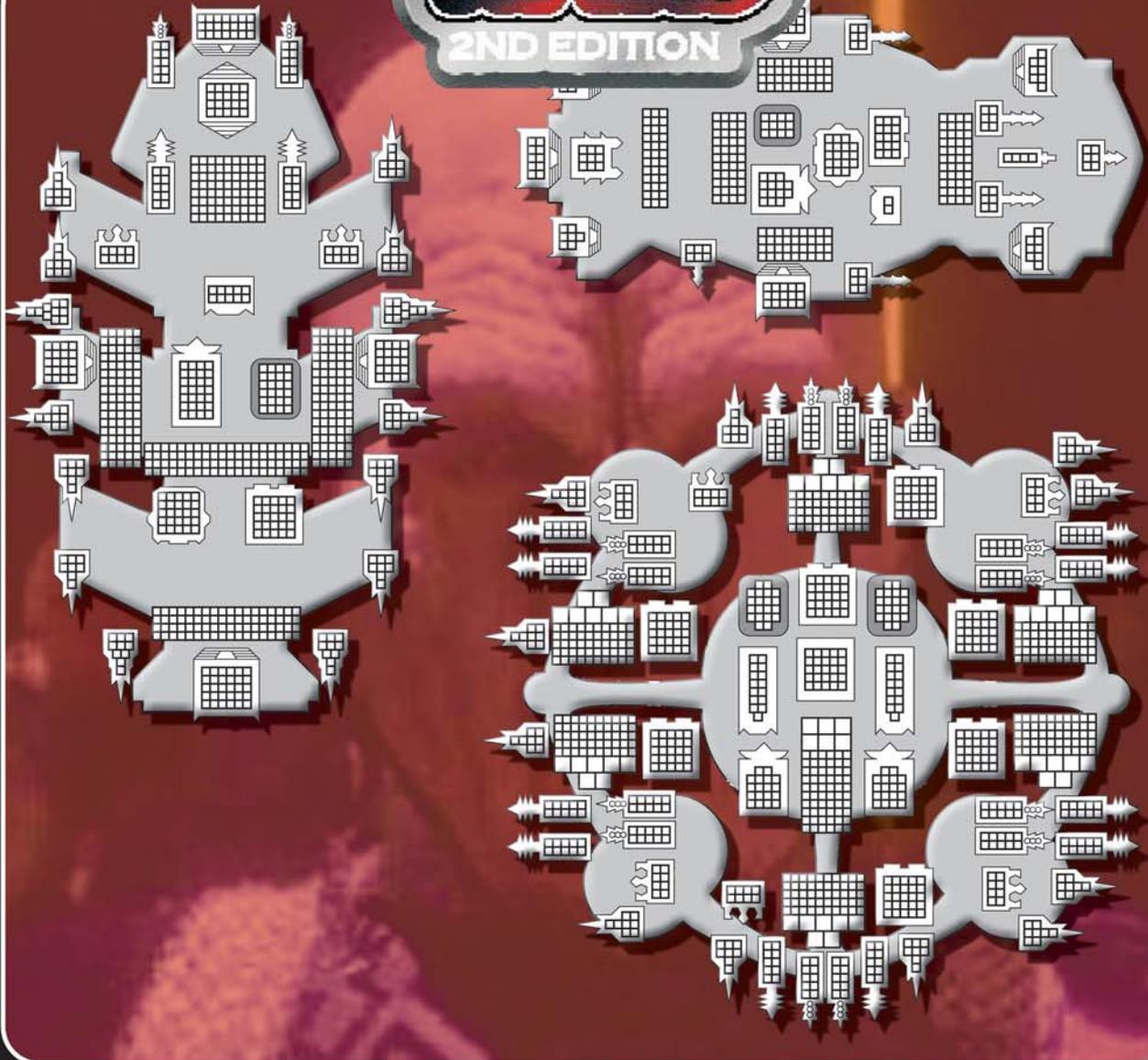# BABYLON 5 WARS
2ND EDITION

SHOWDOWNS 9

SHOWDOWNS 9

Preface

What is Past...

Part of the Showdowns 9 project was going to be a campaign detailing the Kor-Lyan/Yolu conflict in the 2250s over Beta 9. However there was not the space for any Kor-Lyan ships in Showdowns 9. So the notion of a Variants 6 book was put to Bruce. This variants book would be similar to Variants 4, with variants for the League 2, WCR and other races. Not all of these would be variants though, as some new hulls are really necessary for some races. The Kor-Lyans, being a race with a deficiency of hulls are a good example. Having no mainline cruiser before the 2250s, despite being mentioned in WCR as raiding other league races in that period, is a bit bad. For Dilgar era scenarios they are also fairly screwed, and it was felt that they needed a light cruiser design, as well as some sort of combat frigate and an early version of the Koskova battlecruiser.

These were not much more than ideas when AoG announced they were not renewing the license, and only the light cruiser design had received some serious thought.

The light cruiser hull was going to be an economy workhorse ship in the Kor-Lyan fleet, but not particularly high tech, and lacking the special and expensive systems slapped on the Koskovas. I had also planned a missile cruiser variant of the hull, but never wanted it to be better than the dedicated and highly restricted missile ship the Kor-Lyans already had.

- Ben Rubery

...is Also Sometimes, The Future

Showdowns 9 was a project in the works by Ben Rubery at the time Agents of Gaming announced that they had lost their license and were closing down production on B5 Wars.

Ben was kind enough to publish the unfinished work as a series of PDF SCS's and some text documents describing them. Given that this material is widely regarded as canon (or at least unofficially-official), I felt it deserved a respectable packaging.

The only thing I have changed from his "Version 3" release was to modify the deployment restrictions classes to the common nomenclature (ie. "Base hull, Unlimited Deployment"). Other than that, and some spelling and grammar corrections, everything remains exactly the same.

Finally, I felt it would be un-fair to tack on any of my own ship material to his work. I was in no way part of the original project, and can't take any direct or inferred credit for it. Instead, I have opted to enhance his material with the usual work of fiction that is found in a Showdowns supplement.

Thanks Ben, I hope I have done your hard work some justice.

- Peter Zunitch

Product Credits

Written by .Ben Rubery
Layout & Fiction. . . . . Peter Zunitch
SCS's (except as noted). . . . . .Ben Rubery

Special thanks, of course to the Great Maker JMS, Ben, anyone who might have helped him with the supplement material, B5wars.net and its forum members, whomever first came up with the page design & layout used in this work, and of course, Agents of Gaming.

Copyright Information

Chapter 2: Introduction

The Serenity of Home
by Peter Zunitch

I've head it asked many times, in moments of despair, and moments of fire. "What was it all for"? When all that meant anything smolders on orange embers and putrid smoke fills the air and sickens the stomach. "What was it all for?" Asked when the sadness and despair of a worthless gesture loses itself in the abyss of shattered hope.

"Prepare to jump to normal space. Signal the fleet to stand by."

"Yes, sir."

Those who ask the question never expect an answer, as if the question itself was the solution sought. One brief moment of reflection that tells the entire story of a lost dream. To be quite honest, it is a question I have never truly understood.

"Commence Jump."

"Jump initiated, planar transition in 3... 2... 1..."

There it is. I never thought it possible I'd be here again, this close, seeing what I'm seeing now. This is my home, my world, my dream. Not far off now. How can one see such a site and ever wonder with such despair? THIS is what it is all about. This gives a meaning, and an answer. ..."Report situation."

"Position achieved. 10.2 hecets from Tor'du'na. The Rakan cloud is aft. No immediate contacts."

"Local scan, low power only".

"No contacts"

"Increase power"

"No contacts"

"Long range"

"...confirmed. Two marks, 5000 hecets beyond Tor'na, ID unconfirmed, signature suggests enemy patrol cutters. Trajectory will take them into relative planetary eclipse in 2 mek 28 va. No other contacts."

"Track them, but reduce scan to minimum strength necessary. All ships silent running."

"Fleet to silent running."

2 more moments peace. Even now a warmth grows from my soul, a calmness of spirit. The serenity of home. My mind wanders back to the place I know so well, and all the memories that give me strength, and make me who I am. The screen that wraps the command deck is filled with familiar stars, and planetary bodies. Ahead of me is Tor'du'na, eighth moon of the giant Tor'na. Tor'na the mysterious, Tor'na the beautiful, the place I dreamed of visiting as a child.

Now I've seen so much, been so far. That place, held all my hopes for my future, and yet it has been but a stepping stone on my path. How short sighted I was. And yet all I ever want to do is return there. It still holds my dreams...and Rakan. Such a wondrous mist of swirling colors, which now protects our back. I thank the Great One for it's creation, and it's ability to hide us from detection. Yet I think it has never been as beautiful than when seen from the field behind the house on Kovor that we used to travel to each autumn. How I long to see that house again. To breathe the air, and follow the stream up the mountain to the lake at the clearing.

If I close my eyes I can almost fool myself into believing that the hiss of the air system is the wind wandering through the tall, yellow reeds. The pulse of the scanners becomes the soft sound of the Chira, chirping as it hops from limb to limb. I can feel my boots... my toes sinking into the soft grassy moss beneath my feet. It's so nice to just sit out here and watch the world go by. It's so peaceful, so calm, so...serene. Childhood holds the most vivid memories. Memories of light, memories of warmth, of wonder. The warm and exciting days, the cool and mystical nights. And then there was that time up on the mountain. I will never forget that time. My brother and I were lying on the shore of the lake, when a small herd of Selk appeared all around us and proceeded to graze and drink, as if we weren't even there. I still don't

know why they weren't afraid, or why we didn't scare them off when we started laughing at the top of our lungs, or when Da'chek touched one on its nose. Perhaps they sensed that we weren't a threat, or it was the serenity of the lake and the day that made us all friends. I'll never know. It was one of those things, I guess, that will never need an explanation, and would probably be ruined it if it had one. All I know is we stayed there walking amongst the Selk until the clouds came, and the sky got dark, and the approaching storm was foretold by the distant rumblings of the engines...

hmph.

"Status".

"we're ready sir."

"All ships, secure from silent running. Prepare for battle, set course for far side of Tor'na. Ahead full".

"Fleet confirms, weapons & batteries charging, ahead full at three-three-zero, intercept at 18500 hecets in 5 mek 13 va. Estimated time to radar detection 37, 37 va."

"Full scan. Stay ready".

"Scanners to Maximum, no immediate contacts".

I wonder how much is left. I wonder if the house is still standing. They are a strong race, but prideful. It doesn't sound like they are want for worthless destruction. Still, perhaps the passage of time itself may have taken its toll. The occupation has only been effect for three weeks, yet I have not been here in far longer. Who knows what...

"Two cutters rounding Tor'na, they are 20 va ahead of estimate."

"Can't be the same ships then. There must be more back there. How many?"

"No way of telling, scanners still show only two".

"Contact any local listening posts still active. What do they see?"

"they will detect our transmissions sir, they'll know

we're here".

"They already know lieutenant..." They're a smart race. "...They knew we were coming. I think they knew the minute we arrived. They must have known where we'd jump in as well, That's why they're hiding."

...

"Admiral, I have multiple confirmations, there's an entire Kor-Lyan garrison fleet on the other side of Tor'na! Planetary reports saying they are moving to intercept!..."

...A very smart race....

"...We are too far from Tor'du'na for cover. Sensors detect multiple launches from the surface of Tor'du'na. Fighters."

"Launch ours".

"Captain! We're out of position and cut off from the nebula! fleet reports jump engines still offline, We can't stand up to the full force of..."

"Calm yourself lieutenant." ...But we're smarter.... "Now XO... send the signal."

"Signal away".

"You know lieutenant, I grew up around here. As did many of us. We know this system like the backs of our hands."

"Multiple jump points forming precisely behind and starboard of enemy fleet."

"Open Comm....I am Guran, Captain of the Yolu flagship Shad'na. You are surrounded and outgunned. Beta 9 is now back in the hands of it's rightful owners. You are ordered to leave at once. This is your only warning."
..."They are the ones out of position lieutenant."

"Aye captain".

It is nice to be home isn't it XO?, Kind of serene".

"It is indeed sir."

It is indeed.

Chapter 3: New Ships & Rules

The Yolu Theocracy

In the years following the Dilgar war the Yolu re-evaluated their doctrine and fleet. The Dilgar had faced the Yolu down mostly by intimidation, but the butchery that had been inflicted on their neighbours was not lost on them. In the battles they had fought the Yolu had been defeated, not by superior technology, but by a superior doctrine. The Yolu had never seen anything like the tightly co-ordinated Dilgar pentacans, or the swarms of fighters that they deployed. The Yolu were unaccustomed to dealing with an aggressive race that could not be induced to leave them alone by the threat of force. Their whole policy towards other races, that it was impractical to invade Yolu space due to the cost in lives and ships for the invader, had to be re-evaluated once they realised that there were races prepared to pay that price.

