Hiigaran Fleet Warbook

Table of Contents

History of the Hiigarans

FIGHTERS
Bolt Interceptor
Slingshot Assault Fighter
Acolyte Fighter Bomber
Crucible Defensive Fighter
Raven Scout Fighter

CORVETTES
Chatterbox
Flare
Minotaur
Bowman
Infestor

FRIGATES
Vengeance
Firelance
Crossbow
Razor
Hornet
Starlight
Prism

DESTROYERS
Paladin
Arbalest
Deacon
Cardinal

CARRIERS
Bishop
Strikebreaker
Shepherd

HEAVY CRUISER
Avatar

DREADNOUGHTS
Archangel
Chimera
Manticore

CREDITS

NOTICE

Their history:

The Hiigarans discovered a derelict spacecraft on their world through an accident involving a deep space telescope. Upon examining the derelict, they discovered they were not native to the world. The debate ran on for years what the information being discovered in the derelict could mean. They began developing all the available technologies. Designed and built three great motherships for a journey back to their birthworld. When they tested their new jump drives, an old automated system launched atmospheric ignition devices at their planet, killing everyone. The three Motherships, holding 1.5 million, were all that was left. They fought off Turanic Raiders, first with fighters, then later with more advanced frigates, destroyers, even heavy cruisers and carriers. They solved the mystery of the "Garden of Kadesh", a nebula in which ships had been lost for centuries. After battling their way through over two dozen systems, following the old maps, they located their home planet. It had been long ago treated in the same fashion as the world they came from; no atmosphere remained. The Hiigarans debated for several weeks, but finally decided to remain nomads, with no world to call home. They set about developing trade routes, by which they could create supply lines for the things they could not get themselves. They mined and sold ice to desert worlds. They mined Q40 as well as other minerals and used it to maintain their giantic fleet of ships. They catalogued and explored. They offered transport to passengers along their route. Small trade convoys would be dispatched to nearby systems to expand their contacts. The original empire that had caused the Hiigarans to flee in the first place was the Taidaan Empire. When the Hiigarans discovered who had been responsible for both worlds being destroyed, they began building more ships and upgrading what they already had in preparation. The Motherships each chose an approach to the border of Taidaan space. On a chosen date, they began an offensive to once and for all prevent the Taidaan from ever doing again what had been done to the Hiigarans. While the Hiigarans would not engage in the same levels of destruction against a living planet, the same could not be said for shipyards, space stations, or fleets belonging to the Taidaan Empire. When they were done, a single message was broadcast to all Taidaani,"Do not attempt to leave your worlds. We will be watching". Automated heavy orbital satellites circle the nineteen systems of the former Taidaani Empire. No ship is allowed to approach or leave these worlds. The only group to attempt to aid the Taidaani had been the original foes of the Hiigarans, the Turanic Raiders. They receive no mercy from the Hiigarans to this day. The Taidaani have at various times attempted to leave their worlds by multiple means. All detected efforts are shot down without warning when they leave atmosphere. The Hiigarans, however, do not leave them without protection. Constant patrols in Empire space work to keep the peace for these prison worlds. The three Mothership fleets meet once each standard year at the system they originated from. During this time, trades between clans are made, marriages certified, births celebrated, deaths mourned, and information shared. While an occasional individual has left for a life outside the clans, for the most part they are the same people who long ago forswore life on a planet. They have also accepted individuals who have shown a sincere interest in leaving planetary life behind. Like the gypsies of old, they wander the same route year after year.

"Bolt"

CLASS: light fighter
ENDURANCE: 8 hours
JUMP DRIVE: N/A
CREW: 1
MISSION: interceptor
ARMAMENT:
   2x gatling guns

History:
   The "Bolt" class interceptor was conceived when the idea of interstellar war was not even a concept for the Hiigarans. The original purpose of this fighter was to actually provide for satellite maintenance in a cost effective manner. No armament was needed for such a mission. When the starship wreckage was discovered and examined, it was clear the ship had been damaged prior to crashing. The remains of advanced fighters were found in the derelict's hangar. While not able to duplicate the advanced designs due to unavailable materials, the matter weapons on the fighters were within the Hiigarans' technological reach. Redesigning the Bolt to accomodate two of the "new" gatling guns was deemed necessary in case the Motherships required defending.....

Hiigaran Interceptor

CLASS:LT FIGHTER	TURN COST:1/3	FWD/AFT DEF:6
IN SVC:	TURN DELAY:0	STB/PORT DEF:7
POINTS:30	ACCEL/DECEL:1	FREE THRUST:12
RAM:13	PIVOT:1	OFFENSIVE BONUS:+4
JINKING:10 LEVELS	ROLL:1	INITIATIVE:+20

ARMOR

FLIGHT LEVEL COMBAT
5+ 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+ BELOW=ALL HIT

WEAPON DATA
LT GATLING GUN
OF GUNS:2(LINKED)
CLASS:MATTER
DAMAGE:1d6
RANGE PENALTY:-2/HEX
FIRE CTRL:N/A
RATE OF FIRE:1 PER TURN

BABYLON 5 WARS 2ND EDITION

FLIGHT #1 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #2 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #3 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #4 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #5 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #6 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #7 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #9 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #10 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #11 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #12 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

"Slingshot"

CLASS: medium fighter
ENDURANCE: 12 hours
JUMP DRIVE: N/A
CREW: 2
MISSION: bomber
ARMAMENT:
    1x light chemical laser

History:
    The "Slingshot" was originally envisioned as a probe launching platform for exploration vessels. When the Hiigarans were attacked shortly after launching the Motherships, Fleet Command ordered their engineers to redesign it to carry a far more lethal payload. As combat missiles were still not available owing to design issues, the engineers tried installing the light chemical laser in the "Slingshot" mission space. They found that while it would fit, the payload of ignition gasses would be fairly limited. Weapon trials showed that the new bomber could be a plausible threat to larger vessels, and was deployed soon after. The limited payload means it usually has to return for resupply after one to two targets.

Hiigaran Assault Fighter

CLASS:MED FIGHTER	TURN COST:1/3	FWD/AFT DEF:7
IN SVC:	TURN DELAY:0	STB/PORT DEF:8
POINTS:41	ACCEL/DECEL:1	FREE THRUST:10
RAM:18	PIVOT:1	OFFENSIVE BONUS:+4
JINKING:8 LEVELS	ROLL:1	INITIATIVE:+18

ARMOR: 3 / 1 1

LIMITED 33%

FLIGHT LEVEL COMBAT
5+ 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+ BELOW=ALL HIT

NAME:LT. CHEMICAL LASER
OF GUNS:1
CLASS:LASER
MODE:RKG(8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+0/+0/-4
RATE OF FIRE:1 PER 2 TURNS

BABYLON 5 WARS 2ND EDITION

FLIGHT #1 / FLIGHT #2 / FLIGHT #3 / FLIGHT #4 / FLIGHT #5 / FLIGHT #6 / FLIGHT #7 / FLIGHT #8 / FLIGHT #9 / FLIGHT #10 / FLIGHT #11 / FLIGHT #12

FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6

DROPPED OUT
FTR DESTROYED

INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

"Acolyte"

CLASS: medium fighter
ENDURANCE: 10 hours
JUMP DRIVE: N/A
CREW: 1
MISSION: fighter bomber
ARMAMENT:
    2x gatling guns
    2x basic missiles

History:
    This fighter's origin is synonymous with the final deployment of fighter missiles. When the missiles were being designed, attempts were made to modify "Bolt" and "Slingshot" hulls to accept ordnance rails. All of these failed to allow the fighters to remain atmospheric, a critical point of their design. A new, non-atmospheric, design was needed. The twin gatling gun configuration was retained to allow the "Acolyte" to keep combat capability after releasing its missile payload. The final version offers superior armor and hull to the "Bolt". The main drive is not quite up to moving the hull at the same speed, owing to not needing to worry about pushing it through an atmosphere.

Hiigaran Fighter Bomber

CLASS:MED. FIGHTER
IN SVC:
POINTS:37
RAM:17
JINKING:8 LEVELS

TURN COST:1/3
TURN DELAY:0
ACCEL/DECEL:1
PIVOT:1
ROLL:1

FWD/AFT DEF:8
STB/PORT DEF:8
FREE THRUST:9
OFFENSIVE BONUS:+5
INITIATIVE:+18

ARMOR

FLIGHT LEVEL COMBAT
5+ 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+ BELOW=ALL HIT

WEAPON DATA
LT GATLING GUN
OF GUNS:2(LINKED)
CLASS:MATTER
DAMAGE:1d6
RANGE PENALTY:-2/HEX
FIRE CTRL:N/A
RATE OF FIRE:1 PER TURN

BASIC FIGHTER MISSILE
COST:8 COMBAT POINTS
CLASS:BALLISTIC
DAMAGE:10
MAX RANGE:10 HEXES
FIRE CTRL:N/A
INTERCEPT RTG:N/A

SPECIAL NOTES:
CAN CARRY 2 MISSILES
LAUNCH RATE 2 PER TURN

BABYLON 5 WARS 2ND EDITION

FLIGHT #1 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #2 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #3 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #4 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

"Crucible"

CLASS: medium fighter
ENDURANCE: 12 hours
JUMP DRIVE: N/A
CREW: 1
MISSION: defensive fighter
ARMAMENT:
    3x gatling guns

History:
    This fighter was developed after the "Acolyte", when a weapons engineer began tinkering with one of the original prototypes on the side. He and his team began redesigning the hull to accept a third gunpod on the bottom. While this meant no missiles could be carried, the resulting longer term firepower of three gatling guns meant no target was safe. The added weight of the pod, controls and power requirements drastically reduced the maneuverability of the base hull. The improvements to the gunpod mounts allowed for wider coverage. Classed as a defensive fighter, the "Crucible" is normally utilized to protect capital ships with limited or no anti-fighter capacity.

Hiigaran Defense Fighter

CLASS:MED FIGHTER	TURN COST:1/3	FWD/AFT DEF:8
IN SVC:	TURN DELAY:0	STB/PORT DEF:8
POINTS:35	ACCEL/DECEL:1	FREE THRUST:6
RAM:19	PIVOT:1	OFFENSIVE BONUS:+5
JINKING:8 LEVELS	ROLL:1	INITIATIVE:+18

RESTRICTED 10%

ARMOR

FLIGHT LEVEL COMBAT
5+ 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+ BELOW=ALL HIT

WEAPON DATA
LT GATLING GUN
OF GUNS:3(LINKED)
CLASS:MATTER
DAMAGE:1d6
RANGE PENALTY:-2/HEX
FIRE CTRL:N/A
RATE OF FIRE:1 PER TURN

BABYLON 5 WARS 2ND EDITION

FLIGHT #1 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #2 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #3 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #4 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #5 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #6 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #7 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #8 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #9 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #10 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #11 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

FLIGHT #12 — FTR #1 FTR #2 FTR #3 FTR #4 FTR #5 FTR #6
DROPPED OUT
FTR DESTROYED
INITIATIVE | SPEED | THRUST USED | JINKING | NOTES

"Raven"

CLASS: light fighter
ENDURANCE: 24 hours
JUMP DRIVE: N/A
CREW: 1
MISSION: recon
ARMAMENT:
   1x gatling gun

History:
   While it deployed after the "Bolt", the "Raven" recon fighter was actually designed mostly prior to it. This was originally conceived as an unarmed recon vehicle for the cryo colony ships that became "Bishop" class carriers. While now armed and armored, both were minimal compared to the interceptor. Instead, the designers focused on retaining endurance and speed. This allowed the "Raven" to make it back with any critical data. Few of these fighters have seen combat, and the ones that have are normally easily destroyed. Pilots are always volunteers who prefer exploration over the adrenaline rush of dogfighting.

