Combat Points

Antimine Missile (Type-Z)

Available: 2249
Damage: 15
Mode: Standard
Range: 20 hexes
Fire Control: +3 bonus against Mines
Cost: 8 Combat Points

Antimissile Missile (Type I)

Available: 2263
Damage: N/A
Mode: Standard
Range: N/A
Fire Control: -6 Intercept Rating
Cost: 2 Combat Points

Starbust Missile (Type K)

Available: 2264
Damage: 10 1d3+3
Mode: Standard
Range: 20 hexes
Cost: 30 Combat Points
Special Notes: Needs 2 spaces in any missile rack

Stealth Missile (Type S)

Available: 2252, Kor-Lyan only
Damage: 20
Mode: Standard
Range: 20 hexes
Cost: 5 Combat Points
Special Notes: No Target announcement, no more than 2 missiles per rack and no more than 10% or all missiles

Jammer Missile (Type J)

Available: 2239, Kor-Lyan only
Damage: 2 EW blanket ELINT protection within 5 hexes
Mode: Flash
Range: 15 hexes
Cost: 8 Combat Points
Special Notes: Targets hex

Light Missile (Type D)

Available: 2178
Damage: 12
Mode: Standard
Range: 15 hexes
Cost: 0 Combat Points
Special Notes:

Kinetic Kill Missile (Type KK)

Available: 1976, Orieni only
Damage: 18
Mode: Standard
Range penalty: -1 per hex beyond 15
Cost: 8 Combat Points

Homing Missile (Type G)

Available: 2260 Kor-Lyan only
Damage: 20
Mode: Standard
Range: 20
Cost: 12 Combat Points
Special Notes: Remains in play after it misses target. Attacks every turn until it runs out of range or is shot down

II. Fighter Missiles

Standard Fighter Missile

Damage: 10
Mode: Standard
Range: 10 hexes
Cost: 8 Combat Points

Class-Y Fighter Missile

Damage: 6
Mode: Standard (Snap Fire)
Range: 8 hexes
Cost: 2 Combat Points

Longe-Range Fighter Missile (Type FL)

Available: 2245
Damage: 8
Mode: Standard
Range: 15 hexes
Cost: 12 Combat Points

Heavy Fighter Missile (Type FH)

Available: 2245
Damage: 15
Mode: Standard
Range: 5 hexes
Fire Control: +0/+0/-2
Cost: 12 Combat Points
Special Notes: no more than one missile per fighter (two per super-heavy fighter)

Dropout Missile (Type FD)

Available: 2245
Damage: 6
Mode: Standard
Range: 10 hexes
Cost : 10 Combat Points
Special Notes: +6 penalty to fighter dropouts (+3 for super-heavy fighters)

Dummy Missile

Damage: 0
Cost: 1 Combat Points
Special Notes: Revealed as dummy at range 4 or less

Light Ballistic Torpedo

Available: 2105, Centauri only
Damage: 2D6
Mode: Standard
Range: 25 hexes
Cost: 8 Combat Points

Light Ion Torpedo

Available: 2255, Narn only
Damage: 10
Mode: Standard
Range: 20 hexes
Cost: 8 Combat Points