

# Babylon 5 - 2259 (post refit)

## Earth Alliance



Specs	
Class	Base
Point value	3000
Deployment	Unique
In service	2259

Hangar	
Launch:	24/turn
Fighters total	48
Port	24
Stbd	24
Shuttles total	12
Fore	8
Stbd	2
Port	2

Stats	
Ramming	1000

Select any section in arc to be hit

Section hits	
1	: SPB / Quad PB
2-3	: Interceptor
4-6	: Cargo / Hangar
7	: Reactor
8-18	: Structure
19-20	: PRIMARY hit
<b>PRIMARY HITS</b>	
1-10	: Structure
11	: Energy mine
12-13	: Heavy pulse cannon
14-15	: Sensors
16-17	: Hangar
18	: Cargo
19	: Reactor
20	: C&C

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Heavy Pulse	Pulse	-1	1/3	Std	-1/ 2hexes	+4/+3/-1	d 5 x 15
Standard P. Beam	Particle	-2	1	Std	-1 / hex	+4/+4/+4	d10 + 6
Quad particle beam	Particle	-2	4	Std	-1 / hex	+4/+4/+4	d10 + 6
Interceptor Mk-II	Particle	-4	1	Std	-2 / hex	--/-/+8	d10 + 8
Energy Mine*	Ballistic	n/a	1/2	Flash	50 hexes	n/a	30/10

\*Energy mine 15 to hit. If miss d10 1-6 = direction 7-0 = fizzle : Distance = d5; max half of range

System	Power	Turn 1	2	3	4	5	6	7	8
1. Heavy Pulse Cannon	4								
2. Heavy Pulse Cannon	4								
3. Heavy Pulse Cannon	4								
4. Heavy Pulse Cannon	4								
5. Energy Mine	4								
6. Energy Mine	4								
7. Std. Particle Beam	1								
8. Std. Particle Beam	1								
9. Quad particle beam	4								
10. Quad particle beam	4								
11. Quad particle beam	4								
12. Quad particle beam	4								
13. Std. Particle Beam	1								
14. Std. Particle Beam	1								
15. Interceptor Mk II	2								
16. Interceptor Mk II	2								
17. Interceptor Mk II	2								
18. Interceptor Mk II	2								
19. Interceptor Mk II	2								
20. Interceptor Mk II	2								
21. Interceptor Mk II	2								
22. Interceptor Mk II	2								
23. Interceptor Mk II	2								
24. Interceptor Mk II	2								
25. Interceptor Mk II	2								
26. Interceptor Mk II	2								
Extra power available +0									
EW bought									
EW total 8+8=16									
Defensive EW									
CCEW									
Target 1									
Target 2									
Target 3									
Target 4									
Target 5									
Target 6									

