Kilrathi Darket Light Fighters

BABYLON 5 WARS 2ND EDITION

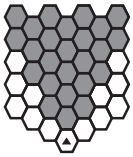
SPECS
Class: Light Fighter
In Service: 2667?
Point Value: 45 ea.
Ramming Factor: 10
Jinking Limit:10 Levels

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: 7
Stb/Port Defense: 6
Free Thrust: 13
Offensive Bonus: +5
Initiative Bonus: +20

WEAPON DATA
Meson Blaster
Number of Guns: 2 (Linked)
Damage: 1d6+3
Range Penalty:-2/hex
RoF: 1/turn
Battery Requirement: 2 each

SPECIAL NOTES
+2 To Dropout Rolls
Shield Recharge: 4 per turn
Battery Recharge: 10 per turn



ARMOR
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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
Structure / Shield	Structure / Shield	Structure / Shield	Structure / Shield
Missiles: ☐☐	Missiles: ☐☐	Missiles: ☐☐	Missiles: ☐☐
Batteries: 2 2	Batteries: 2 2	Batteries: 2 2	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: ☐☐	Missiles: ☐☐	Missiles: ☐☐	Missiles: ☐☐
Batteries: 2 2	Batteries: 2 2	Batteries: 2 2	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: ☐☐	Missiles: ☐☐	Missiles: ☐☐	Missiles: ☐☐
Batteries: 2 2	Batteries: 2 2	Batteries: 2 2	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