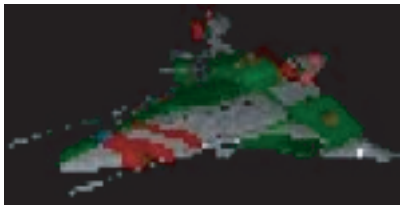


TC Scimitar Medium Fighters

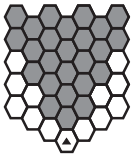
BABYLON 5 WARS 2ND EDITION

SPECS
Class:Medium Fighter
In Service: 2640
Point Value: 45 each
Ramming Factor: 13
Jinking Limit: 8 Lvls

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: 7
Stb/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +4
Initiative Bonus: +18

WEAPON DATA
Mass Driver Cannon
Number of Guns: 2 (Linked)
Class: Matter(Apply Armor}
Damage: 1d6+2
Range Penalty: -3 per hex
Battery Requirement: 2 each
Rate of Fire: Once per turn



ARMOR
2
1 1
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

SPECIAL NOTES
+2 To Dropout Rolls
Shield Recharge: 1 per turn
Battery Recharge: 4 per turn

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4
Structure / Shield	Structure / Shield	Structure / Shield	Structure / Shield
Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)
Dropped Out ☐	Dropped Out ☐	Dropped Out ☐	Dropped Out ☐
Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2

Ftr #1	Ftr #2	Ftr #3	Ftr #4
Structure / Shield	Structure / Shield	Structure / Shield	Structure / Shield
Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)
Dropped Out ☐	Dropped Out ☐	Dropped Out ☐	Dropped Out ☐
Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3

Ftr #1	Ftr #2	Ftr #3	Ftr #4
Structure / Shield	Structure / Shield	Structure / Shield	Structure / Shield
Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)	Missiles / Batteries (2 2)
Dropped Out ☐	Dropped Out ☐	Dropped Out ☐	Dropped Out ☐
Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐	Ftr Destroyed ☐

Initiative	Speed	Thrust Used	Jinking	Notes