Hiigaran Scout

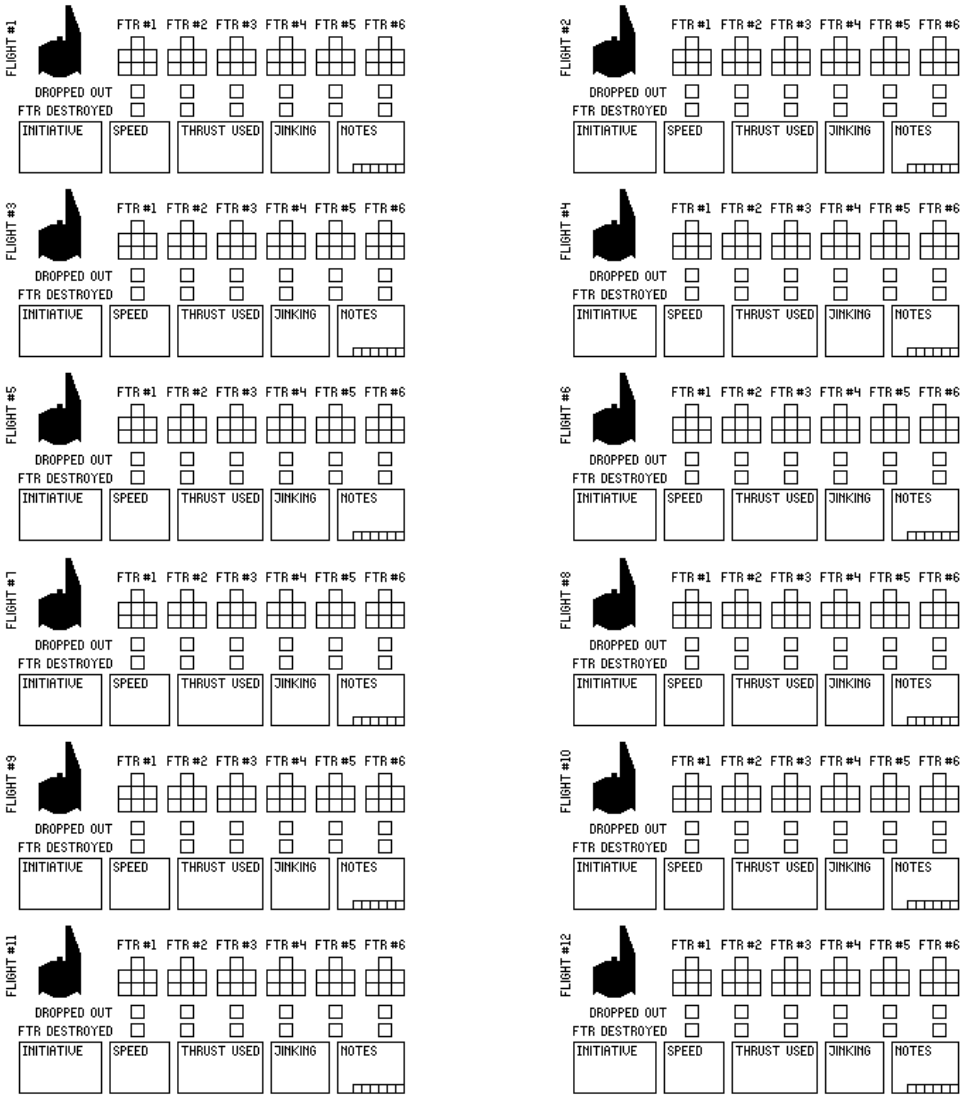
CLASS:LT FIGHTER	TURN COST:1/3	FWD/AFT DEF:6
IN SVC:	TURN DELAY:0	STB/PORT DEF:7
POINTS:28	ACCEL/DECEL:1	FREE THRUST:15
RAM:9	PIVOT:1	OFFENSIVE BONUS:+6
JINKING:10 LEVELS	ROLL:1	INITIATIVE:+20

ARMOR

FLIGHT LEVEL COMBAT
5+ 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+ BELOW=ALL HIT

WEAPON DATA
LT GATLING GUN
OF GUNS:1
CLASS:MATTER
DAMAGE:1d6
RANGE PENALTY:-2/HEX
FIRE CTRL:N/A
RATE OF FIRE:1 PER TURN

BABYLON 5 WARS 2ND EDITION



"Chatterbox"

CLASS: corvette
ENDURANCE: 2 weeks
JUMP DRIVE: N/A
CREW: 12
MISSION: escort
ARMAMENT:
   2x light blast cannon

History:
   The Hiigaran fleet knew they couldn't keep fighter jockeys in their small craft for days on end. The lack of endurance was a problem that required a new approach to anti-fighter capability. Carriers were simply too expensive to operate at every point. The engineers suggested a mobile platform with a small crew and turreted weapons. The choice of armament was a foregone conclusion: the light blast cannon. Twin clouds of shrapnel would all but guarantee the death or disabling of a flight of currently available fighters every few seconds. While the accomodations were spartan, the hull was designed for two weeks' operational capability. This meant that a mining group could reliably depend on coverage from these escorts for a normal cycle.

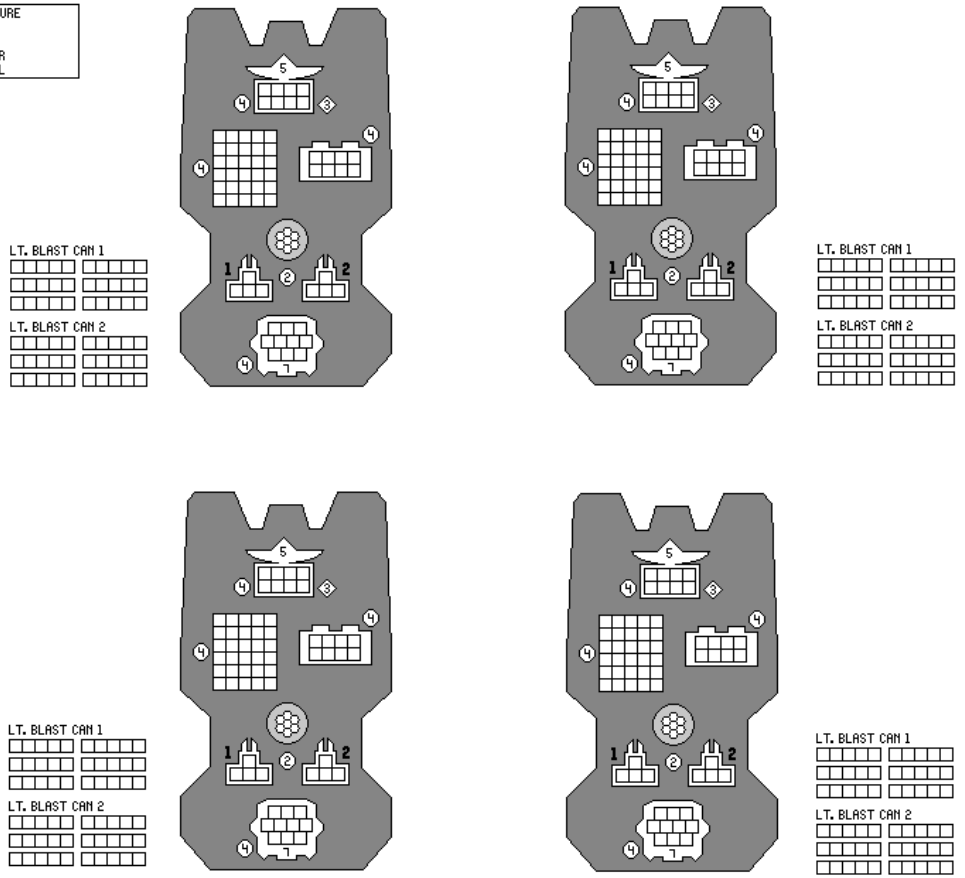
Hiigaran Type 1 Corvette

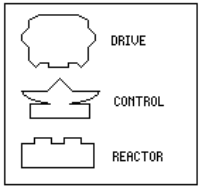
CLASS:LCV	TURN COST:1/3	FWD/AFT DEF:9
IN SVC:	TURN DELAY:1/3	STB/PORT DEF:11
POINTS:205	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1
RAM:32	PIVOT:2	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

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

BABYLON 5 WARS 2ND EDITION

1-9	STRUCTURE
10-16	WEAPON
17-18	DRIVE
19	REACTOR
20	CONTROL





NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

"Flare"

CLASS: corvette
ENDURANCE: 2 weeks
JUMP DRIVE: N/A
CREW: 11
MISSION: attack escort
ARMAMENT:
    1x medium chemical laser

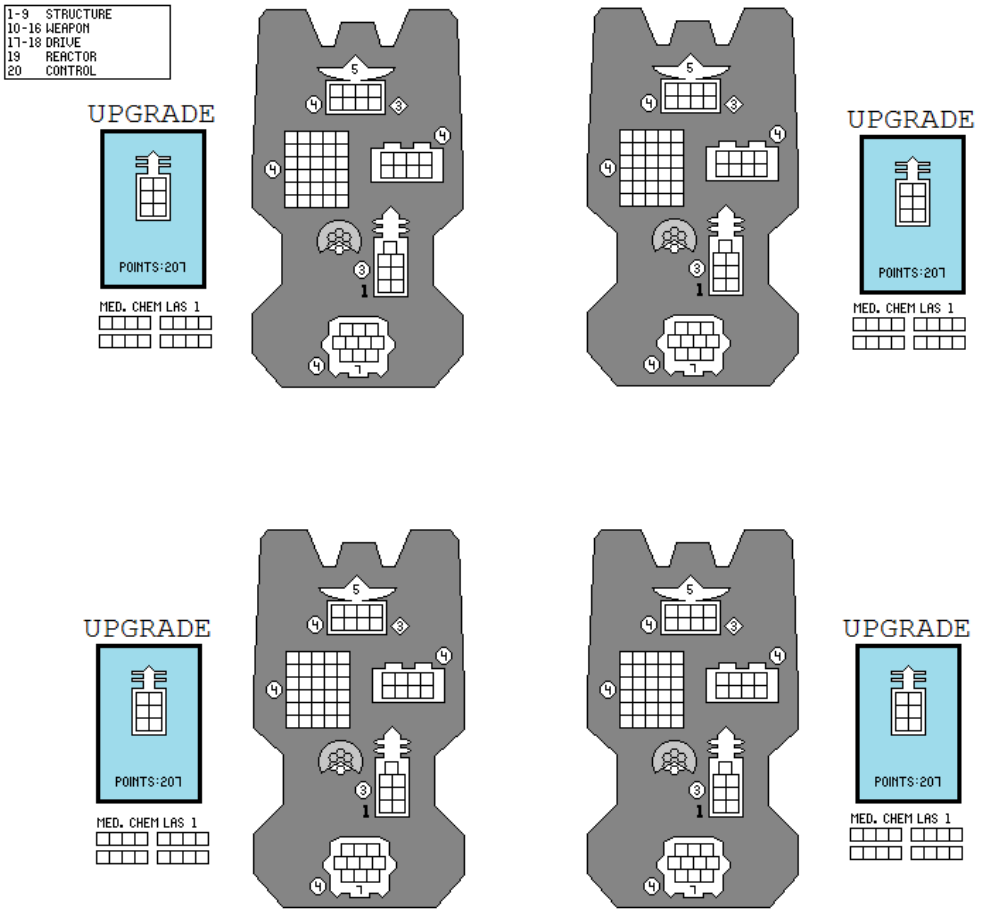
History:
    Pirates are an enterprising lot. Find one way to stop them, and they develop another approach. Soon after the deployment of the Chatterbox, pirates began showing up in ships designed to defeat them. The Hiigarans, never too proud to copy a good thing, developed their own version of an anti-capital corvette. While the pirates simply mounted a medium blast cannon on the nose of their attack craft, the Hiigarans wanted something that could not be stopped: the medium chemical laser. The "Flare" class was an unpleasant surprise in its' first deployment. Mixed in with the usual Chatterboxes, it tore through the unsuspecting pirate destroyer, with only one disabled through reactor damage.

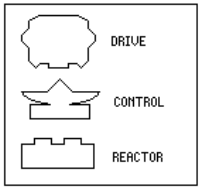
Hiigaran Type 2 Corvette

CLASS:LCV	TURN COST:1/3	FWD/AFT DEF:9
IN SVC:	TURN DELAY:1/3	STB/PORT DEF:11
POINTS:201	ACCEL/DECEL:1	EM6. EFFICIENCY:2/1
RAM:32	PIVOT:2	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

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

BABYLON 5 WARS 2ND EDITION





NAME:MED. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:3d10+12
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:MED. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:3d10+3
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

"Minotaur"

CLASS: corvette
ENDURANCE: 2 weeks
JUMP DRIVE: N/A
CREW: 10
MISSION: escort
ARMAMENT:
    2x light chemical lasers

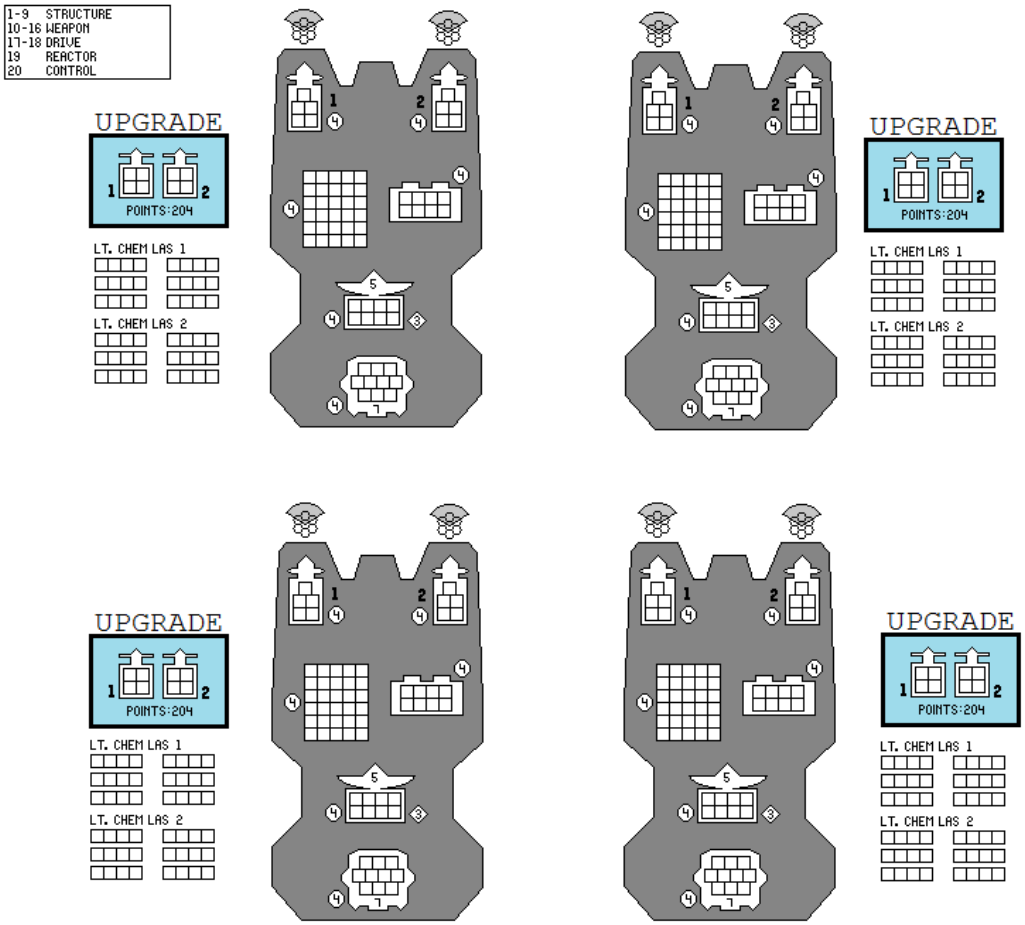
History:
    Development of an anti-ship model was examined by several engineering groups. One of these theorized that a pair of light chemical lasers might prove superior to the medium chemical laser. Owing to the light chemical laser's faster fire rate, and mounting two of them in forward mounts with full overlapping coverage, this was dubbed the "Minotaur". It is capable of basically continuous fire against any target, thus allowing for no breathing space to the enemy vessel.