The Yolu re-evaluated their doctrine, determining how to adapt the ships they had to fight a full scale war they had never expected before the Dilgar, and hoped they would never have to face again. While they continued to hope for peace with their neighbours, they expanded their military and changed their doctrine in the expectation of war. Their pessimism was justified in their conflicts with the Kor-Lyan and Ipsha, and the league and Shadow wars that followed.

Early Yolu Technology

The Yolu had somewhat neglected military development in the years preceding the first conflict between the Shadows and the Minbari. While the Yolu possessed gravitic drives, and the fusion cannon and disruptor technologies, they had made no investment in a large defensive fleet or a planetary defense network. In 1258, when the Tak'cha attacked, there was severe loss of life when the underprepared Yolu found themselves targeted by an enemy far more determined than the raiders they had previously encountered.

This act forced the Yolu to begin several new weapon developments, and led to them taking designs that had been sitting in design techs computers and turning them into real ships and weapons.

The super-heavy disruptor, a weapon designed to intimidate an opponent and destroy key enemy ships, was mounted on ships and OSATs within a few short years. The Yolu upgraded their existing cruiser design, and built their first dreadnought. The Yolu began deploying a profusion of OSATs quite capable of destroying any craft approaching the Yolu homeworld.

The Yolu deployment of new ships, and a few demonstrations of their power, led to several hundred years of peace with their neighbours. The Hyach saw no purpose in attacking the Yolu, instead opening trade relations. The Drazi made the mistake of launching several "fact finding" missions into Yolu space, and these expeditions were driven back with casualties severe enough to dissuade further probes.

However this situation could not last forever, and it was only seven hundred years from Valen's time that the Yolu heard of a new expansionist race, the Centauri, who were invading races and coming closer to Yolu space. The Yolu, anticipating at least the need to intimidate another race into leaving them alone, began a refit and fleet development program, upgrading their existing OSATs, deploying the molecular penetrator and early fusion agitator, and upgrading their cruiser design. After first contact with the Centauri, the Yolu deployed their first small attack and pursuit vessels as the growing instability in the Centauri Republic and the profusion of raider groups led to the need for rapid reaction squadrons to chase down raiders and enemy scouts.

The Yolu developed their weapons further, deploying the technology we are accustomed to seeing during the 21st century as civil war divided the Centauri Republic and house forces and raiders looked for weaknesses in the races surrounding their holdings.

After the Centauri empire fell the Yolu saw no reason to update their technology further, and it remained as it was until the period of the Dilgar war.

Yolu Technology

After the Dilgar war the Yolu began a series of programs designed to provide them with new weapons and equipment. The Yolu continued to focus their research on molecular technologies, developing the heavy fusion cannon to fill their requirement for a fast firing heavy weapon.

Heavy Fusion Cannon
Class: Molecular   Modes: Standard

The first Yolu tech development in centuries, this heavy weapon is a development from existing fusion cannon technology. Designed to damage light craft and destroy fighters at long range, it was developed specifically to fill a niche in which the Yolu were weak, rapid firing weaponry. While it is power hungry and takes up the same space on a Yolu craft as a fusion agitator or disruptor, the Yolu felt the choice was worthwhile on dedicated escort craft. However after field testing the Yolu decided to use the weapon on a number of new craft, substituting it for disruptors on those hulls. The Minbari were aware of this development, but felt that the Sharlin design would not benefit from replacing its neutron lasers with a shorter ranged and less accurate weapon, given the Minbari doctrinal emphasis on long ranged duelling. They had just initiated a similar program that produced the molecular pulsar, which was useless to them until the development of the White Star, and had no desire to waste more time and resources. The Yolu felt that on a dedicated escort whose role would be to destroy fighters and light craft, the choice was perfect, and this development program replaced the Yolu efforts to create pulsar and bolter weapons based on their existing weapons technology.

The heavy fusion cannon scores damage in standard mode.

Fusion Cutter
Class: Molecular   Modes: Raking

The weapon that eventually became the fusion agitator was far less damaging and lacked both the ability to be overcharged and penetrate armour so easily. Even so the Yolu used it in the years after the first Shadow war as it was easier to mount on ships and maintain than the super-heavy disruptor, and the range of the weapon and its fairly quick rate of fire made it a viable weapon in its era. The weapon left service in the 19th century when it was replaced on ships by the early fusion agitator.

This weapon does raking (6) damage.

Molecular Penetrator
Class: Molecular   Modes: Raking, Piercing

The forerunner to the destabiliser beam, the penetrator can be set to spread damage over the surface of a target rather than punch directly through. A powerful weapon in its time, it has now been replaced by the destabiliser, which may lose some flexibility, but finds it significantly easier to cripple enemy ships and force their retreat.

The Molecular Penetrator is a molecular class weapon that can do damage in raking or piercing mode.

Super-Heavy Disruptor
Class: Molecular   Modes: Raking, Piercing

The standard disruptor was found to be the most efficient deployment of disruptor technology after this scaled up version was deployed. While it inflicts significant damage it is so slow to fire that a fusion cutter could fire twice while it charged. However in the aftermath of the Tak'cha attack the Yolu sought weapons that promised to intimidate possible enemies, and the carnage that was unleashed by a super heavy disruptor hit was thought sufficiently intimidating to see widespread deployment.

This weapon does damage in raking mode, and a hit reduces structure armour by 2 due to the weapons disruptive effects.

Yolu Ships

Hastan Escort Frigate
Base Hull (Unlimited Deployment)

One of the weaknesses demonstrated in the Dilgar and Kor-Lyan war in Yolu fleets was the lack of escorting ships for the Yolu fleet. Dilgar fighters were able to run effortlessly through the fleet, isolating and destroying ships. There were

two choices of countermeasures to enemy fighters, either a new interceptor design (and accept the casualties through attrition) or dedicated escort craft to protect vulnerable ships.

Because of the debate, the decision was referred to the Ingyo, who chose a dedicated escort craft over easily destroyed fighters to preserve Yolu life. The design bore fruit in 2243, when the first prototype left dock to join fleets patrolling around the dead colony of Beta 9, protecting from Kor-Lyan probes and raiders.

The ship itself had eight turret mounted fusions and two forward heavy fusion cannons. It was a solidly built HCV slightly larger than the Minbari Tinashi, but without the comparable long-ranged firepower.

Since the mid 2240s it has become a common sight in Yolu fleets, preventing assault fighters making attack runs on capital ships and disrupting enemy wolfpack formations. During the Shadow war it was often seen protecting Yolu capital ships from shadow fighters and destroyers, and has become a valued fleet unit.

Maishan Strike Frigate
Maitau Variant (Uncommon)

While the Maitau continued to be deployed as a police ship and pursuit vessel, with the invention of the heavy fusion cannon it was felt that a faster firing armament on the Maitau hull would work better in a fleet setting. With three heavy fusion cannons it is easily able to punch through armour at close range, and the Yolu have begun experimenting with wolfpack tactics using a mix of Maitau variants. Better able to punch through armour on enemy ships and deliver crippling blows, these craft will often soften up enemy ships so Maitau frigates can slice them apart with agitators.

Malau Attack Frigate
Maitau Variant (Common)

The disruptor armed predecessor of the Maitau pursuit frigate, the Malau had the flaw of having to close range to point blank before delivering a crippling blow to enemy ships. These craft were largely replaced by the Maitau with its ability to whittle enemy ships down from a distance. This was for reasons of doctrine rather than any flaw in the craft, which remained in service to hunt down raiders preying on Yolu shipping, and its ability to deliver a devastating

close range blow with its disruptors made it rightly feared by pirates trespassing in Yolu space.

During the Dilgar war the slow recharge time of this crafts molecular disruptors were shown to be a major flaw. While its disruptors would rip apart a Dilgar frigate or destroyer, the recharge time meant the ship would usually be destroyed before it had a chance to fire again. After the Dilgar war these craft were usually operated in squadrons with Maitaus and Maishans, whose faster firing weapons would cover the Malau in fleet engagements. The craft proved its worth in the Shadow war, as squadrons closed with cruisers and delivered killing blows.

Nashana Light Cruiser
Base Hull (Unlimited Deployment)

This is the most obvious sign of the Yolu navies transition from a force to deter invasion and chase raiders to a force designed to fight a determined invader. The Yolu noted the deployment of fighters on many of the cruiser sized ships in service among the league navies, and looked at the production of a new cruiser design that would support the Ulana patrol cruisers. The Yolu wanted to include a squadron of fighters on the hull, but a feasibility study of pilot recruitment forced them to reduce this to a single flight. The Nashana is more like a conventional younger race warship than any other craft fielded by the Yolu. Instead of having its jump drive located in its nose, the Nashana buries it among the primary systems. It operates organic fighter support and splits its weaponry between long-range punch (in its destabilizer beam and fusion agitators) and a shorter-range secondary armament (fusions and heavy fusions).

While the hull has fewer weapons than the patrol cruiser, and is less resilient than the patrol cruiser, it is easier to build and requires significantly less crew, placing fewer lives at risk. Outside of wartime, these units usually patrol in squadrons.

Nossan Cargo Carrier
(Notali Common Variant)

This heavy cargo hauler is based on the Notali/Notai hull, and retains some of the armament. The Yolu were forced to introduce this hull due to the prevalence of raiders sponsored by the Centauri, Llort and Drazi preying on Yolu shipping. With four molecular disruptors it can

easily rip chunks out of a raider ship, and it has enough cargo space to help offset the cost of the hull. The Yolu produced the prototype for this design shortly before the league wars, and the hull was in production during that conflict and the league wars. It was a Nossan convoy that pushed through the Kor-Lyan blockade around Beta 9 to resupply the besieged Yolu starbase there. It has seen some limited service as an auxiliary cruiser in local emergencies, and given that it retains most of the armament of the military hulls it is based on it has operated with some success against raider craft and smaller Kor-Lyan ships.

Notai Assault Ship
Notali Variant (Common)

In the late 21st century the Yolu were pondering the deployment of new assault and carrier craft. They decided the build them both on the same hull, building a limited number of carriers and a larger number of assault craft.

The Notai assault carrier was originally slated to act as a commando ship or priority transport. Able to carry 26 assault craft (be they breaching pods or assault shuttles) it can easily complete simple missions or attacks on raider bases. Armed with disruptors and fusion cannon to protect itself from enemy ships and batter down defences, the Notai is a capable warship on its own.

This ship is often attached to fleets seeking raider bases and saw active service during the war against the Kor-Lyan, deploying troops on Beta 9 to root out Kor-Lyan ground forces. These ships have gone from being a dead end posting to a prestigious position for a career officer, and captains of these ships often adjudicate at Mutai tournaments. This ship is the most common Yolu craft seen outside Yolu space, hosting Mutai tournaments among the league races.

Udran Command Cruiser
Ulana Variant (Rare)

The Udran is an enlarged version of the Ulana hull constructed after the Dilgar war. During the war the Yolu found some difficulties fighting Dilgar formations that benefited from dedicated from dedicated command ships, and analysis gave the Yolu new ideas for communications and co-ordination of fleets. The Yolu designed a new command cruiser to utilise the technologies developed since the Dilgar war, and included organic fighter support on the hull. It was designed as a pure combat vessel, and was equipped with longer ranged weapons in order to stay out of close range engagements that would leave it vulnerable to enemy fire. This was the first Yolu ship to deploy the heavy fusion cannon, replacing its disruptors with a faster firing and longer ranged alternative.

As a pure combat ship it is not seen on patrol in Yolu space, and stays at Yolu bases or in mothballs until a time of war necessitates its activation to lead fleets. These ships were most frequently deployed during the Shadow and League wars to defend Yolu space.

Falaren Starbase
Base Hull (Unlimited Deployment)

Designed well before the Dilgar war and the advent of large-scale deployments of fighters, this base mounts large numbers of long ranged weapons and flayers, and is capable of reducing enemy capital ships to scrap with ease. Its disadvantage is its small number of fusion cannons, but it has advantages in its large flayer arcs and long-range firepower, and large (for the Yolu) fighter complement.
Deployed in orbit around Yolu colonies (and two around the Yolu homeworld), these starbases serve as lynchpins in defence and centres of commerce. After the Dilgar war the Yolu have invested in more fixed defences to prevent an invasion by an aggressive alien race progressing so deep into Yolu space.

Lacanna Class Cutter OSATs
(Common Availability)

The Lacanna mounts three fusion cutters, which fired together, can cripple an enemy ship. This OSAT became obsolete when the first agitator OSATs were deployed, and once that design entered service all cutter OSATs were converted over to the new technology.

Lamanna Class Flayer OSATs
(Rare Availability)

The Lamanna was developed following the Dilgar war, enabling the Yolu to support their other OSATs with flayers and thus strip incoming ships of armour before pounding them with disruptor, agitators or destabiliser beams. Recognising the need for anti-fighter abilities on an OSAT in the post Dilgar era, it mounts two

fusion cannons in order to defend itself and support nearby craft. These satellites are rare and expensive to build, and are always defended by other OSATs to prevent an opponent picking them off. Their development has made assaulting Yolu fixed defences even harder.

