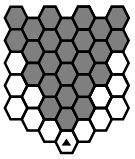
Galactic Terran-Vasudan Alliance

Serapis Advanced Interceptor

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Fighter	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 6
In Service: 2361	Turn Delay: 0	Stb/Port Defense: 6
Point Value: Variable	Accel/Decel Cost: 1 Thrust	Free Thrust: 12
Ramming Factor: 17	Pivot Cost: 2 Thrust	Offensive Bonus: +5
Jinking Limit: 8 Lvls	Roll Cost: 1 Thrust	Initiative Bonus: +19

Shielding System
May boost shield recharge to 5 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

Countermeasures
Intercept Rating: -4 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 Piranha Missile). Subject to intercept degradation.

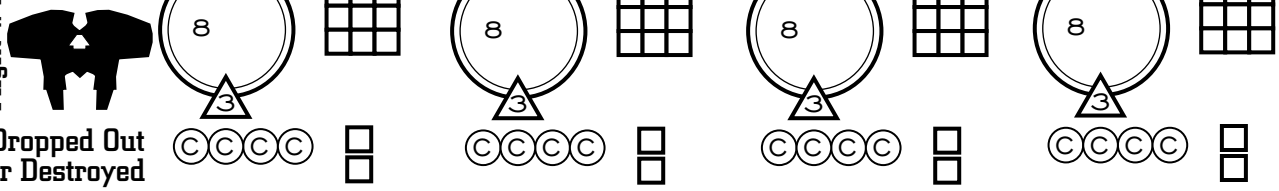


ARMOR

SPECIAL NOTES
Jump Delay: 20 Turns
-2 Dropout Bonus. Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles. Fighters roll to hit seperately. Damaged ftrs hit randomly.

Flight #1

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4



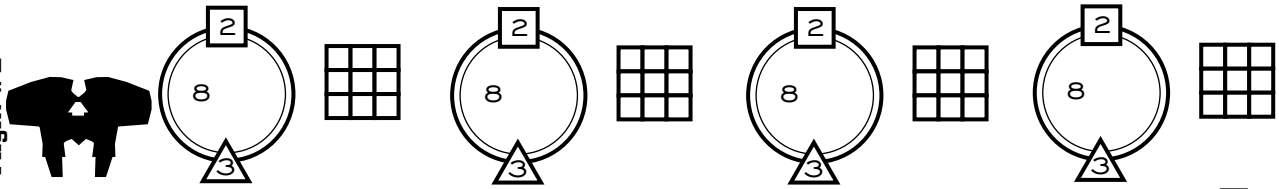
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ 5
SBank B: _____

Flight #2

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4



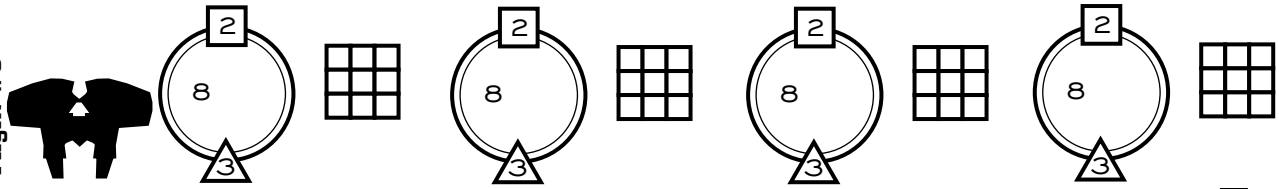
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ 5
SBank B: _____

Flight #3

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

SBank A: _____ 5
SBank B: _____

BABYLON 5 WARS
2ND EDITION

WEAPON LOADOUTS

Mekhu HL-7
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -4
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn

AND ONE OF:

Maxim
Number of Guns: 1 (linked)
Class: Matter
Damage: 8
Range Penalty: -1 per hex
Fire Control: +0/+0/-2
Intercept Rating: -2
(vs Slow Ballistic Only)
Rate of Fire: 1 per 2 turns
Base Fighter Cost: 41 each
Special: Damage reduced to 1 versus shielded target.

Prometheus (S)
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d3+6
Range Penalty: -1 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 44 each
In Service: 2367

Morning Star
Number of Guns: 1 (linked)
Class: Particle
Damage: 1d3+2
Range Penalty: -1 per hex
Fire Control: n/a
Intercept Rating: -1
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn
Base Fighter Cost: 39 each
-2 Initiative Penalty to target ftr flight per weapon that hits. Penalty applied next turn.

MISSILE LOADOUTS

Harpoon
Class: Ballistic
Damage: 10
Max Launch Range: 12 hexes
Loadout (SBank A): 6
Loadout (SBank B): 3
Cost: 10 points each

Hornet
Class: Ballistic
Damage: 1d6+4
Max Launch Range: 13 hexes
Fire Control: +0/+0/+2
Loadout (SBank A): 3
Loadout (SBank B): 2
Cost: 7 points each

Tornado
Class: Ballistic
Damage: 1d3+9
Max Launch Range: 15 hexes
Fire Control: +0/+0/+3
Loadout (SBank A): 2
Loadout (SBank B): 1
Cost: 13 points each

Trebuchet
Class: Ballistic
Damage: 24
Max Launch Range: 25 hexes
Fire Control: --/--/+0
Loadout (SBank A): 1
Loadout (SBank B): 1
Cost: 22 points each
Special: Firing flight must have higher initiative than target flight to fire Trebuchet.

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