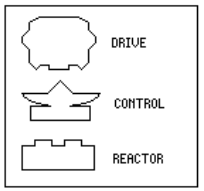
Hiigaran Type 3 Corvette

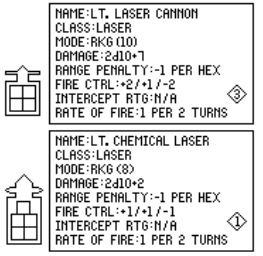
CLASS:LCV	TURN COST:1/3	FWD/AFT DEF:9
IN SVC:	TURN DELAY:1/3	STB/PORT DEF:11
POINTS:199	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1
RAM:32	PIVOT:2	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

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

BABYLON 5 WARS 2ND EDITION







"Bowman"

CLASS: corvette
ENDURANCE: 1 week
JUMP DRIVE: N/A
CREW: 11
MISSION: escort
ARMAMENT:
   1x class SO rack

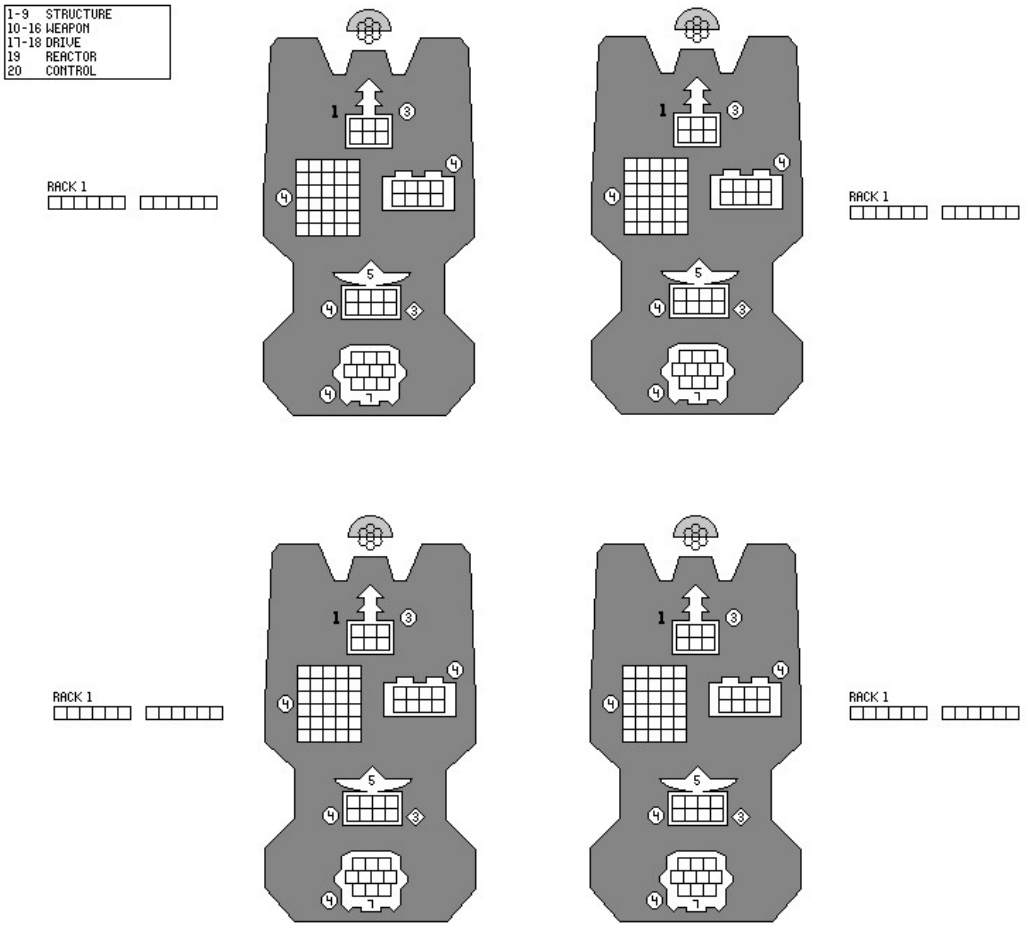
History:
   Ballistic weaponry has always been a two-edged sword. While a missile was capable of doing serious damage to the equipment and structure of a ship, limited ammo means a limited combat endurance. The few ships that specialize in such are often hard to come by for a smaller mission group. Thus was born the "Bowman". While not the biggest or most potent threat in space, it could provide stand-off capability to mining and cargo escort groups. Most races do not bother with ballistic weaponry, much less mounting it on a corvette class hull. Attackers approaching a Hiigaran convoy are often surprised to see incoming missiles from what for most races are light escorts.

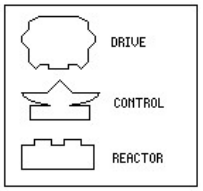
Hiigaran Type 4 Corvette

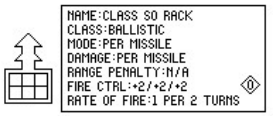
CLASS:LCV	TURN COST:1/3	FWD/AFT DEF:9
IN SVC:	TURN DELAY:1/3	STB/PORT DEF:11
POINTS:206	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1
RAM:32	PIVOT:2	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

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

BABYLON 5 WARS 2ND EDITION







"Infestor"

CLASS: corvette
ENDURANCE: 1 week
JUMP DRIVE: N/A
CREW: 60
MISSION: boarding
ARMAMENT:
   1x gravitic shifter
   1x grappling claw

History:
   The Hiigarans are a very frugal race, often tearing down worn out equipment and recycling it when others would simply trash the remains. They are always in dire need of new materials and technological advancements. One of their exploration teams brought back a device that created gravitic vortices capable of turning a ship. After reverse engineering the gravitic shifter, they knew they'd found the solution to capturing other ships. By mounting it onto a salvage corvette, removing the small machine shop for a barracks and upgrading the sensor package, a true "Infestor" was built. The Hiigarans are experts at adapting their computers to most known information systems. The grappling claw has induction linkages to allow the "Infestor" to open sealed hatches, restore gravity plating, deactivate defensive systems, etc....this means that the marines have an easier time with capture missions.

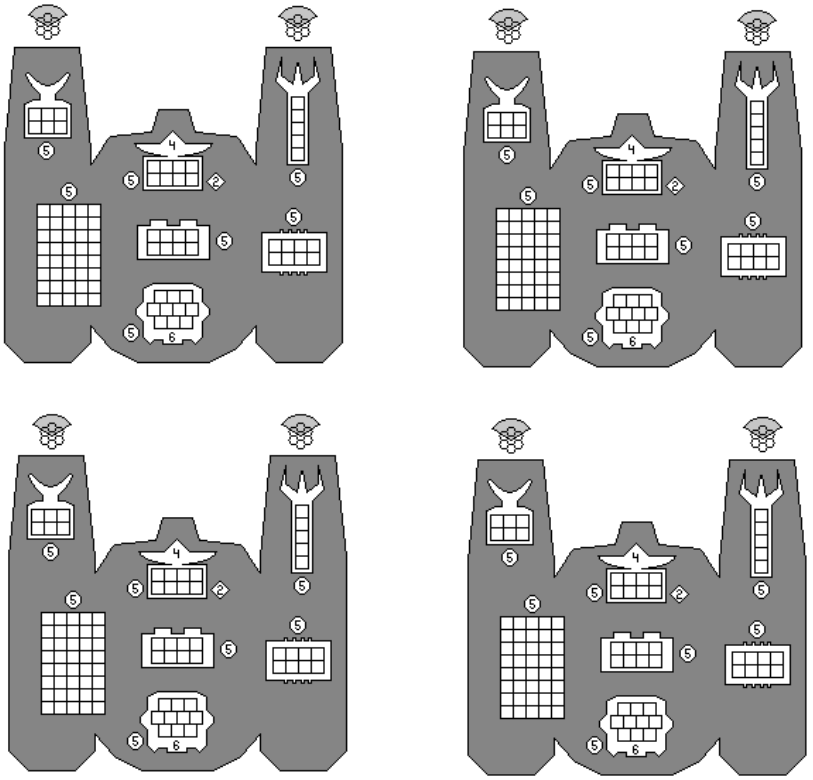
Hiigaran Type 5 Corvette

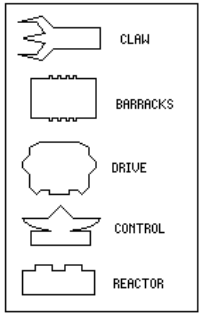
CLASS:LCV	TURN COST:1/3	FWD/AFT DEF:9
IN SVC:	TURN DELAY:1/3	STB/PORT DEF:11
POINTS:200	ACCEL/DECEL:1	ENG. EFFICIENCY:2/1
RAM:42	PIVOT:1	EXTRA POWER:0
JUMP:N/A	ROLL:1	INITIATIVE:+12

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

SPECIAL NOTES:
8 MARINE CONTINGENTS.
CUMULATIVE +2 TO CAPTURE SHIP WHILE ATTACHED
SEE 9.7.3.5

1-10	STRUCTURE
11-12	CLAW
13-14	GRAVITIC SHIFTER
15-16	BARRACKS
17-18	DRIVE
19	REACTOR
20	CONTROL





NAME:GRAVITIC SHIFTER
CLASS:GRAVITIC
EFFECT:TURNS TARGET
DAMAGE:NONE
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+5/+3/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

"Vengeance"

CLASS: frigate
ENDURANCE: 3 months
JUMP DRIVE: class II
CREW: 66
MISSION: patrol
ARMAMENT:
    2x light chemical laser
    4x light blast cannon

History:
    Shortly after the Hiigarans became a spacefaring race, pirates attacked their fledgling fleet. The interceptors that were already designed and deployed were barely sufficient to throw off these attacks. Carriers were still on the drawing board, as were most of the larger classes of capital ships. Frigate class hulls were in the testing phase, and so what was originally intended as a long range exploration hull was quickly redesigned as a combat hull. Four light blast cannon and twin light chemical lasers were mounted on what became known as a "Vengeance", owing to the ferocity of the Hiigarans after pirates shot several ejected and helpless pilots. The expanded magazine storage of these vessels was meant to ensure a greater combat endurance. While it lacks the punch of heavy weapons, the ability to concentrate fire forward combined with its maneuverability means to ignore it is to be destroyed.

Hiigaran Type 1 Frigate

BABYLON 5 WARS 2ND EDITION

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:287	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2•2	EXTRA POWER:•0
JUMP:35 TURNS	ROLL:1•1	INITIATIVE:•12

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	2	2	3	3	4	4	5	5	6	6

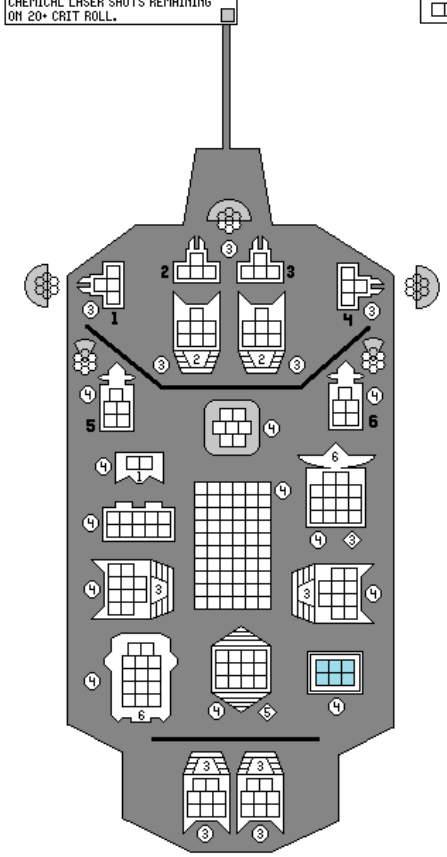
SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20• CRIT ROLL.