Lamassa Class Destabiliser OSATs
(Uncommon Availability)

With twin destabiliser beams able to punch large holes through opposing craft, the Lamassa is a rightly feared piece of defensive technology, and while expensive to produce and maintain, the Yolu homeworld has a large number as part of its defence network.

Lanassa Class Lt Disruptor OSATs
(Common Availability)

An early Yolu OSAT designed to engage multiple targets with its light disruptors. While a close ranged OSAT it was sufficient to deter raiders and light craft, leaving larger ships to bases, defending cruisers or heavier OSATs.

These OSATs are the forerunner of the Yolu light OSATs of the modern era, and some of those currently in use are simply refurbished Lanassa class OSATs.

The Lanassa may not mount the heavy weapons of the Lassan, which was deployed almost a century later, but its weapons fire twice as fast and can engage fighter-sized targets.

During the Dilgar war, the Lanassa suffered the same obvious flaw as the Lassan, that it was a very short ranged OSAT and what was need on a defensive structure was the ability to engage an approaching enemy at range. These OSATs are still in service guarding low priority installations, as elements in larger OSAT nets and guarding jump gate entrances on the borders of Yolu space.

Lassan Class Super Heavy Disruptor OSATs
(Common Availability)

The Lassan class OSAT was the ultimate expression of Yolu defensive technology when it was built. Mounting two enormous super heavy disruptors, the OSAT is capable of wrecking a capital ship in a single volley. These OSATs formed the centerpoint of Yolu defence nets until the Dilgar war era. Rarely tested in battle, the Yolu had not encountered the fighter heavy doctrine

used by the Dilgar, who could simply send fighters in to destroy these massive satellites, as they have only a single fusion cannon for close in defence.

Another weakness is the very long charge time of the super heavy disruptor, which is the key reason why the Minbari abandoned it as a weapon and developed their laser technologies. In the time it takes to charge a weapon like the fusion agitator or neutron laser has fired two shots, and both can fire at longer ranges. The ready availability of long ranged weapons like the heavy laser, battle laser and heavy bolter make the Lassan class OSAT a stationary target impotent to strike back at enemy ships.

While these formed the key to defences around Yolu bases throughout the 21st and 22nd centuries, they are now being replaced by the next generation of Yolu defence OSATs.

Lashanna Class Agitator OSATs
(Common Availability)

The final step in the Lacanna-Lasolla line of OSAT developments, the Lashanna is capable of damaging enemy ships severely with its weaponry, and hopefully driving off intruding vessels. Deployed in concert with other OSATs, it is easily able to finish off a ship already pelted with disruptor or destabilizer fire.

Lashassi Fusion OSATs
(Common Availability)

The Dilgar war taught the Yolu that OSATs without either fighter support or their own anti-fighter defences were quickly rendered worthless by enemy fighters.

Rather than refit all their existing OSATs at great cost the Yolu simply adapted the age-old design for the Lanassa light disruptor OSAT, mounting five fusion cannons in order to devastate incoming fighters and protect other OSATs.

The Yolu have begun deploying these OSATs in great numbers as the fixed defence equivalent to the Hastan Escort Frigate.

Lasolla Class Early Agitator OSATs
(Common Availability)

A refit of the Lacanna class OSAT, the Lasolla mounted early molecular agitators for the first time. A step up compared to the Lacanna, the

Lasolla supplemented the Lassanka class disruptor and Lasann class penetrator OSATs defending Yolu holdings. While it was eventually replaced by a version mounting an, some had not been upgraded until just before the Dilgar war.

Lassanka Class Disruptor OSATs
(Common Availability)

The most common Yolu OSAT, the design predates the Minbari conflict with the Shadows and the Tak'cha attack on the Yolu homeworld. With three disruptors this OSAT can easily blow the side off an enemy capital ship, but lacks secondary armament. Like all the early Yolu OSATs the Lassanka was upgraded in the 1800s with new sensor equipment. The Yolu continue to use this OSAT right into the modern IA era, fielding it with anti-fighter OSATs and Ladran class destabiliser OSATs.

Lasann Class Penetrator OSATs
(Common Availability)

Mounting the forerunner to the destabilizer beam this OSAT provided Yolu defence networks with long ranged stand off firepower that they occasionally needed. Based completely on the Lasann class super-heavy disruptor OSAT, this distinct class even used the same designation. This was originally because these OSATs were simply refitted disruptor OSATs, and usage led to the designation remaining the same.

This variant almost did not enter service as most raiders mounted only short ranged weapons, but the occasional Llort raiding party required a more serious deterrent and a few penetrator shots were easily able to do that. This was felt to justify the deployment of these weapons on the refitted Lassans.

Some of these OSATs were still in service during the Dilgar war, and provided the invaders with cause for concern as they launched raids on outlying Yolu outposts to intimidate them into assuming a purely defensive posture.

Chapter 4: The Kor-Lyan Kingdoms

Kor-Lyan Ships

Kolosk Battlecruiser
Base Hull (Unlimited Deployment)

One of the first military designs by the Kor-Lyan, this ship was used by one of the fledgling kingdoms in the early exploration of the stars.

Primitive by modern standards, this ship was a marvel in its time. It was easy to manufacture, and supported a decent range of weaponry. It was no surprise then that it was quickly imitated by other rival kingdoms, who put forth similar designs after seeing its effectiveness in deterring attack.

Once the Kor-Lyans began expanding beyond their home system however it quickly became obvious that the Kolosk was not up for the inter-galactic scene. While it was fine against other rival kingdoms, it was slow to maneuver, and lacked any long-range (or even any serious medium-range) punch when compared to other races that were encountered. It also showed no stamina for long-range support. As such, it was quickly relegated to patrol and escort roles in local systems where it fared rather decently.

It could be said that the Kolosk is a victim of circumstance, and that it's historical reputation is not really the fault of design. The Kolosk was nearing the end of her usefulness when the war devistated the homeworld. During this time most space faring development stopped, as attentions were turned inward. The Kolosk was one of the only ships still around en-masse, and it was forced into a much longer service than most ships see, taking on roles it was never truly intended for. In addition it never received many of the upgrades it should have had.

By the time the Kor-Lyans had recovered, new ships were emerging with what seemed like leaps in technology, and those who had served on these outdated, slow and cramped hulks were happy to see them go.
- Ship design & SCS by Ben Rubery
Background by Peter Zunitch

Kosha Light Cruiser
Base Hull (Unlimited Deployment)

This ship was a mass produced workhorse of the Kor-Lyan fleet in its era. This ship mainly saw service raiding the Kor-Lyans neighbours and fighting in their civil wars. The Dilgar war saw many of these hulls destroyed by superior Dilgar craft and doctrine, but they were able to prevent the Dilgar from blockading their world. After the war the Kor-Lyans developed a larger cruiser design, and the Kosha became a secondary unit, supporting larger craft while still providing the backbone of the fleets of the smaller kingdoms. With the deployment of larger and better cruisers the Kor-Lyans converted more and more of these ships to Soska missile cruisers.
- Ship design & SCS by Renaud Gagne

Soska Missile Cruiser
Kosha Variant (Common Availibility)

A variant of the Kosha that replaces its particle cannons with additional L-racks, and squeezed a reload rack into the rear section, the Soska provided missile support to Kosha squadrons, enabling them to overwhelm the intercept capacity of enemy craft and cause serious damage. Compared to the Kosha it is based on, it doubles the number of missile racks in the forward arcs, though it sacrifices the rear rack in order to accomadate the reload rack, making it more vulnerable to attack from the rear.

The reload rack in the aft section is a mixed blessing. While it is easier for supply ships to transfer missiles directly into the rack, it proved vulnerable to strafing runs from Dilgar fighters and has made Soska captains very hesitant about showing their back to the enemy.

After the Dilgar war more and more Koshas were converted to the Soska design as support vessels for new cruisers. When deployed in squadrons these craft are easily able to destroy or cripple key enemy ships, and coupled with the cheap and readily available nature of the hull, has kept the craft in service with almost all the Kor-Lyan kingdoms.

As previously mentioned, Showdowns 9 was intended to be a full supplement. Sadly, this was never to come to pass.

I can remember the shock and annoyance when I first heard the news. At the time, I was just getting over the fact that Precedence Publishing had lost its deal for the card game. I was a regular player and was annoyed that such a thing could happen to such a quality product. Especially one that seemed to be at least somewhat popular and profitable to all involved.

When I next heard that the toy company (who's name escapes me) lost their license, I thought, "well, at least there's some justice in the world. Maybe someone will pick it up and do a better job this time. Still, I'm glad AOG just got their license renewed and [I thought] they were safe for another few years. Plus it's such an amazing and popular game that they couldn't possibly want to cancel it." Well, you can imagine the utter shock and horror when we got the news a month or so later. Chalk another one up to the pencil pusher in the dark corner of the office who hates his job and doesn't know a thing about any products his company authorizes but how big the number is at the bottom of the page in front of him.

Now speaking as a fanatic who's obsession it was to collect everything and anything I could find related to this game (and indeed, Babylon 5 in general), I was horrified to find that this book, and others like it were going to disappear into the ether.

It is only through the personal generosity of Ben that what he had begun has seen the light of day. Thanks to him and others like him, the Babylon 5 Wars universe is immensely more well rounded than it should be.

JMS is known to have said that there are many untold stories out there in the Babylon 5 universe, and many worlds to explore therein. That we should explore it... that he wanted to "play the games".

Delenn has said that humans get their biggest strength because they build communities. Diverse and yet strong.

G'kar has written that no matter who we are, we are one.

Well I doubt Joe knew or expected what a strong and diverse community would grow out of his creation. To some, it was just a show. To others it was a great story. But for those who listened to the message, it was a dream, a hope, and a way to live.

I think this is most apparent with the Internet community. Take a look at any Babylon 5 related site and you will note three rare things right away. The first is that the show has a very loyal following. That the fans of yesterday are still fans today.

Second is the fact that every site, project, forum, you name it, is ripe with people from all over the world, from all walks of life, coming together for a common purpose. And most do more than just sit around. It is a rare think indeed that I see more contributions and offers for help from volunteers than on Babylon 5 sites.

The third is that Babylon 5 continues. It has been years since any new material has come out, yet what was written endures. What is built endures. The Babylon 5 community (albeit, less active) is practically as strong now as it was 7 years ago. Because there are those of us who care, and won't let a dream like Babylon 5 die, and we believe that some things are bigger, and more important than ourselves and a profit.

It is for this reason that I believe we have Showdowns 9, and other books like it that were similarly stuck in limbo, to enjoy today. And it is in this spirit that I wanted to say thanks to JMS, Bruce, Robert, the rest of AOG, Ben, Mike, Rich, and all the others who Helped to produce Babylon 5 Wars, and/or released their hard work to the community for nothing more than camaraderie.

For years, this material has been posted on the net as a collection of random files. I thought it deserved to be formatted, and presented respectably, consider it my "Thank You".

B5 Wars Lives Online

B5Wars.net is THE Player Resource for the Babylon 5 Wars universe! From a worldwide player registry, to discussion forums, & information including the greatest online resources, & where to buy the hard to find official Babylon 5 Wars products. This is your one-stop shop for everything related to the game systems in the Babylon 5 Wars universe. The B5 Wars game continues to [unofficially] grow and evolve through it's members who still regularly put out new material. Check it out at **www.b5wars.net**.

