Galactic Terran Intelligence

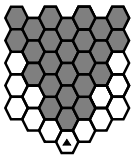
Loki Reconnaissance Fighter

BABYLON 5 WARS 2ND EDITION

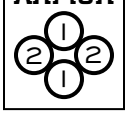
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Fighter	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 6
In Service: 2336	Turn Delay: 0	Stb/Port Defense: 8
Point Value: Variable	Accel/Decel Cost: 1 Thrust	Free Thrust: 12
Ramming Factor: 16	Pivot Cost: 1 Thrust	Offensive Bonus: +3
Jinking Limit: 8 Lvls	Roll Cost: 1 Thrust	Initiative Bonus: +18

Shielding System
May boost shield recharge to 3 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

Countermeasures
Intercept Rating: -3 vs Ballistic
Rate of Fire: unlimited
Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Synpatic Bomb). Subject to intercept degradation.



ARMOR



SPECIAL NOTES
Jump Delay: 25 Turns
Can fire 1 missile per turn.
Ignores weapon restrictions for firing missiles.
Ftrs roll to hit seperately.
Damaged ftrs hit randomly.

WEAPON LOADOUTS

Prometheus
Number of Guns: 2 (linked)
Class: Particle
Damage: 1d5+2
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 68 each

Banshee
Number of Guns: 2 (linked)
Class: Particle
Damage: 1d3+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 70 each
Restricted Deployment (Elite)

Prometheus
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d5+2
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn

Flail
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d5+3
Range Penalty: -3 per 2 hexes
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 66 each
-1 Initiative Penalty to target ftr flight per weapon that hits. Penalty is applied next turn. Damage from Flail is only applied against shields.

MISSILE LOADOUTS

Interceptor
Class: Ballistic
Damage: 15
Max Launch Range: 12 hexes
Fire Control: +0/+0/-2
Loadout (SBank A): 1
Cost: 9 points each
Special: Ship armor doubled versus Interceptor.

EMP Missile
Class: Proximity (EM)
Damage: 5
Max Range: 13 hexes
Fire Control: --/--/--
Loadout (SBank A): 1
Cost: 4 points each
Special: Damage applied to all ftrs in one flight of attacker's choice in impact hex. Effects - All fighters in impact hex: Next turn offensive bonus halved to zero, -4 initiative. No missiles except MX-50 and Fury.

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2
Dropped Out	C C C C	C C C C	C C C C	C C C C
Ftr Destroyed	C C C C	C C C C	C C C C	C C C C

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ ☐

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2
Dropped Out	C C C C	C C C C	C C C C	C C C C
Ftr Destroyed	C C C C	C C C C	C C C C	C C C C

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ ☐

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4
	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2	4 / 16 / 2
Dropped Out	C C C C	C C C C	C C C C	C C C C
Ftr Destroyed	C C C C	C C C C	C C C C	C C C C

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ ☐

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