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD	
1-6	LT. BLAST CANNON
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY

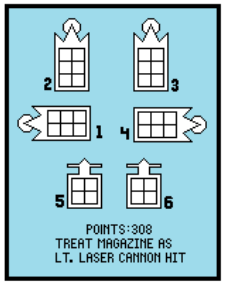
AFT	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY

PRIMARY	
1	MAGAZINE
2-3	LT. CHEMICAL LASER
4-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C

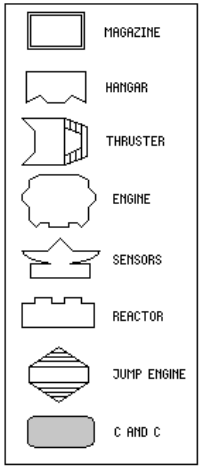


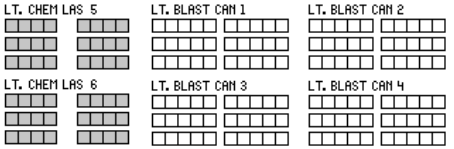
MAGAZINE

UPGRADE



POINTS:308
TREAT MAGAZINE AS LT. LASER CANNON HIT





NAME:LT. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:10 (-1 PER 2 AFTER 5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+2/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER TURN

NAME:LT. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:2d10•7
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:•1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/•0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:2d10•2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

"Firelance"

CLASS: frigate
ENDURANCE: 3 months
JUMP DRIVE: class II
CREW: 63
MISSION: gunship
ARMAMENT:
    1x heavy chemical laser

History:
    While most ships are built with weapons on the outside, occasionally a team of engineers will think "inside the box" as it were. Such was the case with this frigate class design. The weapons lab had developed the heavy chemical laser, but it was so bulky no present hull could mount one in a traditional sense. The development team then posited the idea of building the hull AROUND the weapon. Command was desperate to deploy this new weapon, so they agreed. The first four of these were built and sent off with escorts for an attack on a nearby pirate outpost. The resulting display of firepower resulted in the destruction of the outpost in less than five minutes. The single biggest problem the "Firelance" faces is a total lack of anti-fighter capability. Thus it is always required to have escorts before leaving dock.

Hiigaran Type 2 Frigate

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:256	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2•2	EXTRA POWER:•0
JUMP:35 TURNS	ROLL:1•1	INITIATIVE:•12

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	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20• CRIT ROLL.

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

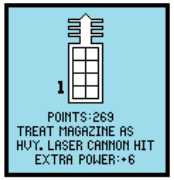
BABYLON WARS 2ND EDITION

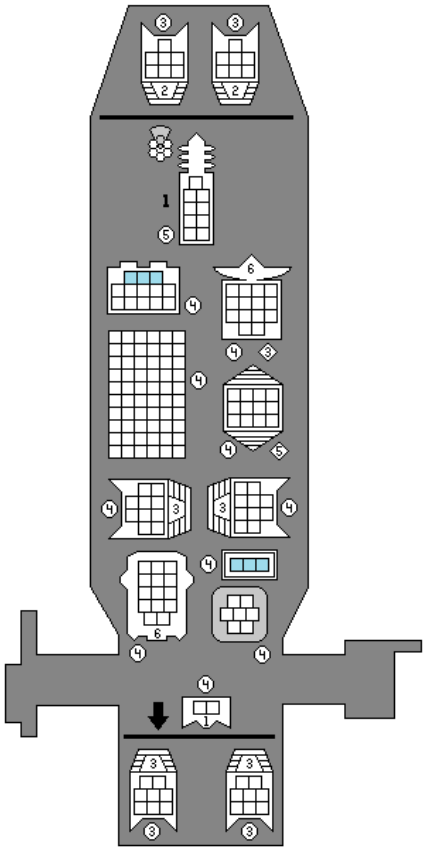
FORWARD	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY

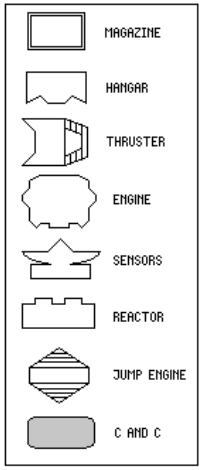
AFT	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY

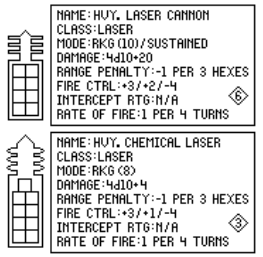
PRIMARY	
1-3	HVY. CHEMICAL LASER
4	MAGAZINE
5-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C

UPGRADE









"Crossbow"

CLASS: frigate
ENDURANCE: 2 months
JUMP DRIVE: class II
CREW: 54
MISSION: patrol
ARMAMENT:
   2x class SO racks
   1x reload rack

History:
   A late design, the "Crossbow" was one of those ships plagued with so many problems that it almost didn't make it off the drawing board. Missile systems require regular resupply, and this hull was to carry two of them. Attempts to install an external linkage for rapid resupply led to the destruction of the first two prototypes due to catastrophic explosions. Finally an internal storage rack for spares was designed, tested, and accepted. The thruster system had to be designed to deal with the launch of the missiles to prevent the entire hull from warping. The final model carries fewer crew than any other vessel in the same class, owing to automation capabilities deemed necessary. These all slowed the deployment of a ship capable of providing long range bombardment of enemy targets, thus extending the engagement envelope of Hiigaran taskforces.

Hiigaran Type 3 Frigate

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:294	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+2
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12

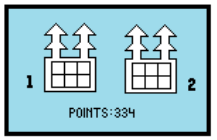
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

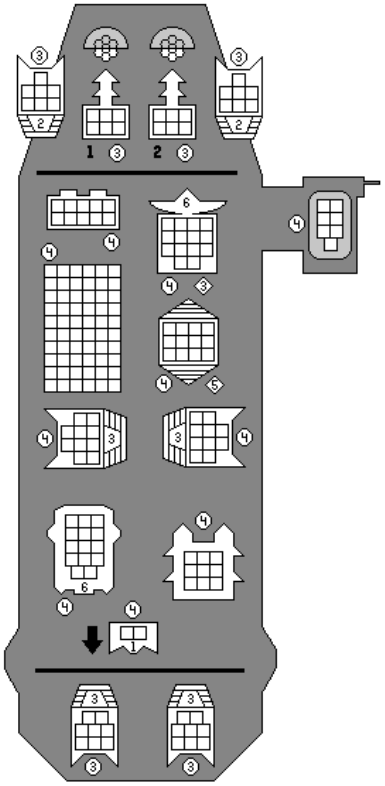
BABYLON 5 WARS 2ND EDITION

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

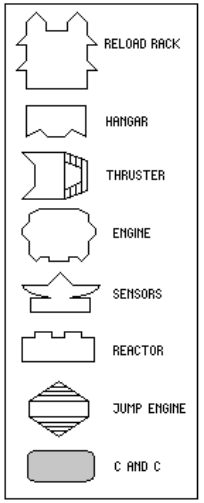
FORWARD	
1-6	CLASS SO RACK
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY
AFT	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY
PRIMARY	
1-3	RELOAD RACK
4-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C

UPGRADE





RELOAD RACK



RACK 1
RACK 2

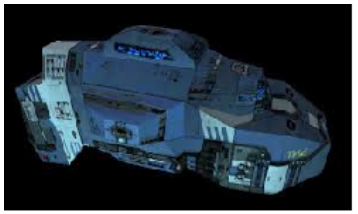
NAME:CLASS R RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER TURN

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

"Razor"

CLASS: frigate
ENDURANCE: 3 months
JUMP DRIVE: class II
CREW: 65
MISSION: patrol
ARMAMENT:
5x light chemical lasers

History:
When pirate corvettes were first encountered, fighters had barely been sufficient to deflect them from the main Hiigaran fleet. Attempts to counter with corvettes met with some success, but the cost in crew was higher than anyone foresaw. Continuing research into hull design and weapon upgrades soon made a breakthrough in mounting the light chemical laser in a more versatile turret mount, as opposed to the earlier fixed arrangements. Engineers then reviewed the basic design of the "Chatterbox" and simply expanded the idea to the frigate class, using the idea of "more is better". By mounting five light chemical lasers in turrets, they achieved a true corvette killer.



FORWARD	
1-6	LT. CHEMICAL LASER
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY

AFT	
1-7	THRUSTER
8-17	STRUCTURE
18-20	PRIMARY

PRIMARY	
1	MAGAZINE
2-3	LT. CHEMICAL LASER
4-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C

Hiigaran Type 4 Frigate

CLASS:MCV
IN SVC:
POINTS:281
RAM:60
JUMP:35 TURNS

TURN COST:1/2
TURN DELAY:1/2
ACCEL/DECEL:2
PIVOT:2+2
ROLL:1+1

FWD/AFT DEF:11
STB/PORT DEF:13
ENG. EFFICIENCY:2/1
EXTRA POWER:+0
INITIATIVE:+12

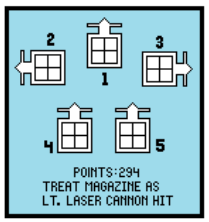
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	1	2	2	3	3	4	4	5	5	6	6
TURN DELAY:	1	1	2	2	3	3	4	4	5	5	6	6

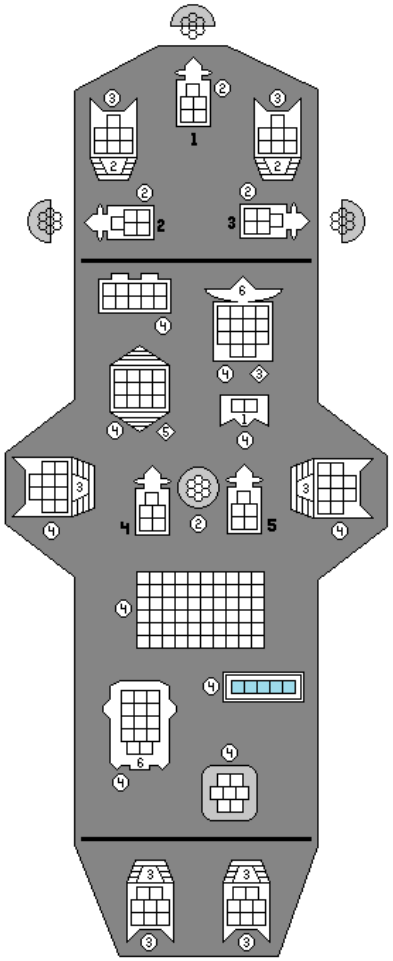
SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

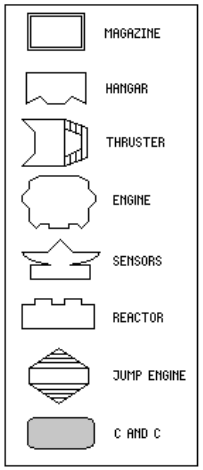
BABYLON 5 WARS
2ND EDITION

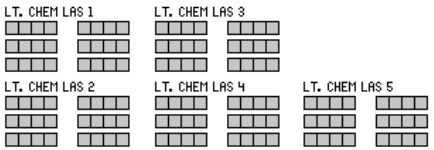
UPGRADE





MAGAZINE





NAME:LT. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:2d10+7
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

"Hornet"

CLASS: frigate
ENDURANCE: 2 months
JUMP DRIVE: class II
CREW: 88
MISSION: strike carrier
ARMAMENT:
   2x medium blast cannon

History:
   Examination of the after action reports and casualty counts among fighter and bomber strikes showcased a glaring deficiency. The carriers were often unable to support their wings with adequate firepower in small surgical strikes, thus increasing mission failure rates. A tactical carrier with improved guns was required. The frigate hull was seen as the obvious choice to meet the criteria. Rapid fighter launch was considered essential, so external mounting rails were developed. The adjustments to the "Bolt" and "Slingshot" fighters was almost negligible. While only 6 "Slingshots" could be carried, a full squadron of "Bolts" were the normal payload. Crew accomodations had to be expanded, so endurance suffered. Weapons were buried in the hull in the same fashion as the "Paladin" lasers for protection, so the firepower coverage is limited. The resulting "Hornet" class strike carrier excels at surgical attacks on single capital ships and escorting small trading cargo transports.

Hiigaran Type 5 Frigate

BABYLON 5 WARS 2ND EDITION

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:294	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+2
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12

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	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
CAN ONLY CARRY RAVEN, BOLT, OR SLINGSHOT.