Name: _____ Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Hastan Escort Frigate

SPECS
Class: Hvy Combat Vsl
In Service: 2243
Point Value: 800
Ramming Factor: 210
Jump Delay: n/a

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

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	4	5	5	6	6

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

HANGAR
0 Fighters
2 Shuttles: Thrust: 8
Armor: 2   Defense: 9/9

WEAPON DATA

Hvy Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: –1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: –1
Rate of Fire: 1 per 2 turns
④

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
①

FORWARD HITS
1-4:   Retro Thrust
5-8:   Fusion Cannon
9-10:   Heavy Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-10:   Fusion Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8:   Primary Struct
9-11:   Port/Stb Thrust
12-14: Sensors
15-16: Engine
17:     Hangar
18-19: Reactor
20:     C & C

SPECIAL NOTES
Gravitic Drive System

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

FORWARD

PRIMARY

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Fusion Cannon
Hvy Fusion Cannon

Maitau Variant (Uncommon)
Version 1: 2E/S9

Name: _____ Counter: _____

Yolu Maishan Strike Frigate

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Medium Ship
In Service: 2251
Point Value: 750
Ramming Factor: 70
Jump Delay: N/A

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

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
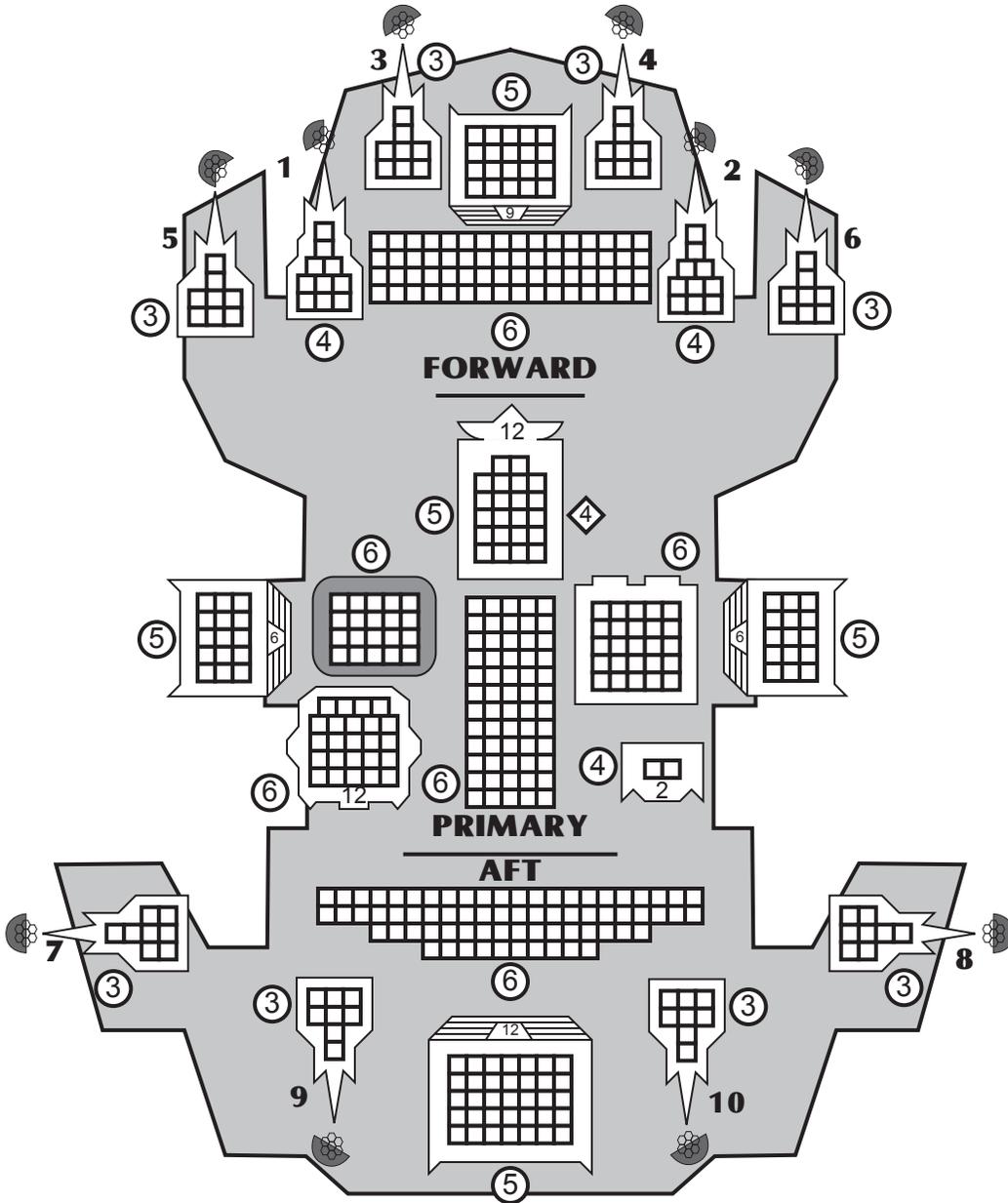Extra Power: +2
Initiative Bonus: +12

WEAPON DATA
Hvy Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

HANGAR
0 Fighters
1 Shuttle: Thrust: 8
Armor: 2   Defense: 9/9

FORWARD HITS
1-4:   Retro Thrust
5-7:   Heavy Fusion Cannon
8-10:   Fusion Cannon 4 or 5
11-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-8:   Fusion Cannon 8 or 9
9-17:   Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10:   Port/Stb Thrust
11-12: Fusion Cannon 6 or 7
13-14: Sensors
15-16: Engine
17:     Hangar
18-19: Reactor
20:     C & C

SPECIAL NOTES
Gravitic Drive System

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

FORWARD

PORT

STARBOARD

PRIMARY

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Fusion Cannon
Fusion Cannon

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Maitau Variant (Common)
Version 1: 2E/S9

Name: _____   Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Malau Attack Frigate

SPECS
Class: Medium Ship
In Service: 2012
Point Value: 625
Ramming Factor: 70
Jump Delay: N/A

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

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +12

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

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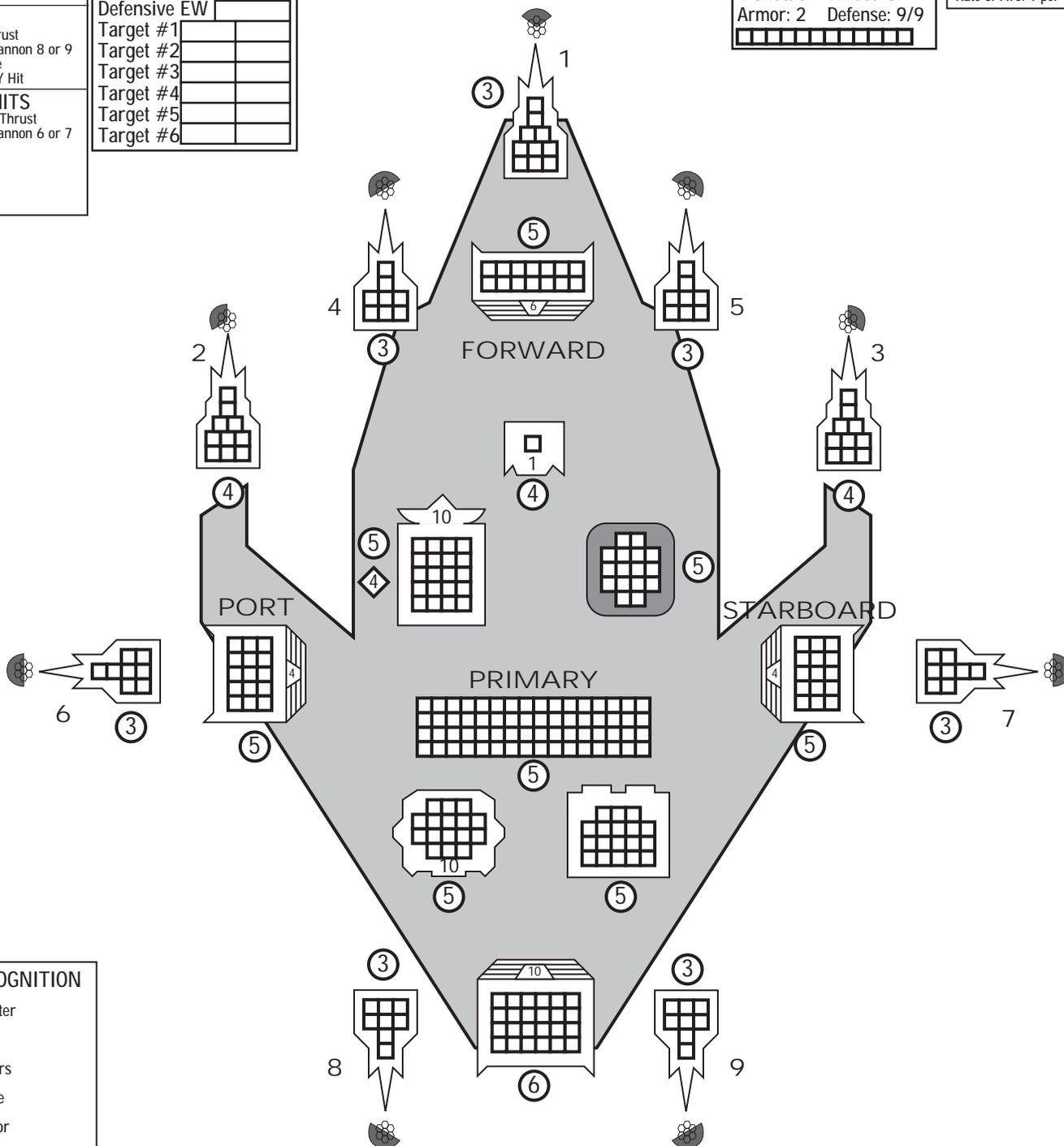Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
1 Shuttle: Thrust: 8
Armor: 2   Defense: 9/9

FORWARD HITS
1-4:   Retro Thrust
5-7:   Molecular Disruptor
8-10:   Fusion Cannon 4 or 5
11-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-8:   Fusion Cannon 8 or 9
9-17:   Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10:   Port/Stb Thrust
11-12: Fusion Cannon 6 or 7
13-14: Sensors
15-16: Engine
17:     Hangar
18-19: Reactor
20:     C & C

SPECIAL NOTES
Gravitic Drive System

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
Molecular Disruptor
Fusion Cannon

FORWARD

PORT

STARBOARD

PRIMARY

Name: _____ Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Nashana Light Cruiser

SPECS
Class: Capital Ship
In Service: 2244
Point Value: 950
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING
Turn Cost: 2/3 x Speed
Turn Delay: 1/2 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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: +4
Initiative Bonus: +1

HANGAR
6 Fighters
2 Shuttles: Thrust: 8
Armor: 2   Defense: 9/9

WEAPON DATA

Destabilizer Beam
Class: Molecular
Modes: Piercing
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor
as if it were 1 point lower.
Add 1d10 damage for each 4
extra power (max +4d10)

Hvy Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
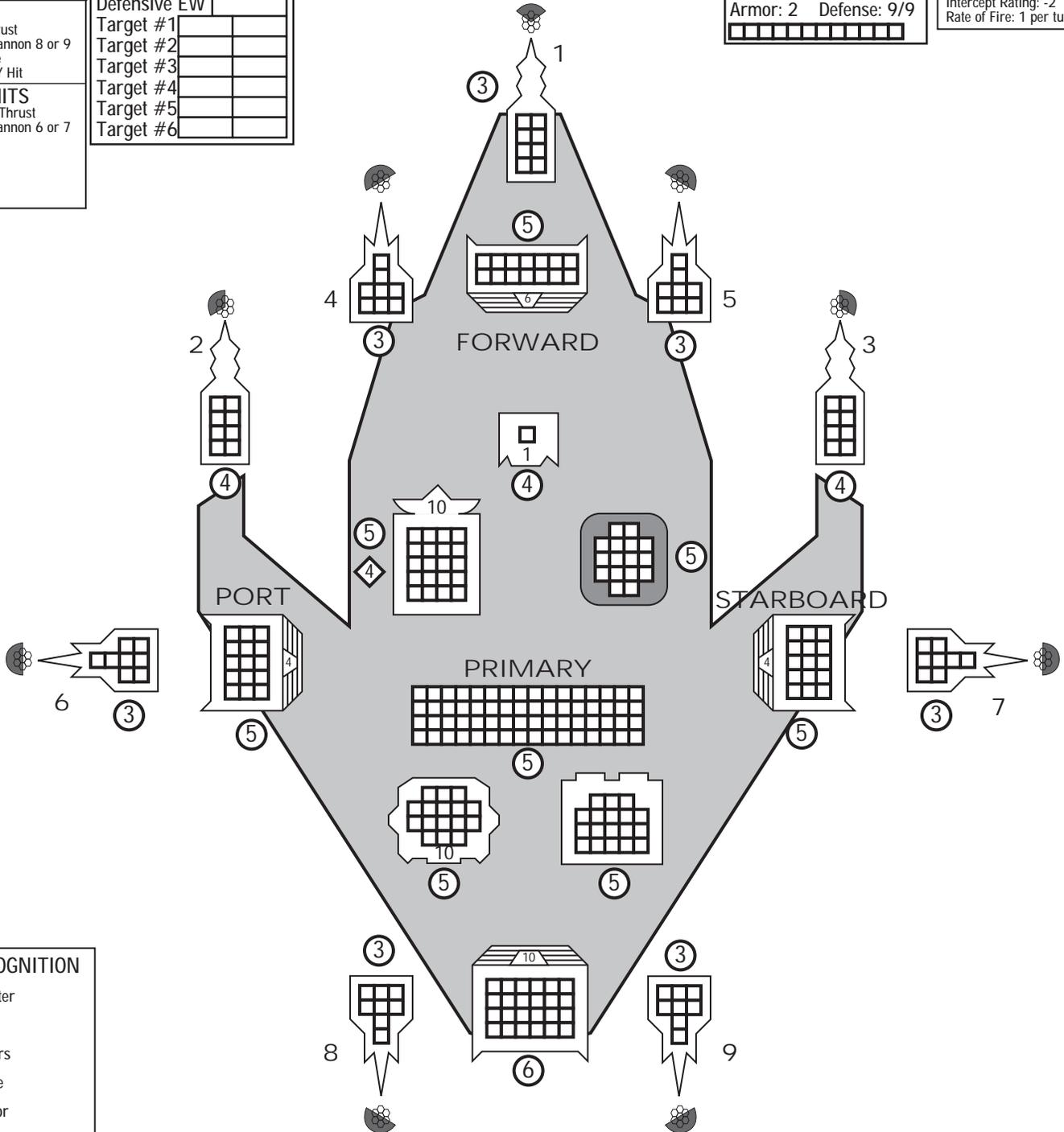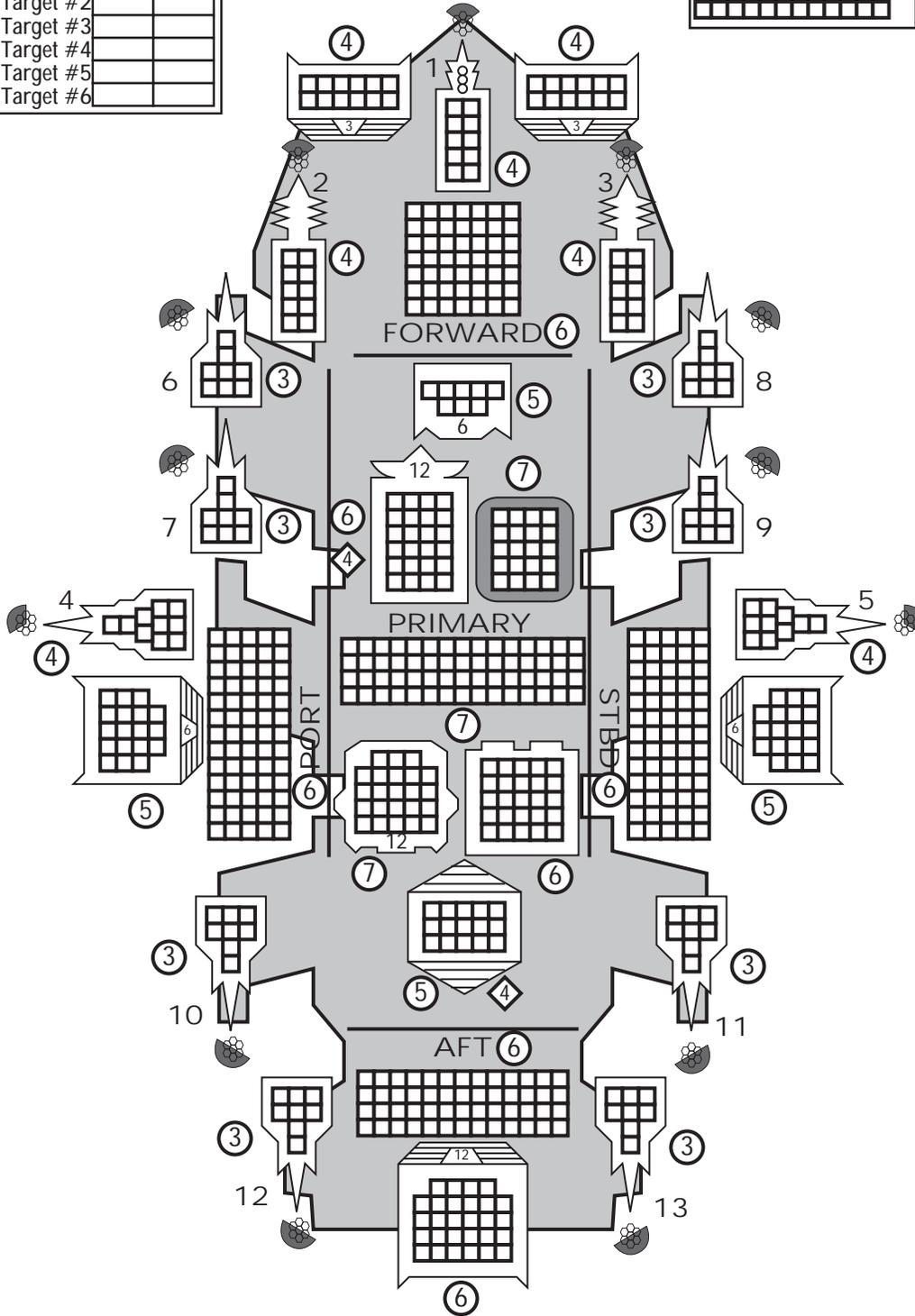Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

FORWARD HITS
1-4: Retro Thrust
5-6: Destabilizer Beam
7-10: Fusion Agitator
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Heavy Fusion Cannon
7-10: Fusion Cannon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Fusion Cannon
11-18: 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
Gravitic Drive System

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

FORWARD

PRIMARY

PORT

STBD

AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Fusion Agitator
Hvy Fusion Cannon
Fusion Cannon
Destabilizer Beam

Notali Variant (Common)
Version 1: 2E/S9

Name: _____   Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Nossan Cargo Carrier

SPECS
Class: Capital Ship
In Service: 2260
Point Value: 600
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING
Turn Cost: 1x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 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	2	3	4	4	5	6	6	7	8	8

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA
Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

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

FORWARD HITS
1-4:   Retro Thrust
5-7:   Molecular Disruptor
8-9:   Fusion Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-6:   Port/Stb Thrust
7-8:   Cargo A/B
9-10:   Fusion Cannon
11-12: Cargo C/D
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6:   Main Thrust
7-8:   Fusion Cannon
9-10:   Molecular Disruptor
11-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Gravitic Drive System

SENSOR DATA
Defensive EW

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

HANGARS
0 Fighters
4 Cargo Shuttles: Thrust: 3
Armor: 0   Defense: 12/12

FORWARD

PORT

STARBOARD

PRIMARY

AFT

A

B

C

D
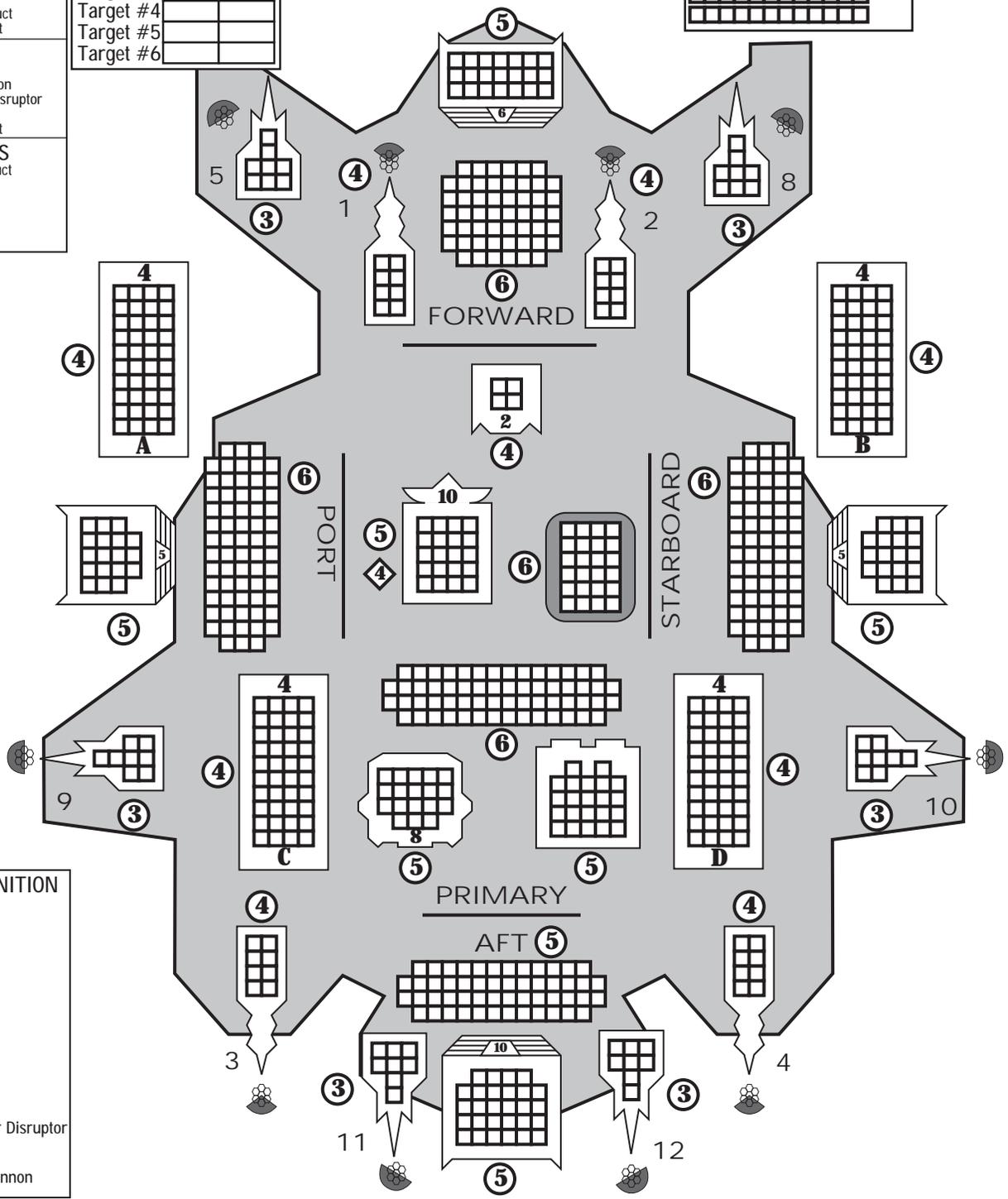
ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Molecular Disruptor
Fusion Cannon

Notali Variant (Common)
Version 1: 2E/S9

Name: _____   Counter: _____

Yolu Notai Assault Carrier

SPECS
Class: Capital Ship
In Service: 2096
Point Value: 950
Ramming Factor: 300
Jump Delay: N/A

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

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	4	5	5	6	6

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

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

FORWARD HITS
1-4:	Retro Thrust
5-7:	Molecular Disruptor
8-9:	Fusion Cannon
10-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS
1-6:	Port/Stb Thrust
7-8:	Molecular Disruptor
9-10:	Fusion Cannon
11-12:	Port/Stb Hangar
13-18:	Port/Stb Struct
19-20:	PRIMARY Hit

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

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

SPECIAL NOTES
Gravitic Drive System

SENSOR DATA
Defensive EW

Target #
Target #
Target #
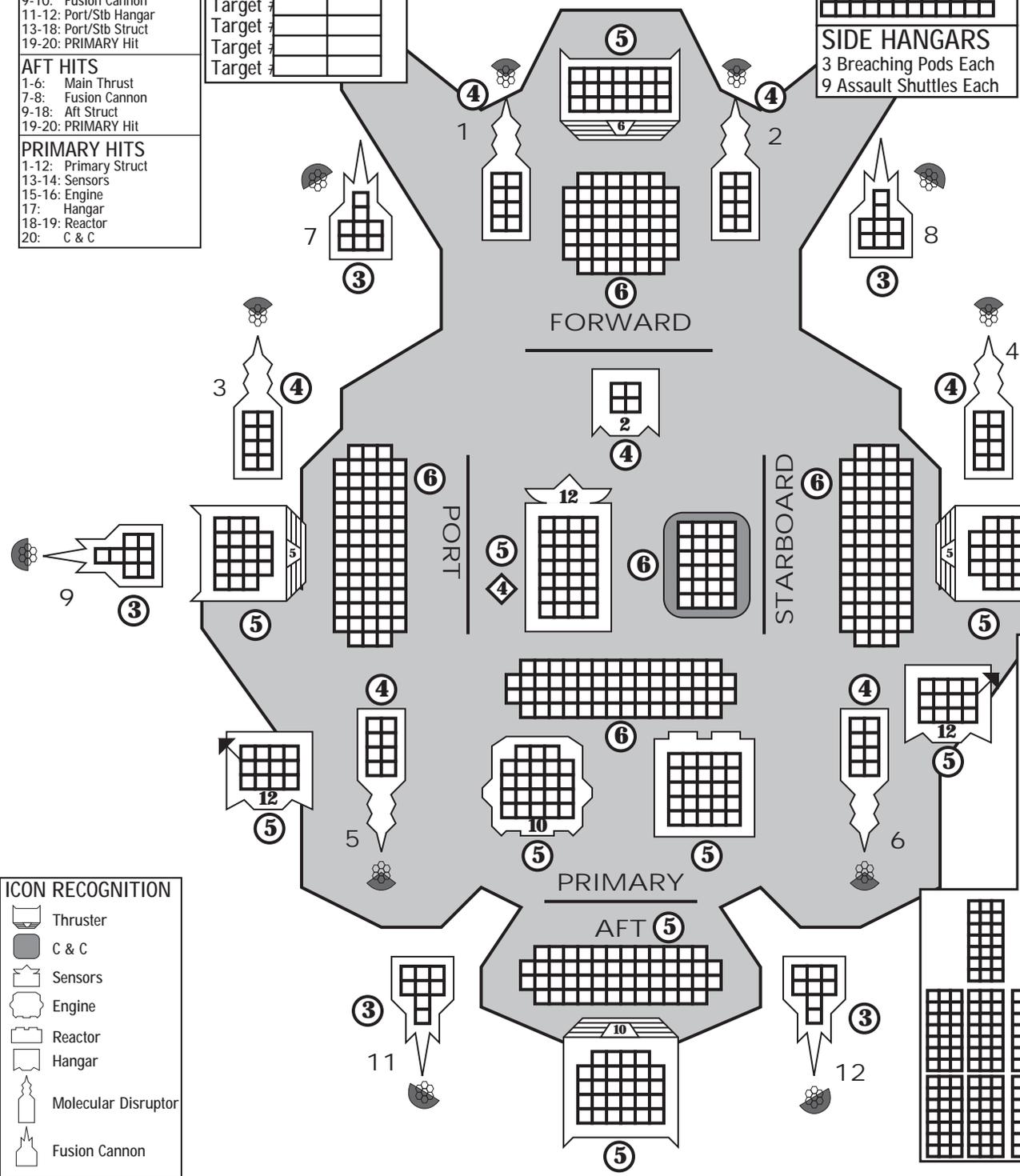Target #
Target #
Target #