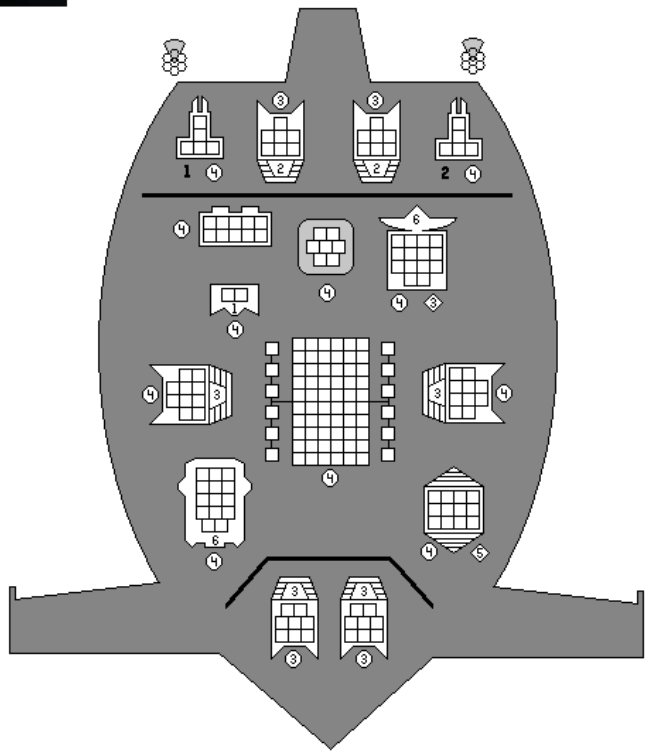
HANGAR
12 LT. FIGHTERS (RAILS)
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD
1-6 MED. BLAST CANNON
7-11 THRUSTER
12-17 STRUCTURE
18-20 PRIMARY

AFT
1-7 THRUSTER
8-17 STRUCTURE
18-20 PRIMARY

PRIMARY
1-9 THRUSTER
10-11 SENSORS
12-14 ENGINE
15-16 HANGAR
17-18 JUMP ENGINE
19 REACTOR
20 C AND C

UPGRADE
POINTS:290



HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

MED BLAST CAN 1
MED BLAST CAN 2

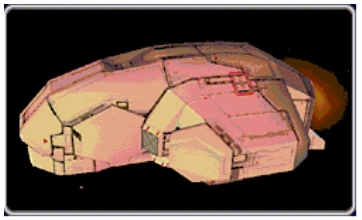
NAME:MED. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:16 (-1 PER 2 AFTER 10)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS

"Starlight"

CLASS: frigate
ENDURANCE: 3 months
JUMP DRIVE: class III
CREW: 59
MISSION: gunship
ARMAMENT:
    4x medium chemical lasers

History:
    The "Starlight" is another in a long string of copied designs the Hiigarans employ. While the Yridian fleet was traversing a particularly large nebula, they ran across a reclusive group of religious fanatics who worshipped the nebula. They called it "the Garden of Kadesh". After the Hiigarans refused to join them, the fanatics attacked with frigate class vessels of enormous firepower. The Hiigarans countered with their "Bolt" fighters and "Vengeance" attack frigates. In the end, the Hiigarans captured 3 of the attack frigates. While the particle beams used by them were turned over to the research department, the shipwrights began using the hull to design their own version as an anti-ship design.



Hiigaran Type 6 Frigate

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:303	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2+2	EXTRA POWER:+0
JUMP:35 TURNS	ROLL:1+1	INITIATIVE:+12

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	2	2	3	3	4	4	5	5	6	6

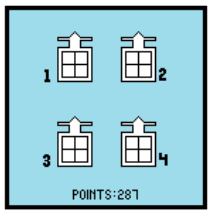
HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

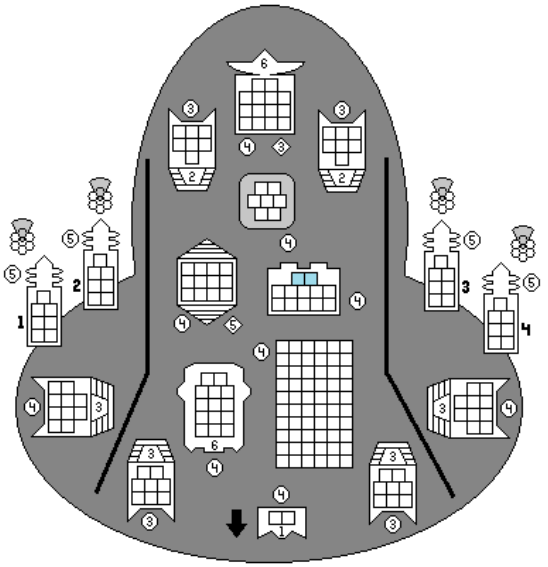
BABYLON 5 WARS 2ND EDITION

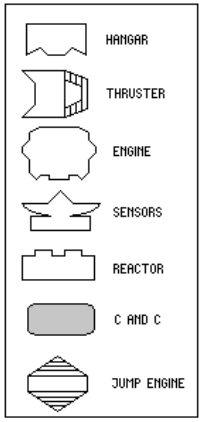
SIDE	
1-6	MED. CHEMICAL LASER
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY

PRIMARY	
1-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C

UPGRADE







MED. CHEM LAS 1
MED. CHEM LAS 2
MED. CHEM LAS 3
MED. CHEM LAS 4

NAME:LT. LASER CANNON
CLASS:LASER
MODE:RKG(10)
DAMAGE:2d10+7
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. CHEMICAL LASER
CLASS:LASER
MODE:RKG(8)
DAMAGE:3d10+3
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

"Prism"

CLASS: frigate
ENDURANCE: 3 months
JUMP DRIVE: class III
CREW: 58
MISSION: ELINT defense
ARMAMENT:
    6x sentinel point defense

History:
    This frigate is based on a technology that the Hiigarans only partially understand. While exploring the "Garden of Kadesh" after defeating its defenders, the Yridians stumbled onto an old ship graveyard. The automated "junker" ships were found to be nearly immune to weapons fire when several Hiigaran frigates were being dragged off. After finally destroying the automated "junkers" with "Firelance" frigates, the debris was brought aboard for recycling and research. One of the few intact systems they found was what was dubbed the "sentinel point defense". Research showed this was the system the "junkers" used to deflect incoming fire. The Hiigarans wasted no time in mounting several of these on a frigate class hull. The only downside is it appears to be incompatible with offensive weapons, shooting down anything mounted on the same hull.

Hiigaran Type 7 Frigate

CLASS:MCV	TURN COST:1/2	FWD/AFT DEF:11
IN SVC:	TURN DELAY:1/2	STB/PORT DEF:13
POINTS:348	ACCEL/DECEL:2	ENG. EFFICIENCY:2/1
RAM:60	PIVOT:2•2	EXTRA POWER:•0
JUMP:35 TURNS	ROLL:1•1	INITIATIVE:•12

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	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES:
ELINT

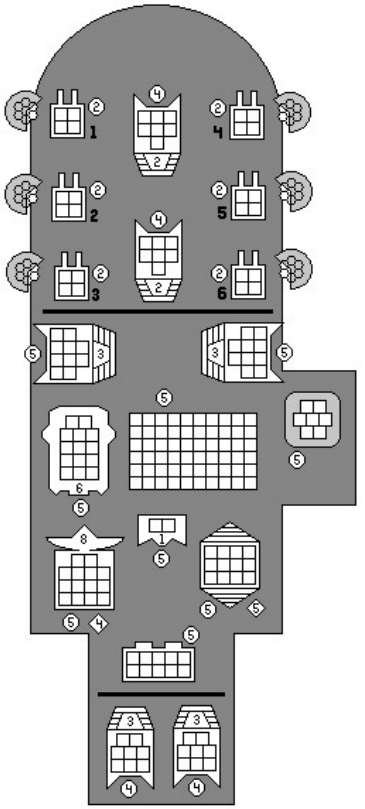
HANGAR
2 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

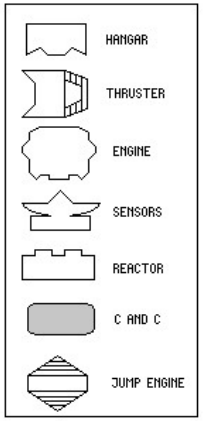
BABYLON 5 WARS 2ND EDITION

FORWARD	
1-6	SENTINEL POINT DEFENSE
7-11	THRUSTER
12-17	STRUCTURE
18-20	PRIMARY

AFT	
1-8	THRUSTER
9-17	STRUCTURE
18-20	PRIMARY

PRIMARY	
1-9	THRUSTER
10-11	SENSORS
12-14	ENGINE
15-16	HANGAR
17-18	JUMP ENGINE
19	REACTOR
20	C AND C





NAME:SENTINEL POINT DEFENSE
INTERCEPT RTG:-3
RATE OF FIRE:1 PER TURN
OFFENSIVE MODE:N/A

"Paladin"

CLASS: destroyer
ENDURANCE: 6 months
JUMP DRIVE: class VI
CREW: 182
MISSION: patrol
ARMAMENT:
    4x medium blast cannons
    2x medium chemical lasers

History:
    High Command discovered as they explored more and more of the galaxy that other races had larger and better armed ships. The pirates as a rule used fighters, corvettes and frigates. There were races, however, with true battlefleets filled with ships dwarfing anything the Hiigarans fielded. Hiigaran explorers recovered an ancient vessel and turned it over to the engineering teams on the Mothership. While the weapons on the craft were turned over to one team, another examined the hull design. The breakthroughs discovered there allowed them to field the "Paladin". This design, while primitive compared to some others, allowed the Hiigarans to better defend themselves.

FORWARD	
1-3	MED. CHEMICAL LASER
4-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-9	THRUSTER
10-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1	MAGAZINE
2-3	MED. BLAST CANNON
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

Hiigaran Type 1 Destroyer

CLASS:HCV
IN SVC:
POINTS:450
RAM:170
JUMP:30 TURNS

TURN COST:3/4
TURN DELAY:3/4
ACCEL/DECEL:3
PIVOT:2+2
ROLL:2+2

FWD/AFT DEF:13
STB/PORT DEF:15
ENG. EFFICIENCY:3/1
EXTRA POWER:+1
INITIATIVE:+6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

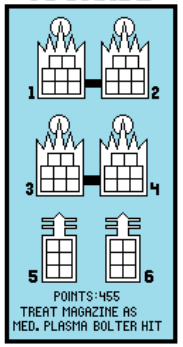
SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

SPECIAL NOTES:
LINKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

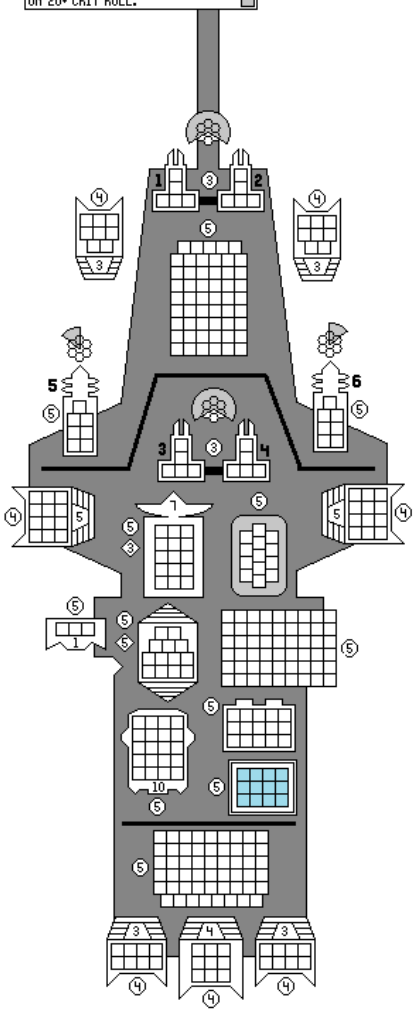
HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

BABYLON 5 WARS 2ND EDITION

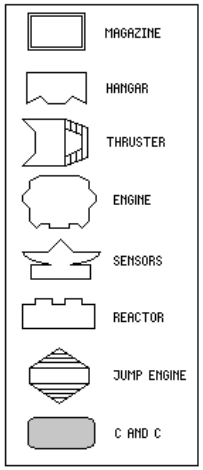
UPGRADE



POINTS:455
TREAT MAGAZINE AS MED. PLASMA BOLTER HIT



MAGAZINE



MED. CHEM LAS 5
MED. BLAST CAN 1
MED. BLAST CAN 2
MED. CHEM LAS 6
MED. BLAST CAN 3
MED. BLAST CAN 4

NAME:MED. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:16 (-1 PER 2 AFTER 10)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:3d10+12
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:MED. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:3d10+3
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS

"Arbalest"

CLASS: destroyer
ENDURANCE: 4 months
JUMP DRIVE: class VI
CREW: 178
MISSION: bombardment
ARMAMENT:
    4x class SO racks
    1x reload rack

History:
    When the Turanic pirate clans started attacking the Hiigaran fleet in earnest, Fleet Command asked their research and development teams to come up with a countermeasure. The engineers suggested a larger missile armed ship capable of waves of ballistic weaponry, with plentiful resupply provided by the same reload rack developed for the "Crossbow". When built, the code-named "Arbalest" was deployed to a mining outpost that had suffered several attacks. The pirates lost two corvettes in the first salvo, and none escaped the battle.

Hiigaran Type 2 Destroyer

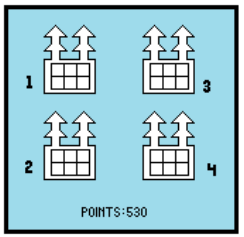
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13
IN SVC:	TURN DELAY:3/4	STB/PORT DEF:15
POINTS:450	ACCEL/DECEL:3	ENG. EFFICIENCY:3/1
RAM:170	PIVOT:2+2	EXTRA POWER:+4
JUMP:30 TURNS	ROLL:2+2	INITIATIVE:+6

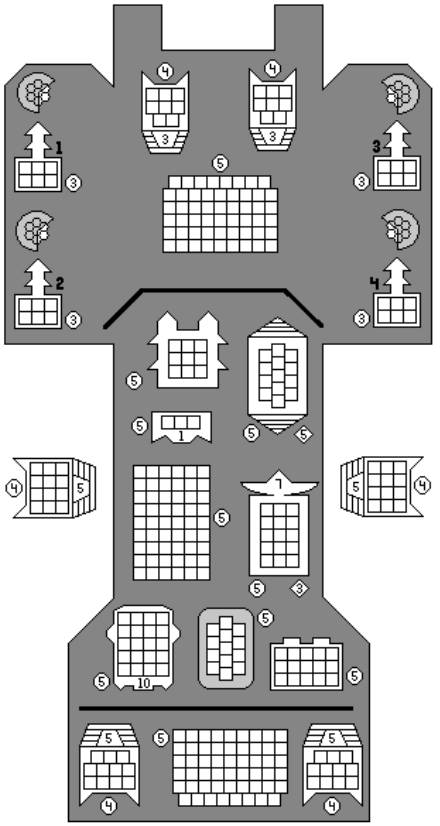
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

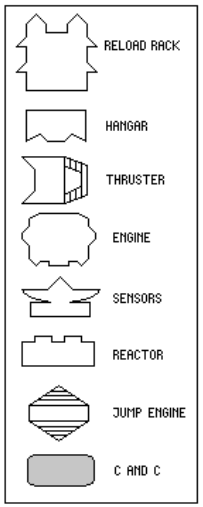
FORWARD	
1-7	CLASS SO RACK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
AFT	
1-9	THRUSTER
10-18	STRUCTURE
19-20	PRIMARY
PRIMARY	
1-3	RELOAD RACK
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

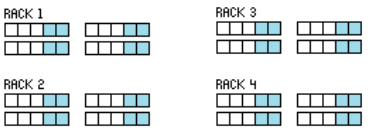
UPGRADE





RELOAD RACK





NAME:CLASS R RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER TURN

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

"Deacon"

CLASS: destroyer
ENDURANCE: 6 months
JUMP DRIVE: class VI
CREW: 178
MISSION: patrol
ARMAMENT:
    4x medium blast cannon
    2x medium chemical lasers
    1x class SO rack

History:
    Destroyer evolution is inevitable. While the Hiigarans were pleased with their first iteration in the "Paladin" class, they were also not blind to the glaring weaknesses in the design. Improvements in hull design would allow for turret mounts to provide the true 360 degree coverage desired by the Hiigaran Fleet Command. Taidaani Empire attacks had shown that a sufficiently mobile force could get past the current turret rotation limits too quickly to allow telling hits. An external missile rack improved the all-around aspect of the destroyer as well. Hull reinforcement gave the "Deacon" class better damage resistance forward and aft. While the medium chemical lasers could not be moved out without compromising their protection, maneuverability was deemed adequate to bring them into play regardless.

Hiigaran Type 3 Destroyer

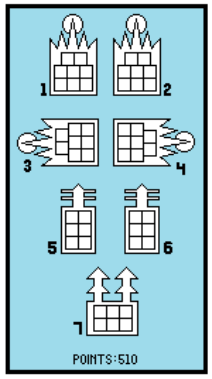
CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13
IN SVC:	TURN DELAY:3/4	STB/PORT DEF:15
POINTS:485	ACCEL/DECEL:3	ENG. EFFICIENCY:3/1
RAM:170	PIVOT:2+2	EXTRA POWER:+1
JUMP:30 TURNS	ROLL:2+2	INITIATIVE:+6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

BABYLON 5 WARS 2ND EDITION

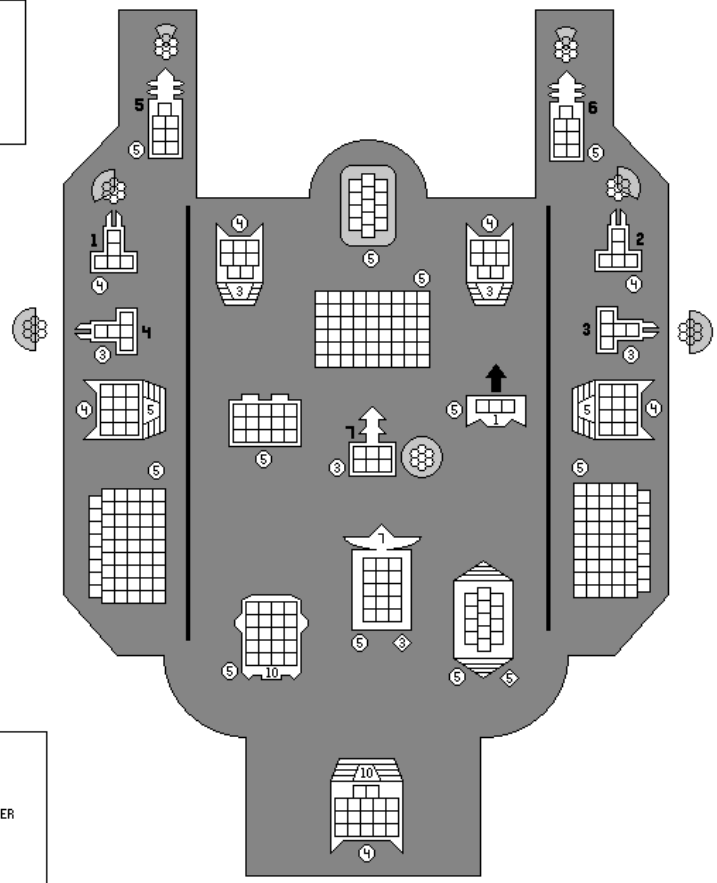
HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

UPGRADE



	SIDE
1-3	MED. CHEMICAL LASER
4-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

	PRIMARY
1-3	CLASS SO RACK
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C



HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

NAME:CLASS R RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER TURN

NAME:MED. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:16 (-1 PER 2 AFTER 10)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:3d10+12
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:3d10+3
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS

RACK 7

MED. CHEM LAS 5
MED. CHEM LAS 6
MED. BLAST CAN 1
MED. BLAST CAN 3
MED. BLAST CAN 2
MED. BLAST CAN 4

"Cardinal"

CLASS: destroyer
ENDURANCE: 7 months
JUMP DRIVE: class VI
CREW: 171
MISSION: patrol
ARMAMENT:
    4x medium blast cannon
    2x class SO racks

History:
    As the Hiigarans continued their explorations throughout the galactic arm, their fleets were regularly required to defend themselves against increasingly larger forces. The destroyers currently deployed were having trouble with the wolfpacks that the Taidaan Empire employed. A new combat hull with wide arcs and overlapping coverage was required. The "Cardinal" was conceived in this need. Armed with blast cannon and missile launchers offering mutual support, it can point a large percentage of its available firepower in literally any direction. Outmaneuvering one of these destroyers is quite impossible, as the next Taidaan strike force found out.

Hiigaran Type 4 Destroyer

BABYLON 5 WARS 2ND EDITION

CLASS:HCV	TURN COST:3/4	FWD/AFT DEF:13
IN SVC:	TURN DELAY:3/4	STB/PORT DEF:15
POINTS:479	ACCEL/DECEL:3	ENG. EFFICIENCY:3/1
RAM:170	PIVOT:2+2	EXTRA POWER:+1
JUMP:30 TURNS	ROLL:2+2	INITIATIVE:+6

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	3	4	5	5	6	7	8	8	9

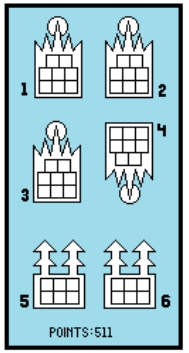
HANGAR
3 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

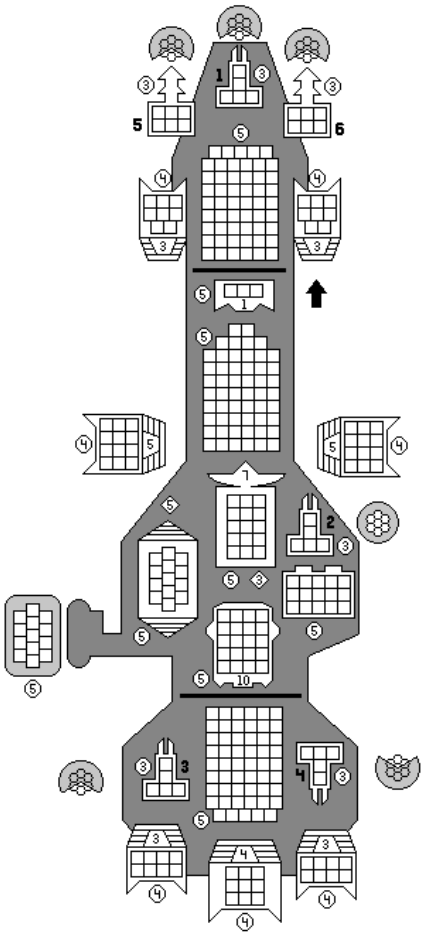
FORWARD	
1-4	CLASS SO RACK
5-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

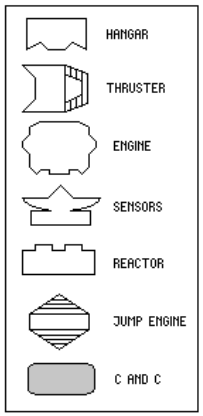
AFT	
1-4	MED. BLAST CANNON
5-9	THRUSTER
10-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-3	MED. BLAST CANNON
4-10	STRUCTURE
11-13	THRUSTER
14-15	SENSORS
16	JUMP ENGINE
17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

UPGRADE







NAME:CLASS R RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+3/+3/+3
RATE OF FIRE:1 PER TURN

NAME:MED. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:16 (-1 PER 2 AFTER 10)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/-3
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

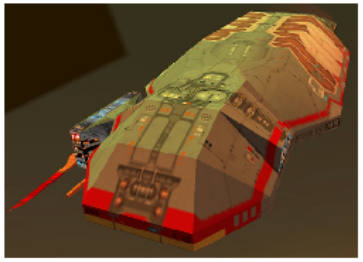
NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS

RACK 5
RACK 6
MED. BLAST CAN 1
MED. BLAST CAN 2
MED. BLAST CAN 3
MED. BLAST CAN 4

"Bishop"

CLASS: cruiser
ENDURANCE: 2 years
JUMP DRIVE: class VIII
CREW: 596
MISSION: heavy carrier
ARMAMENT:
    6x light blast cannon
    4x LCV rails
    48x fighters (varies)

History:
    One of the longstanding Hiigaran designs that predates even the idea of the Motherships is the "Bishop" class carrier. It was originally intended to be a cryogenic colony ship. After the discovery of the derelict and jump drive, work began on converting it into a carrier. Fighters had originally been deemed all that would be necessary in the event of any hostilities. To carry as many as envisioned would have been a drain on the Mothership that was unacceptable. With the four external drop rails for corvette class hulls added to the four squadrons, the "Bishop" is loaded with enough combat craft to support any major fleet engagement.



Hiigaran Type 1 Elint Carrier

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL	TURN COST:1/1	FWD/AFT DEF:15
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:17
POINTS:594	ACCEL/DECEL:4	ENG. EFFICIENCY:4/1
RAM:250	PIVOT:3•3	EXTRA POWER:0
JUMP:15 TURNS	ROLL:3•3	INITIATIVE:+1

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

SPECIAL NOTES:
ELINT
LIMITED 33%

FORWARD HANGAR
24 LIGHT FIGHTERS

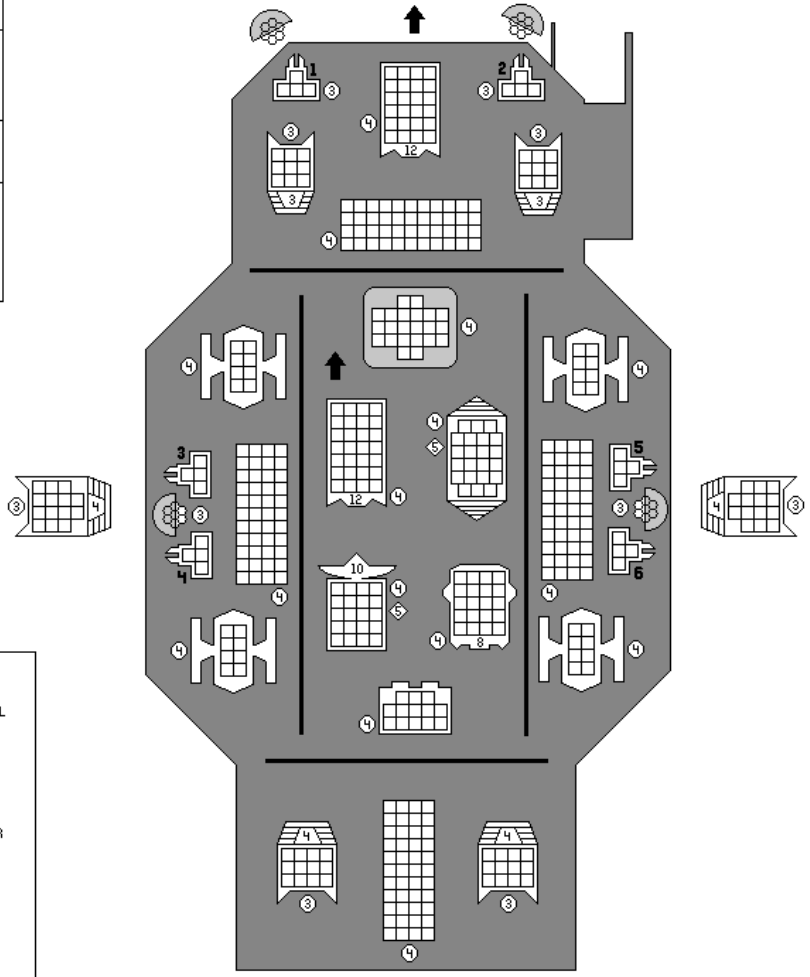
PRIMARY HANGAR
24 MEDIUM FIGHTERS
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD	
1-2	LT. BLAST CANNON
3-7	HANGAR
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

SIDE	
1-2	LT. BLAST CANNON
3-7	LCV RAIL
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-8	THRUSTER
9-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-8	STRUCTURE
9-10	JUMP ENGINE
11-13	SENSORS
14-16	ENGINE
17-18	HANGAR
19	REACTOR
20	C AND C



LCV RAIL
HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

LT. BLAST CAN 1
LT. BLAST CAN 2
LT. BLAST CAN 3
LT. BLAST CAN 4
LT. BLAST CAN 5
LT. BLAST CAN 6

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

"Strikebreaker"

CLASS: cruiser
ENDURANCE: 7 months
JUMP DRIVE: class VII
CREW: 566
MISSION: strike carrier
ARMAMENT:
- 3x light blast cannon
- 2x light chemical lasers
- 2x heavy chemical lasers
- 36x medium fighters

History:

The "Strikebreaker" was not a relic brought back to life as so many Hiigaran designs are, but a simple copy of a Turanic raider carrier captured by several "Infestor" salvage corvettes. When the Hiigarans examined her, they felt the design was more than adequate. They replaced the jury-rigged weapons with Hiigaran Fleet standard-issue. The "Strikebreaker" is often used to escort trading convoys in high-risk areas and cover mining forays for rare minerals. It has occasionally been used in punitive expeditions when Turanic raiders get too brazen, which much amuses the Hiigarans to use a raider design as such.