MAIN HANGAR
0 Fighters
2 Breaching Pods
2 Shuttles: Thrust: 8
Armor: 2   Defense: 9/9

SIDE HANGARS
3 Breaching Pods Each
9 Assault Shuttles Each

YOLU YONOR BREACHING POD
Cost: 50   Defense: 10/10
Thrust: 8   Offense: 0
Armor: 5   Initiative: +9
No Weapons

YOLU NATHOR ASSAULT SHUTTLE
Cost: 40   Defense: 10/10
Thrust: 8   Offense: +3
Armor: 5   Initiative: +9
1 Light Fusion Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Firing Arc:

FORWARD
PORT
STARBOARD
PRIMARY
AFT

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Molecular Disruptor
Fusion Cannon

Ulana Variant (Rare)
Version 1: 2E/S9

Name: _____ Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Udran Command Cruiser

SPECS
Class: Capital Ship
In Service: 2241
Point Value: 1375
Ramming Factor: 370
Jump Delay: 18 Turns

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

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	2	2	3	4	4	5	6	6	7	8	

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 6/1
Extra Power: +4
Initiative Bonus: +0

WEAPON DATA

Destabilizer Beam
Class: Molecular
Modes: Piercing
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)

Hvy Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Molecular Flayer
Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Destroys 1 point of armor on all facing systems and structure

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

FORWARD HITS
1-3: Retro Thrust
4-6: Fusion Agitator
7-9: Destabiliser Beam
10-11: Jump Drive
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Molecular Flayer
7-8: Heavy Fusion Cannon
9-12: Fusion Cannon
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Heavy Fusion Cannon
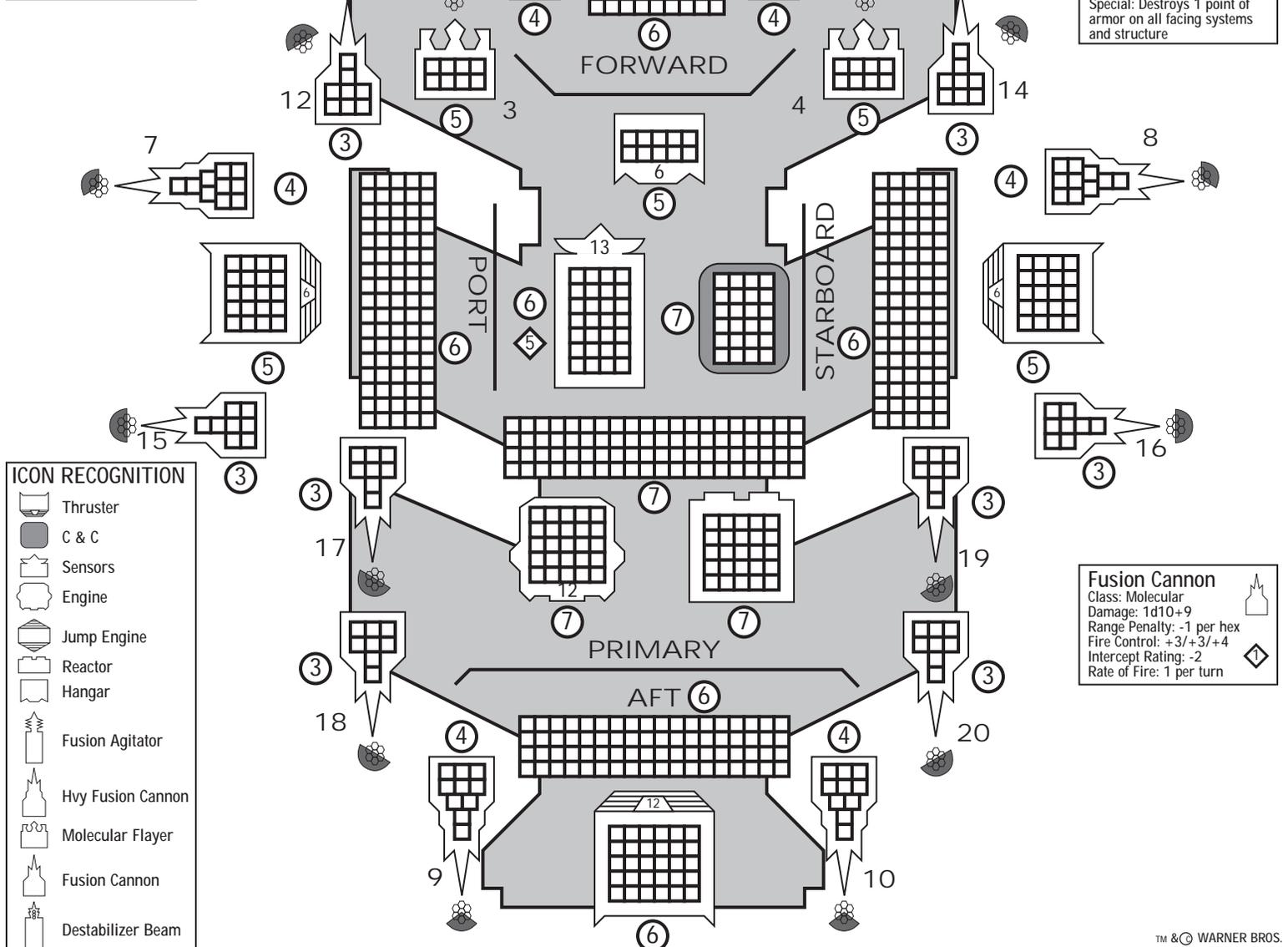10-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Gravitic Drive System
+1 initiative to all Yolu ships in the scenario

SENSOR DATA
Defensive EW

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

HANGAR
6 Fighters
4 Shuttles: Thrust: 8
Armor: 2   Defense: 9/9

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Fusion Agitator
Hvy Fusion Cannon
Molecular Flayer
Fusion Cannon
Destabilizer Beam

FORWARD
PORT
STARBOARD
PRIMARY
AFT

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Version 1: 2E/S10

Name: _____   Counter: _____

Yolu Falaren Starbase

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Enormous Base
In Service: 2113
Point Value: 7000
Ramming Factor: 940
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: N/A
Extra Power: +18
Initiative Bonus: N/A

WEAPON DATA

Molecular Flayer
Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Destroys 1 point of armor on all facing systems and structure

Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1dd10 damage for each 4 extra power (max +4d10)

SECTION HITS
1-2: Molecular Flayer
3-5: Fusion Cannon
6: Molecular Agitator
7-8: Destabiliser Beam
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Cargo
11-13: Sensors
14-16: Hangar
17-18: Reactor
19-20: C & C

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

HANGARS
24 Fighters
3 Shuttles: Thrust:8
Armor: 2   Defense: 9/9

ICON RECOGNITION
C & C
Sensors
Reactor
Hangar
Cargo
Destabilizer Beam
Fusion Agitator
Molecular Flayer
Fusion Cannon

Destabilizer Beam
Class: Molecular
Modes: Piercing only
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

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Name: _____   Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Early Defence Satellites (4)

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P   ◇6
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of
structure armor on facing side

Fusion Cutter
Class: Molecular
Modes: Raking (6)   ◇4
Damage: 4d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

SPECS
Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

Post 1800 Satellite refit
After 1800 these OSATs were
upgraded with new sensors, raising
EW to 8 and increasing the points
cost by 15.

PRIMARY HITS
1-8:   Primary Struct
9-11:   Thruster
12-15: Weapons 1-3
16-17: Sensors
18-20: Reactor

Lassanka Class Disruptor OSATs
Common Availability
Available: 1070
Cost: 210
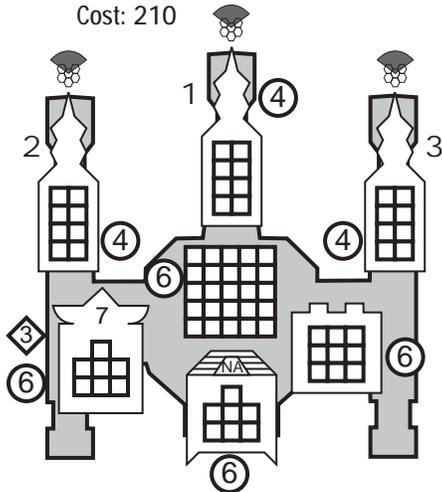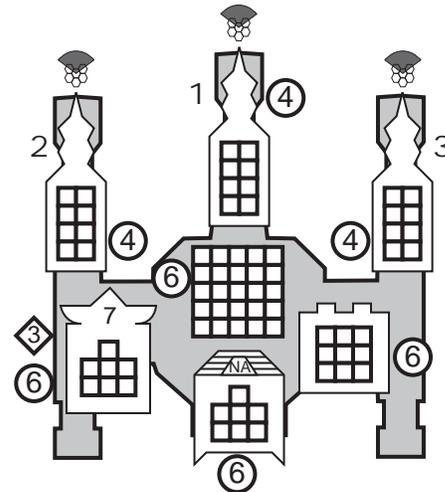
Lacanna Class Cutter OSATs
Common Availability
Available: 1315
Cost: 175
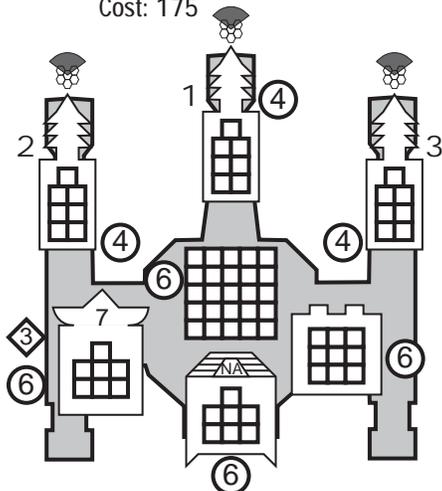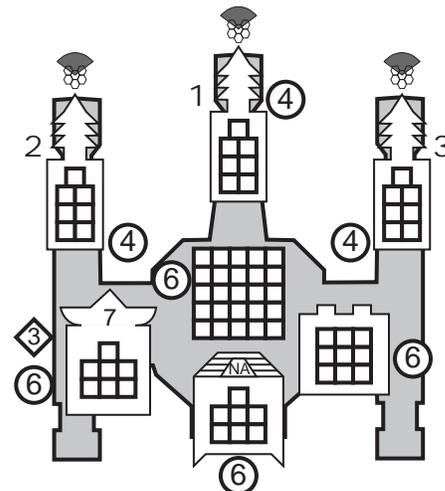
ICON RECOGNITION
Thruster   Reactor   Molecular Disruptor
Sensors   Fusion Cutter

← OSAT #1

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

OSAT #2 →

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

← OSAT #3

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

OSAT #4 →

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

Name: _____ Counter: _____

BABYLON 5 WARS 2ND EDITION

Yolu Defence Satellites (4)

SPECS
Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Molecular Flayer
Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Destroys 1 point of armor on all facing systems and structure

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

PRIMARY HITS
1-8:   Primary Struct
9-11:   Thruster
12-13: Fusion Cannon/Flayer
14-15: Fusion Cannon
16-17: Sensors
18-20: Reactor