Hiigaran Type 2 Strike Carrier

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL
IN SVC:
POINTS:544
RAM:250
JUMP:15 TURNS

TURN COST:1/1
TURN DELAY:1/1
ACCEL/DECEL:4
PIVOT:3+3
ROLL:3+3

FWD/AFT DEF:15
STB/PORT DEF:17
ENG. EFFICIENCY:4/1
EXTRA POWER:0
INITIATIVE:+1

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

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON.
EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

AFT HANGAR
12 MEDIUM FIGHTERS

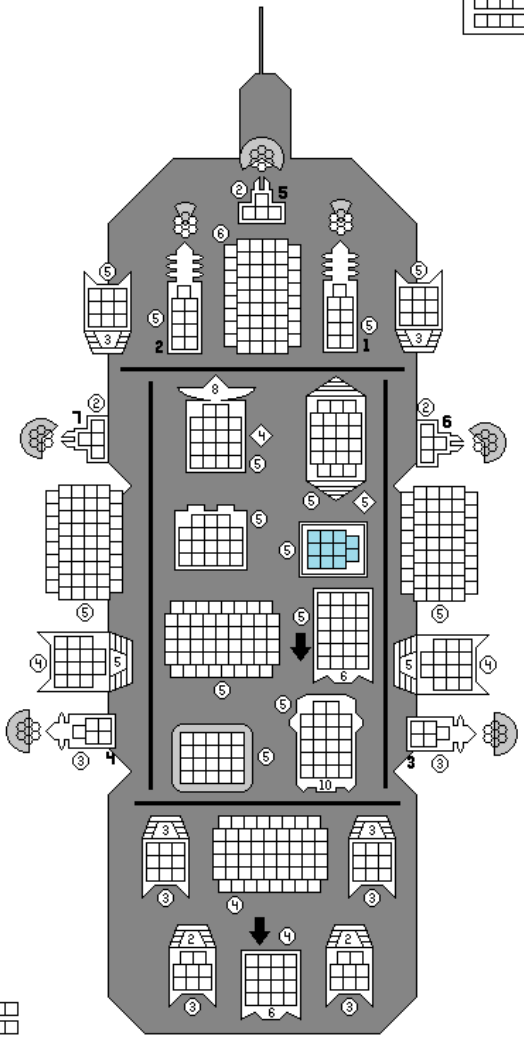
PRIMARY HANGAR
24 MEDIUM FIGHTERS
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

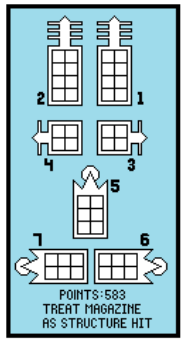
	FORWARD
1-2	LT. BLAST CANNON
3-7	HVY. CHEMICAL LASER
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

	SIDE
1-4	LT. BLAST CANNON
5-7	LT. CHEMICAL LASER
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

	AFT
1-4	HANGAR
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

	PRIMARY
1-7	STRUCTURE
8-10	MAGAZINE
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C





MAGAZINE
HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

LT. BLAST CAN 5
LT. BLAST CAN 6
LT. BLAST CAN 7

LT. CHEM LAS 3
LT. CHEM LAS 4

HVY CHEM LAS 1
HVY CHEM LAS 2

MAGAZINE

NAME:LT. LASER CANNON
CLASS:LASER
MODE:RKG (10)
DAMAGE:2d10+7
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:LT. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:10 (-1 PER 2 AFTER 5)
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+3/+2/-2
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER TURN

NAME:HVY. LASER CANNON
CLASS:LASER
MODE:RKG (10)/SUSTAINED
DAMAGE:4d10+20
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

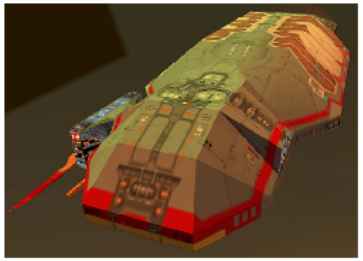
NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:HVY. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:4d10+4
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+1/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

"Shepherd"

CLASS: cruiser
ENDURANCE: 2 years
JUMP DRIVE: class VIII
CREW: 596
MISSION: heavy carrier
ARMAMENT:
    6x light blast cannon
    72x fighters (varies)

History:
    The "Shepherd" is simply a variant of the "Bishop" class carrier with the corvette docking rails replaced with more hangar space. Both are freely available interchangeably, as well as both having their supporters for tactics and superiority. The fastest way to see a fistfight is to get fighter pilots from both types in the same bar.



Hiigaran Type 3 Elint Carrier

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL	TURN COST:1/1	FWD/AFT DEF:15
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:17
POINTS:594	ACCEL/DECEL:4	ENG. EFFICIENCY:4/1
RAM:250	PIVOT:3•3	EXTRA POWER:0
JUMP:15 TURNS	ROLL:3•3	INITIATIVE:+1

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

SPECIAL NOTES:
ELINT
LIMITED 33%

FORWARD HANGAR
24 LIGHT FIGHTERS

SIDE HANGARS
6 LIGHT FIGHTERS

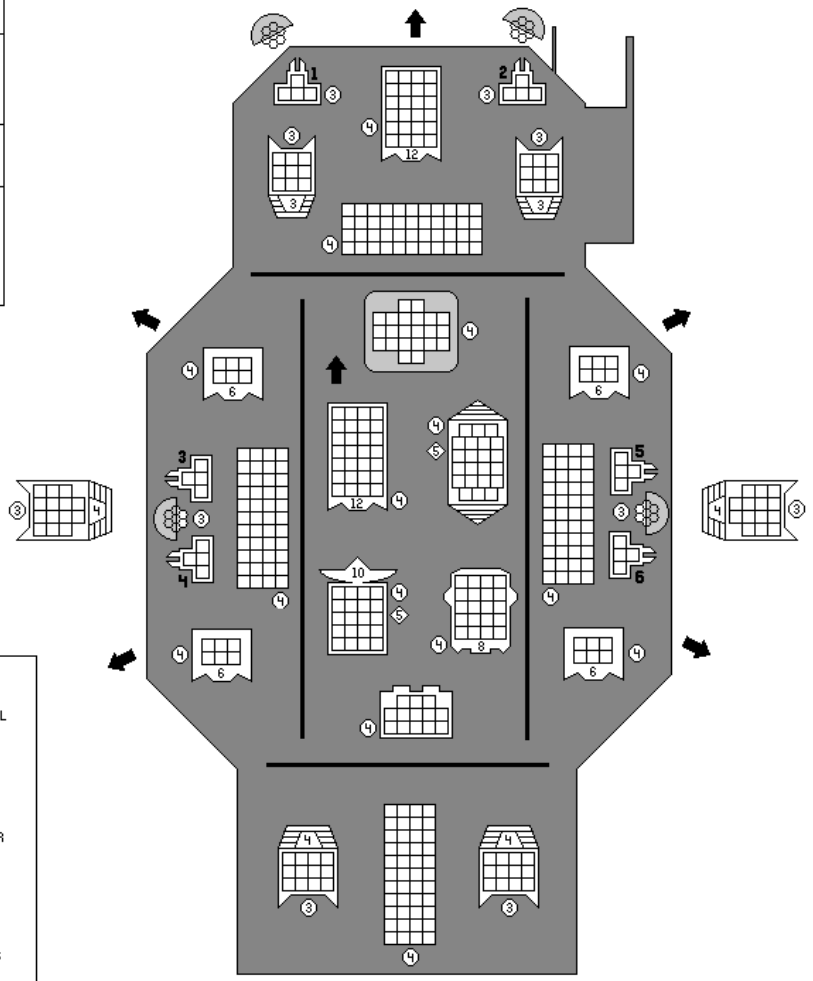
PRIMARY HANGAR
24 MEDIUM FIGHTERS
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD	
1-2	LT. BLAST CANNON
3-7	HANGAR
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

SIDE	
1-2	LT. BLAST CANNON
3-7	HANGAR
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-8	THRUSTER
9-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-8	STRUCTURE
9-10	JUMP ENGINE
11-13	SENSORS
14-16	ENGINE
17-18	HANGAR
19	REACTOR
20	C AND C



LCV RAIL
HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

LT. BLAST CAN 1
LT. BLAST CAN 2
LT. BLAST CAN 3
LT. BLAST CAN 4
LT. BLAST CAN 5
LT. BLAST CAN 6

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:•1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

"Avatar"

CLASS: cruiser
ENDURANCE: 9 months
JUMP DRIVE: class VII
CREW: 640
MISSION: patrol
ARMAMENT:
    6x heavy blast cannon
    4x heavy chemical lasers

History:
    Hiigaran engineers often have to figure out alien artifacts and derelict spacecraft for their quantum leaps in technological advancement. Such was not the case with the "Avatar" heavy cruiser. While some of the know-how came from the derelict ship which produced the "Paladin", the rest was pure Hiigaran. They had recently developed the heavy blast cannon, along with improvements in making the heavy chemical laser more turret-friendly. When the teams responsible brought the plans to Fleet Command for prototype approval, they were stunned by the enthusiasm for their proposal. It was rapidly deployed in limited numbers, owing to the large crews required. There has been no real test of these cruisers, but all simulations point to there being no doubt of the outcome in a capital ship duel: the "Avatar" leaving little behind but debris.

Hiigaran Type 1 Cruiser

CLASS:CAPITAL	TURN COST:3/4	FWD/AFT DEF:14
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:17
POINTS:720	ACCEL/DECEL:4	ENG. EFFICIENCY:4/1
RAM:290	PIVOT:3+3	EXTRA POWER:0
JUMP:20	ROLL:3+3	INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	1	2	3	3	4	5	5	6	7	8	8	9
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

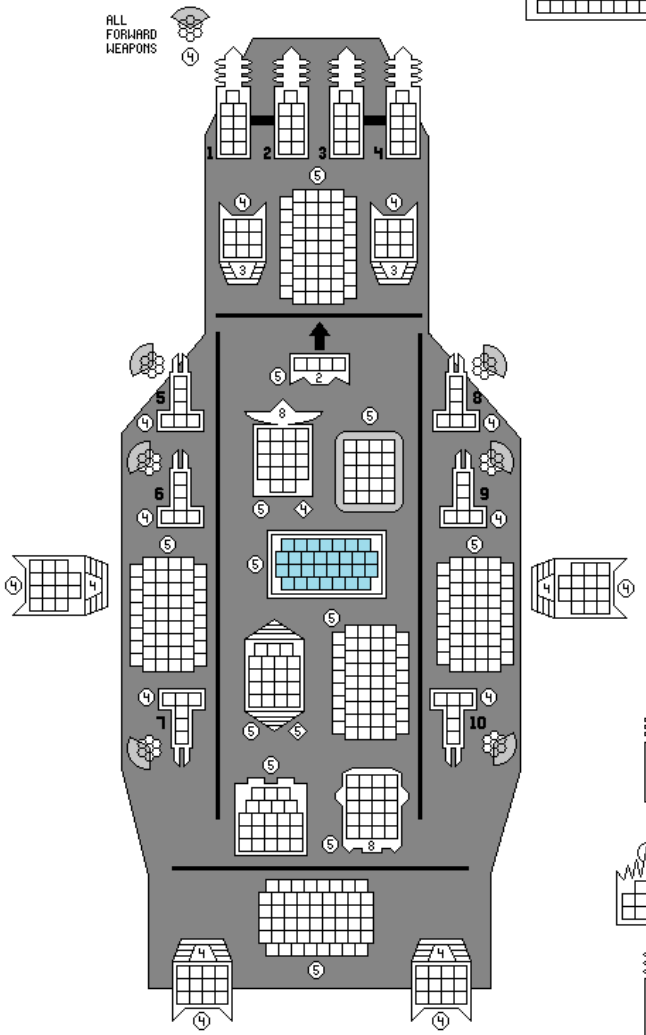
SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

SPECIAL NOTES:
LINKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

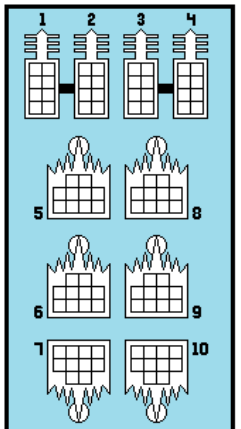
HANGAR
4 SHUTTLES:THRUST:3
ARMOR:1 DEFENSE: 8/10