Lamanna Class Flayer OSATs
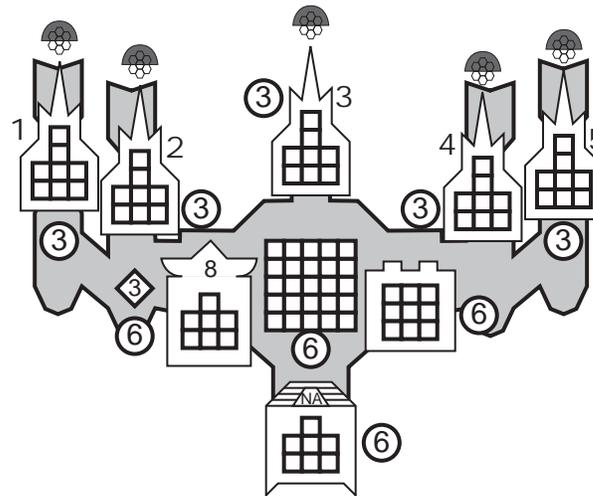Rare Availability
Available: 2238
Cost: 250
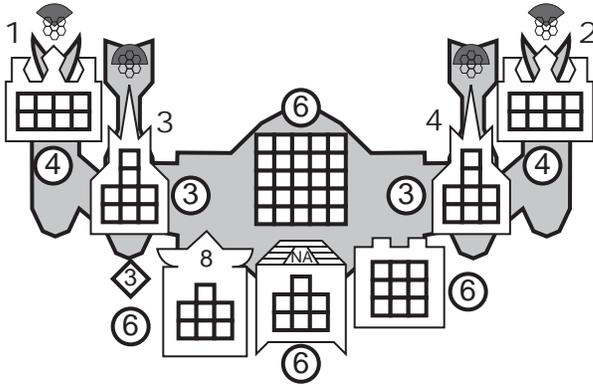
← OSAT #1
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	
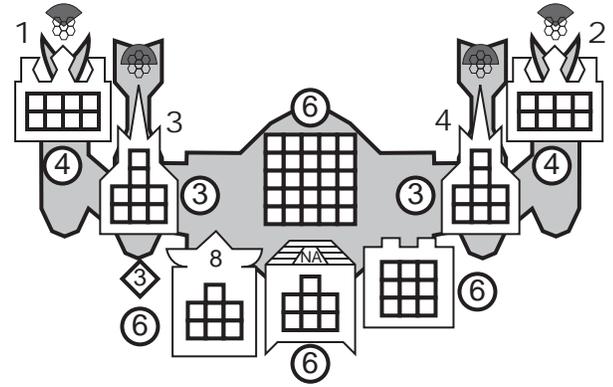
OSAT #2 →
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Lashassi Class Fusion OSATs
Common Availability
Available: 2236
Cost: 180

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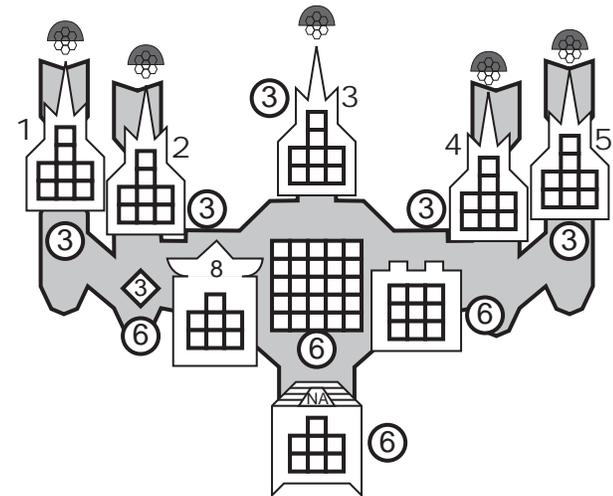
OSAT #4 →
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION
Thruster   Reactor   Molecular Flayer
Sensors   Fusion Cannon

Name: _____ Counter: _____

BABYLON 5 WARS 2ND EDITION

Yolu Defence Satellites (4)

SPECS
Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Destabilizer Beam
Class: Molecular
Modes: Piercing only
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)
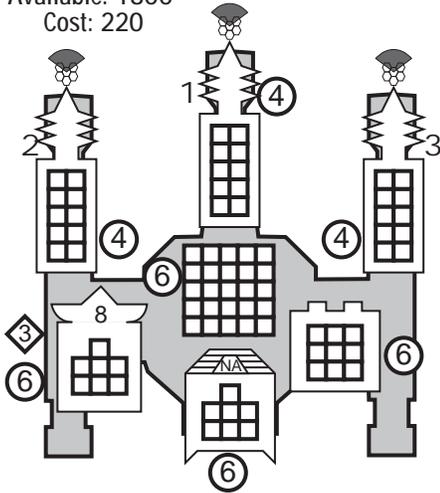
Fusion Cannon
Class: Molecular
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

PRIMARY HITS
1-8: Primary Struct
9-11: Thruster
12-14: Agitator/Destabilizer
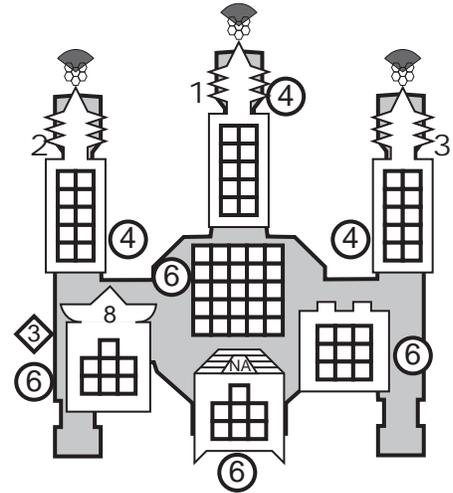15: Fusion Cannon/Agitator
16-17: Sensors
18-20: Reactor

Lashanna Class Agitator OSATs
Common Availability
Available: 1800
Cost: 220

Lamassa Class Destablizer OSATs
Uncommon Availability
Available: 1730
Cost: 260
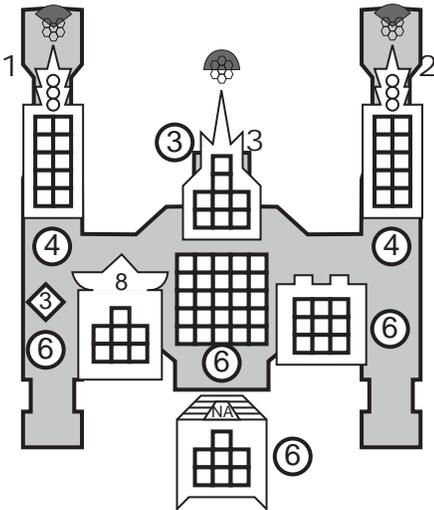
← OSAT #1

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

OSAT #2 →

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

← OSAT #3

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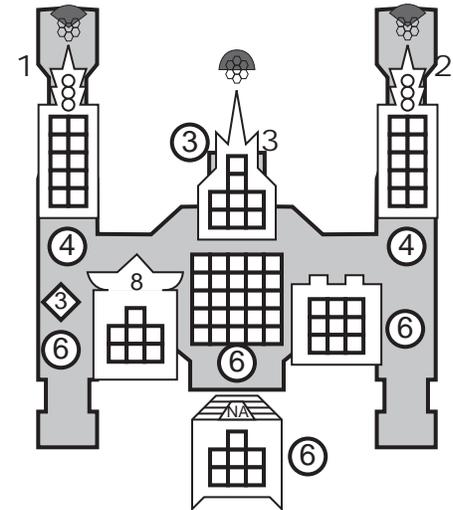
OSAT #4 →

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

ICON RECOGNITION
Thruster
Reactor
Destabilizer Beam
Sensors
Fusion Agitator
Fusion Cannon

BABYLON WARS
2ND EDITION

Version 1: 2E/S9

Name: _____   Counter: _____

Yolu Early Defence Satellites (4)

SPECS
Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

Post 1800 Satellite refit
After 1800 these OSATs were upgraded with new sensors, raising EW to 8 and increasing the points cost by 15.

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

WEAPON DATA

Super Heavy Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 4d10+32
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/--
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns
Special: Destroys 2 points of structure armor on facing side

Lt Molec. 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 per 3 hits.

PRIMARY HITS
1-8:   Primary Struct
9-11:   Thruster
12-14: Disruptor
15:     Fusion Cannon
16-17: Sensors
18-20: Reactor

Lassan Class Super Heavy Disruptor OSATs
Uncommon Availability
Available: 1260
Cost: 200
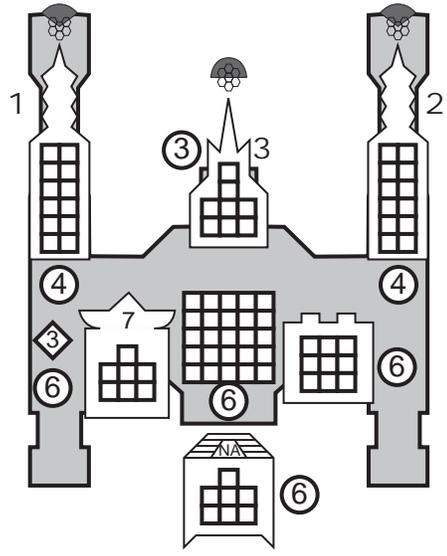
← OSAT #1

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

OSAT #2 →

SENSOR DATA
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	
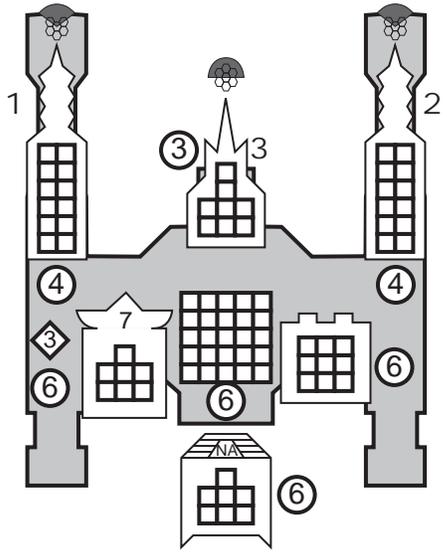
Lanassa Class Light Disruptor OSATs
Common Availability
Available: 1182
Cost: 225

← OSAT #3

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

OSAT #4 →

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

ICON RECOGNITION
Thruster
Reactor
Super Heavy Molecular Disruptor
Sensors
Fusion Cannon
Lt Molecular Disruptor

Name: _____   Counter: _____

BABYLON 5 WARS
2ND EDITION

Yolu Defence Satellites (4)

SPECS
Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

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

WEAPON DATA

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

Early Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower.

PRIMARY HITS
1-8:   Primary Struct
9-11:   Thruster
12-14: Agitator/Penetrator
15:     Fusion Cannon/Agitator
16-17: Sensors
18-20: Reactor

Lasolla Class
Early Agitator OSATs
Common Availability
Available: 1800
Cost: 200

OSAT #1

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

OSAT #2

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

Lasann Class Penetrator OSATs
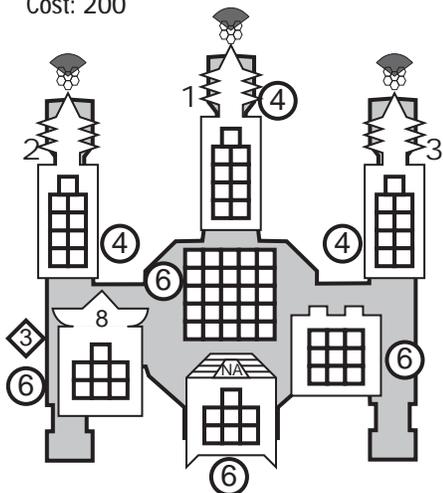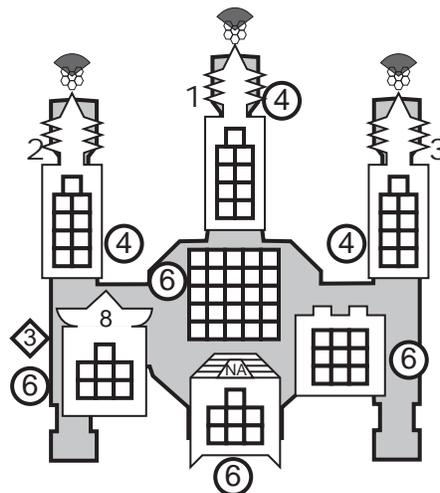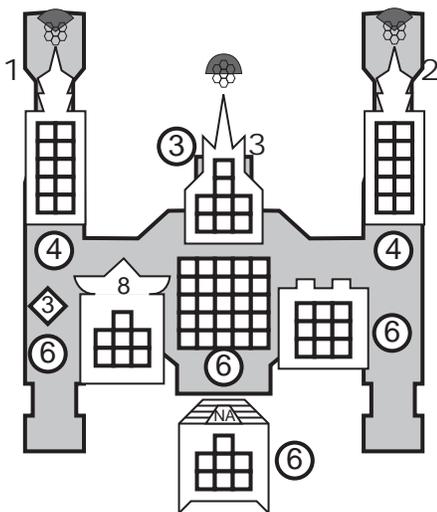Uncommon Availability
Available: 1730
Cost: 235

OSAT #3

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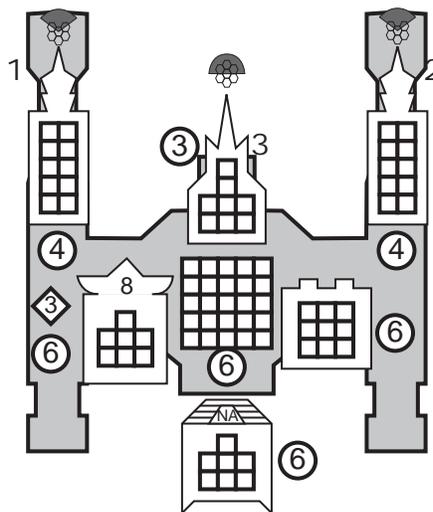
OSAT #4

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

ICON RECOGNITION
Thruster   Reactor   Molecular Penetrator
Sensors   Early Fusion Agitator   Fusion Cannon

Version 1: 2E/S9

Name: _____ Counter: _____

Kor-Lyan Kolosk Battlecruiser

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Medium Ship
In Service: 1972
Point Value: 325
Ramming Factor: 60
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Def: 13
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +11

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 Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

HANGAR
0 Fighters
1 Shuttle: Thrust: 3
Armor: 0   Defense: 9/9
☐☐☐☐☐☐☐

FORWARD HITS
1-4:   Retro Thrust
5-6:   Missile Rack
7-8:   Light Particle Cannon
9:       Light Particle Bolt
10-17: Structure
18-20: PRIMARY Hit
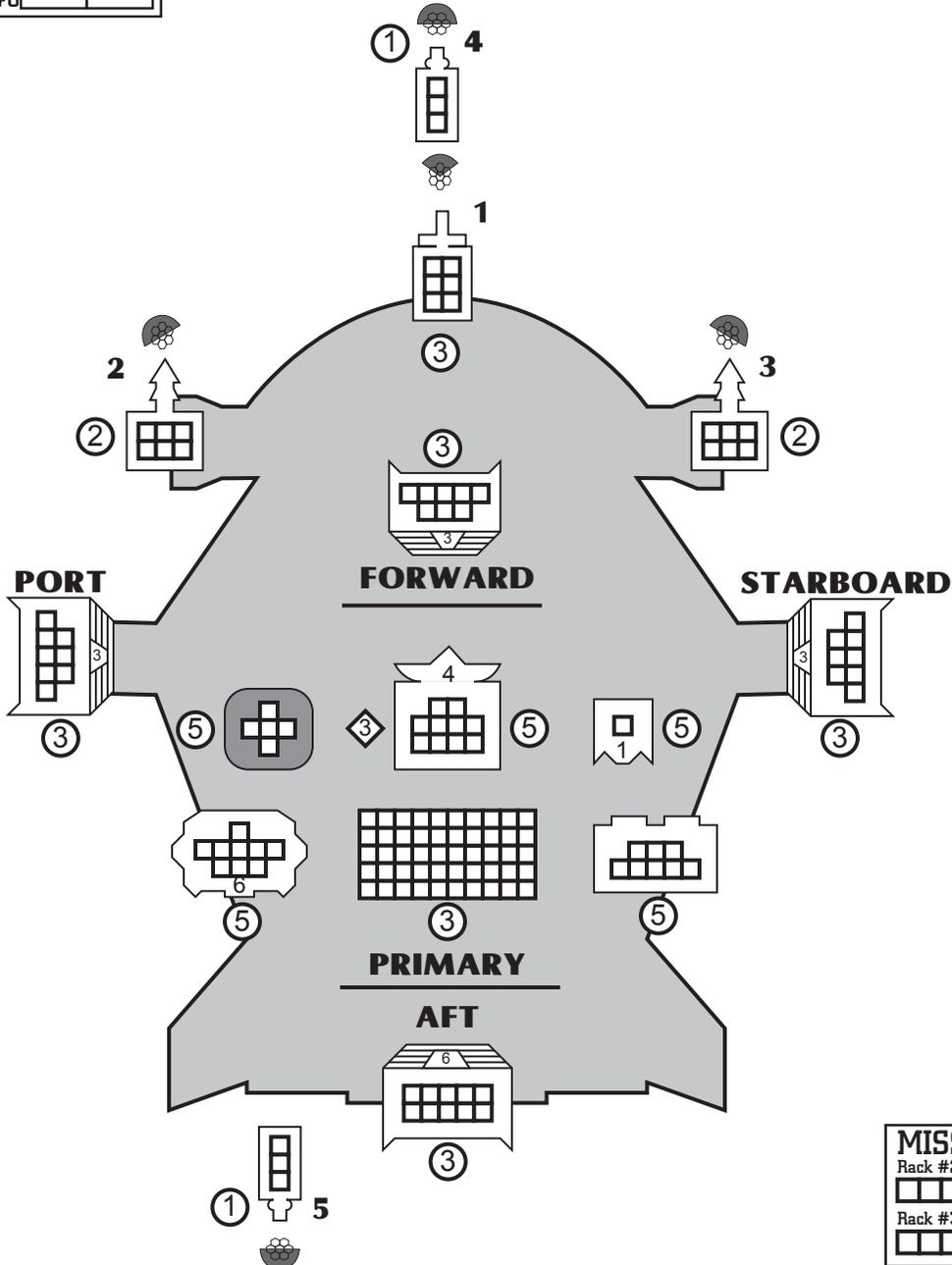
AFT HITS
1-4:   Main Thrust
5-6:   Light Particle Bolt
7-17:   Structure
18-20: PRIMARY Hit

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

SPECIAL NOTES
Primitive Sensors
 (May not boost EW using power)

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
Class-SO Missile Rack
Lt Particle Cannon
Light Particle Bolt

FORWARD

PORT

STARBOARD

PRIMARY

AFT

MISSILES
Rack #2
☐☐☐☐☐☐ ☐☐☐☐☐☐
Rack #3
☐☐☐☐☐☐ ☐☐☐☐☐☐

Version 1: 2E/Expanded Universe

Name: _____ Counter: _____

Kor•Lyan Kosha Light Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2219
Point Value: 525
Ramming Factor: 220
Jump Delay: NA

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
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

Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
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

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

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

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

FORWARD HITS
1-4: Retro Thrust
5-7: Particle Cannon
8: Class-D missile rack
9: Standard Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Class-L missile rack
8: Class-D missile rack
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Class-L missile rack
10-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Atmospheric Capable

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

Early Kosha Cruiser 2190-2219
From 2190-2219, replace all Class-L racks with Class-S missile racks and lower the cost of the ship by 25 points.

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1   Defense: 9/9
2 Weapon Hardpoints
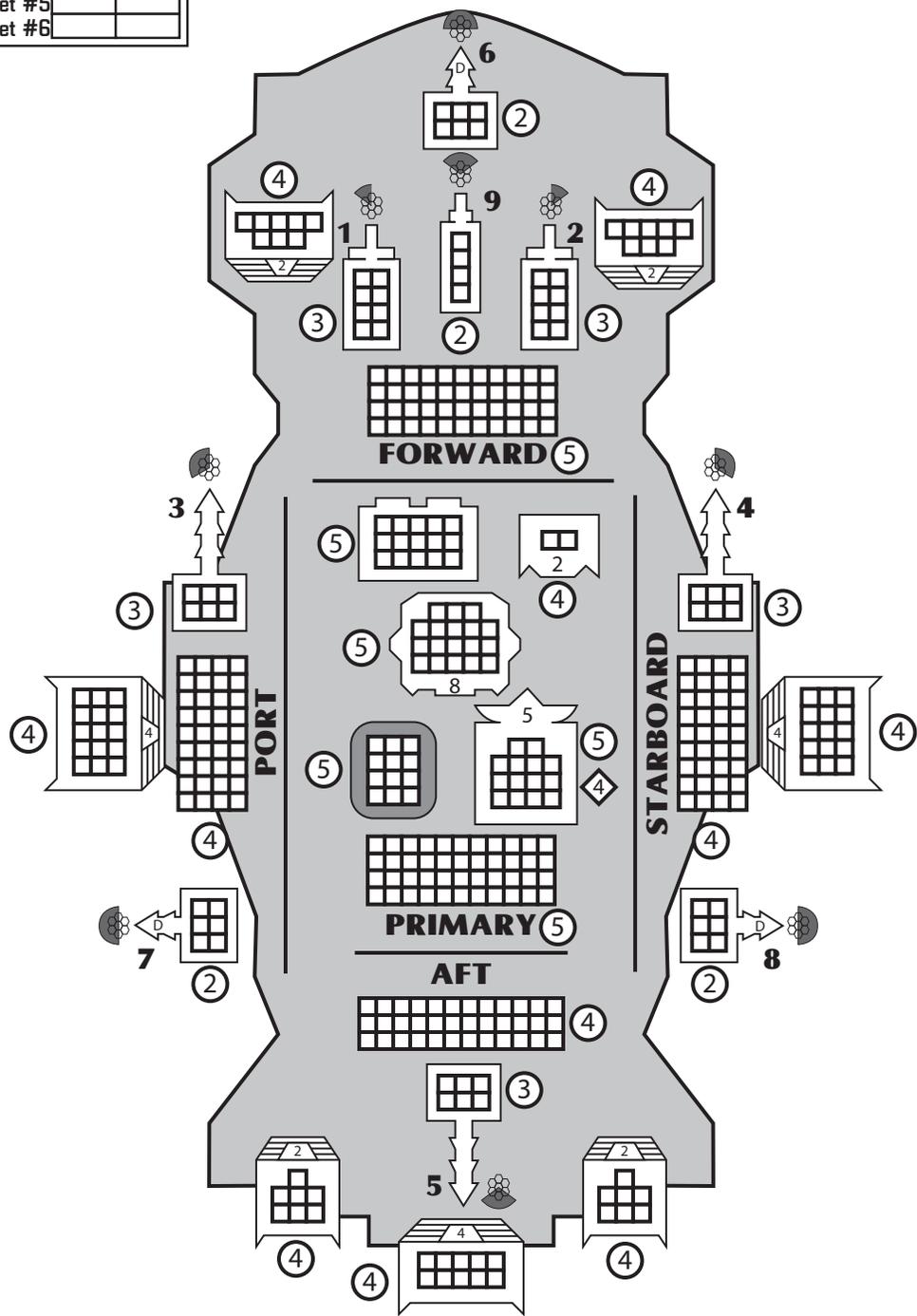
ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-L Missile Rack
- Class-D Missile Rack
- Std Particle Beam
- Particle Cannon

MISSILES
Rack #1 (L)
Rack #2 (L)
Rack #3 (L)
Rack #6 (D)
Rack #7 (D)
Rack #8 (D)

Kor•Lyan Soska Missile Cruiser

BABYLON 5 WARS
2ND EDITION

SPECS
Class: Capital Ship
In Service: 2230
Point Value: 575
Ramming Factor: 220
Jump Delay: NA

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 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 Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +2
Initiative Bonus: +0

WEAPON DATA

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

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

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
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1   Defense: 9/9
2 Weapon Hardpoints

FORWARD HITS
1-4: Retro Thrust
5-7: Class-L missile rack
8: Class-D missile rack
9: Standard Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Class-L missile rack
8: Class-D missile rack
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Reload rack
10-18: Aft Struct
19-20: PRIMARY Hit

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

SPECIAL NOTES
Atmospheric Capable

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
Class-L Missile Rack
Class-D Missile Rack
Std Particle Beam
Reload Rack

FORWARD
PORT
STARBOARD
PRIMARY
AFT

MISSILES
Rack #1 (L)
Rack #2 (L)
Rack #3 (L)
Rack #4 (L)
Rack #5 (D)
Rack #6 (D)
Rack #7 (D)

Reload Rack

This Supplement Contains:

SOME FOUGHT FOR PRIDE, SOME FOUGHT FOR HONOR, SOME FOUGHT FOR DEFENSE AND FEAR, AND STILL OTHERS FOUGHT BECAUSE IT WAS THE ONLY THING THEY EVER KNEW.

IT ALL STARTED AS A SERIES OF BORDER RAIDS. THEN LITTLE SKIRMISHES, WHICH GREW INTO CRUSADES OF FIRE. BUT NO ONE SAW THE PATTERNS SLOWLY FORMING AROUND THEM ALL. NO ONE PERCEIVED THE MASTERS PULLING THE STRINGS IN THE BACKGROUND, AND NO ONE WAS PREPARED WHEN THE SHADOW WAR CAME UPON THEM ALL.

THE GALAXY AWAITS THOSE WHO ARE STRONG OF WILL AND BRAVE OF HEART. VAST EMPIRES WILL CRUMBLE. WORLDS WILL UNITE. SOME WILL HEAR THE TRUMPET OF VICTORY, AND OTHERS WILL KNOW THE PRICE OF DEFEAT.

THIS BOOK IS AN UN-PUBLISHED SUPPLEMENT THAT WOULD HAVE FOCUSED ON AND EXPAND THE LEAGUE RACES AND HOW THEY WERE AFFECTED BY THE SHADOW WAR.

THE YOLU - WHAT WAS THE ROLE OF ONE OF THE OLDEST OF LEAGUE RACES IN THE LAST SHADOW WAR? WHAT EVENTS LED THEM OUT OF THIER ISOLATIONIST STANCE AND BACK INTO THE UNIVERSE?

WHEN THE SHADOWS CONVINCED MANY LEAGUE RACES TO FIGHT THEIR NEIGHBORS, RACES LIKE THE IPSHA AND KOR-LYAN SET THEIR SIGHTS ON YOLU TERRITORY. INCLUDED HERE IS WHAT WOULD HAVE DESCRIBED THE YOLU / KOR-LYAN CONFLICT OVER BETA 9, AND MORE.

THIS IS NOT A STAND ALONE PRODUCT AND REQUIRES BABYLON 5 WARS 2nd EDITION TO FULLY USE.

BW-PZ1 ORIGINAL MSRP - FREE

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