BABYLON WARS 2ND EDITION

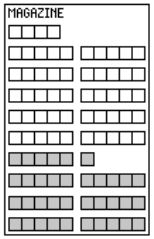
	FORWARD
1-7	HVY. CHEMICAL LASER
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
	SIDE
1-7	HVY. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
	AFT
1-8	THRUSTER
9-18	STRUCTURE
19-20	PRIMARY
	PRIMARY
1-7	STRUCTURE
8-10	MAGAZINE
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

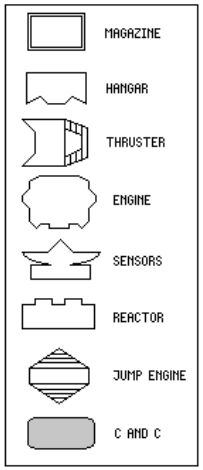


UPGRADE



MAGAZINE

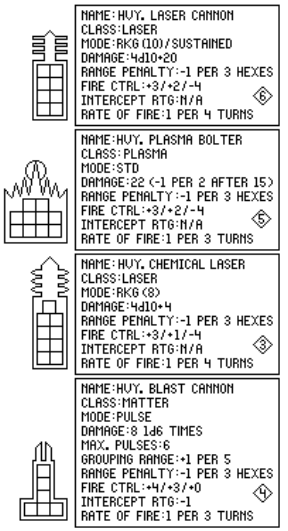




HVY CHEM LAS 1
HVY CHEM LAS 2
HVY CHEM LAS 3
HVY CHEM LAS 4

HVY BLAST CAN 5
HVY BLAST CAN 6
HVY BLAST CAN 7

HVY BLAST CAN 8
HVY BLAST CAN 9
HVY BLAST CAN 10



NAME:HVY. LASER CANNON
CLASS:LASER
MODE:RKG (10)/SUSTAINED
DAMAGE:4d10+20
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:HVY. PLASMA BOLTER
CLASS:PLASMA
MODE:STD
DAMAGE:22 (-1 PER 2 AFTER 15)
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+2/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 3 TURNS

NAME:HVY. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:4d10+4
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+1/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:HVY. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:8 1d6 TIMES
MAX. PULSES:6
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+4/+3/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 3 TURNS

"Archangel"

CLASS: dreadnought
ENDURANCE: 1 year
JUMP DRIVE: class VIII
CREW: 1467
MISSION: patrol
ARMAMENT:
- 6x class SO racks
- 4x heavy blast cannon
- 2x heavy chemical lasers

History:

The "Archangel" was the brainchild of the Aleph Hiigaran fleet. During one of their mining expeditions, an old distress beacon was found which contained a techo-organic virus. The virus attacked and assimilated any ships and crews it contacted. During the subsequent war with the infected vessels, more firepower was required than frigates or destroyers could provide. A request for aid from a nearby trading partner provided the technical data to produce the largest combat hull made by Hiigaran shipwrights. Armed with 6 missile racks, 4 of the largest blast cannon, and two heavy chemical lasers, it provided the necessary firepower to destroy any infected ship in one or two salvoes. It continues today as a vanguard for the largest Hiigaran fleets, and as a protector of every Mothership.

Hiigaran Type 1 Dreadnought

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:16
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:18
POINTS:839	ACCEL/DECEL:4	ENG. EFFICIENCY:6/1
RAM:430	PIVOT:4•4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3•3	INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

SPECIAL NOTES:
FORWARD STRUCTURE IS DIVIDED FOR AESTHETICS ONLY.

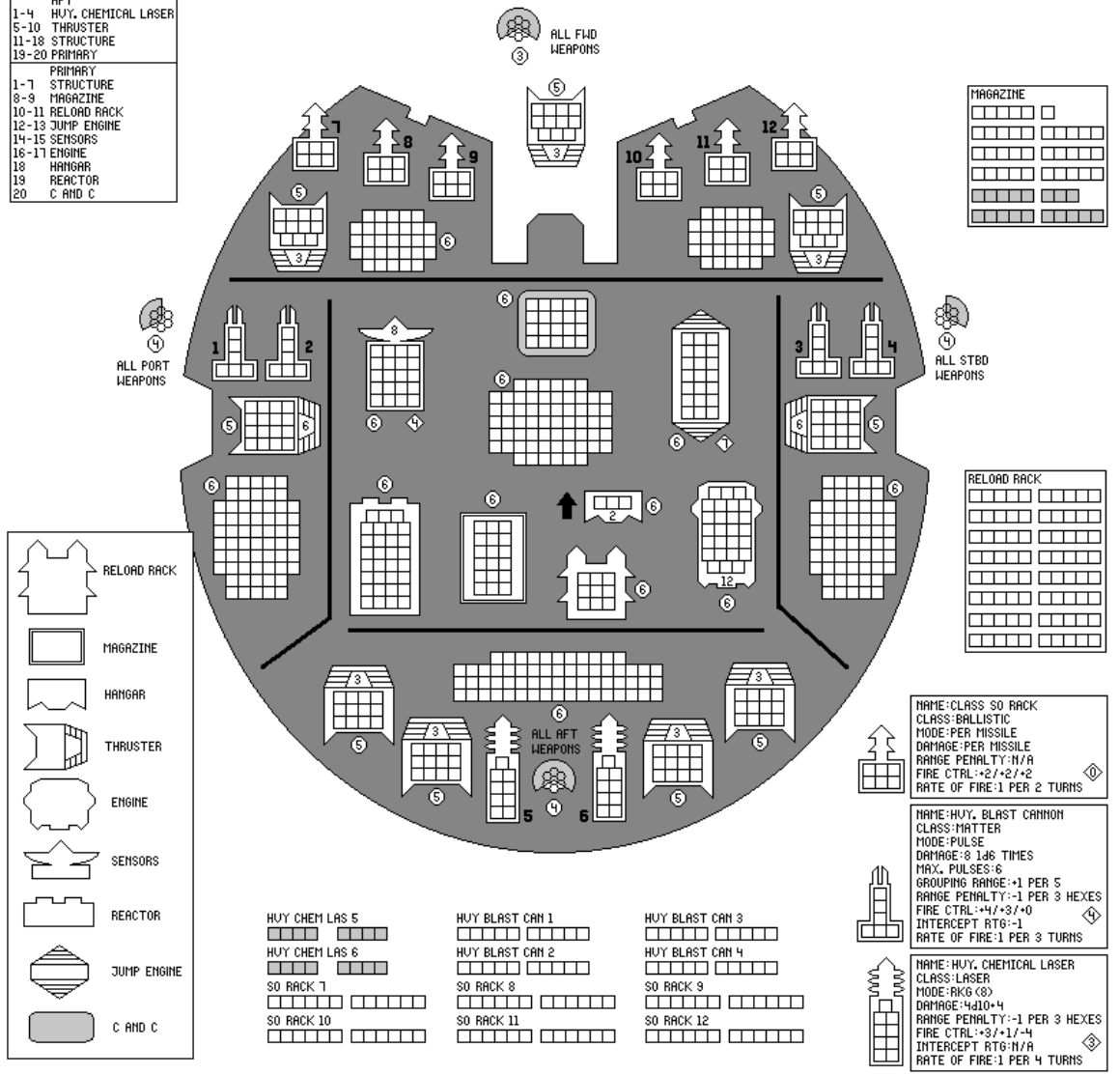
HANGAR
3 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

FORWARD	
1-7	CLASS SO RACK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

SIDE	
1-7	HVY. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-4	HVY. CHEMICAL LASER
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-7	STRUCTURE
8-9	MAGAZINE
10-11	RELOAD RACK
12-13	JUMP ENGINE
14-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C



"Chimera"

CLASS: dreadnought
ENDURANCE: 1 year
JUMP DRIVE: class IX
CREW: 1461
MISSION: patrol
ARMAMENT:
- 8x medium blast cannon
- 2x heavy chemical lasers
- 4x light chemical lasers
- 6x heavy fighters

History:

The aptly named "Chimera" is a classic case of design by committee. The Hiigaran Fleet engineers from all three clans gathered to discuss a possible stablemate to the "Avatar". Strengths and weaknesses of that venerable heavy cruiser were debated for months. Weapon loadouts and performances were rewritten so many times that when they finally decided on this model, it was more due to exhaustion than agreement. One of the few things they could all agree on was the value of the heavy chemical laser. Its ability to reach out and burn through the heaviest armor was a telling tribute from all the ships so outfitted with them. The medium blast cannon were installed to allow for at least some anti-fighter capability. The light chemical lasers were installed as a deterrent to corvette wolfpacks. To ensure it maintained combat capacity throughout several engagements, a separate magazine was installed. This warship provides little heavy hitting power, but can deal eloquently with packs of smaller ships.

Hiigaran Type 2 Dreadnought

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:15
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:19
POINTS:738	ACCEL/DECEL:4	ENG. EFFICIENCY:6/1
RAM:430	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0

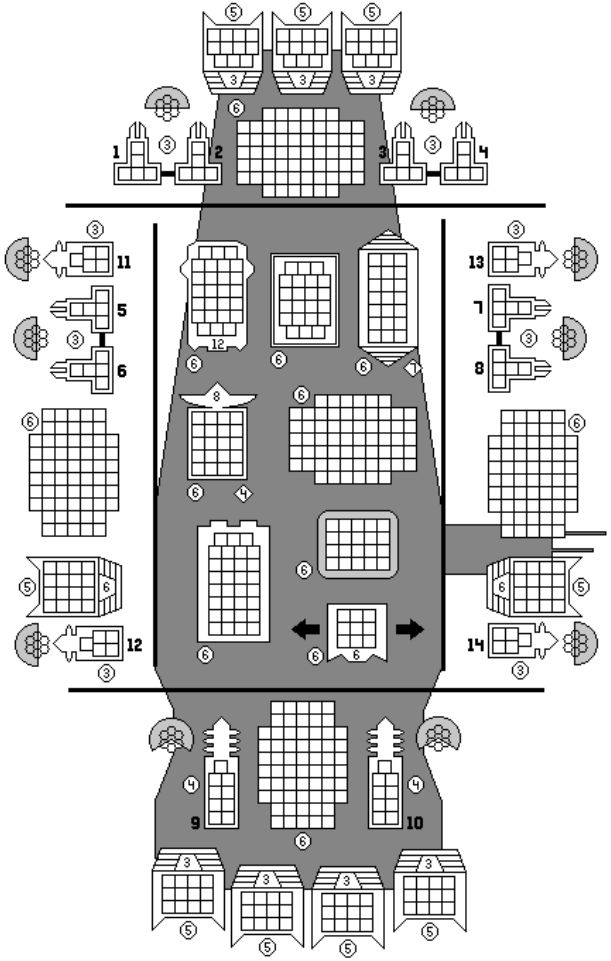
SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES:
TREAT MAGAZINE AS RELOAD RACK FOR CHEMICAL LASER AND BLAST CANNON. EXPLODES FOR 10 DAMAGE PER CHEMICAL LASER SHOTS REMAINING ON 20+ CRIT ROLL.

SPECIAL NOTES:
LINKED WEAPONS MUST FIRE AT THE SAME TARGET IF BOTH FIRE.

HANGAR
6 HEAVY FIGHTERS
3 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

	FORWARD
1-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
	SIDE
1-2	STD. PARTICLE BEAM
3-7	MED. BLAST CANNON
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
	AFT
1-4	HVY. CHEMICAL LASER
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY
	PRIMARY
1-7	STRUCTURE
8-10	MAGAZINE
11-12	JUMP ENGINE
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C



MAGAZINE

LT. CHEM LAS 11
LT. CHEM LAS 12
LT. CHEM LAS 13
LT. CHEM LAS 14

MAGAZINE
HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

HVY CHEM LAS 9
HVY CHEM LAS 10
MED BLAST CAN 1
MED BLAST CAN 2
MED BLAST CAN 3
MED BLAST CAN 4
MED BLAST CAN 5
MED BLAST CAN 6
MED BLAST CAN 7
MED BLAST CAN 8

NAME:HVY. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:4d10+4
RANGE PENALTY:-1 PER 3 HEXES
FIRE CTRL:+3/+1/-4
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG (8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MED. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:5 1d5 TIMES
MAX. PULSES:5
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+2/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER 2 TURNS

"Manticore"

CLASS: dreadnought
ENDURANCE: 1 year
JUMP DRIVE: class IX
CREW: 1390
MISSION: patrol
ARMAMENT:
- 4x class SO racks
- 4x light chemical lasers
- 5x light blast cannon
- 1x mega plasma cannon
- 1x reload rack
- 6x heavy fighters

History:

The "Manticore" is the latest of the Hiigaran dreadnought class capital ships. While the Aleph and Yridian fleets are quite content with the "Archangel" and "Chimera" classes of dreadnought, the Myr'tash went further. They took the research into plasma weapons and pushed it further. They increased the output to levels at the very limit of Hiigaran science. It cannot be mounted on any kind of turret, owing to the requirement of being closely mounted to the fusion reactor. Four missile launchers were installed with wide arcs in the fore of the vessel. This allows the "Manticore" to keep a steady flow of missiles going out. The secondary armament was boosted to increase fighter and corvette defense. All of this came at the price of maneuverability. The biggest problem came with the jump engine's location. The main gun's placement pushed it back to the rear of the hull.

Hiigaran Type 3 Dreadnought

BABYLON 5 WARS 2ND EDITION

CLASS:CAPITAL	TURN COST:4/3	FWD/AFT DEF:15
IN SVC:	TURN DELAY:1/1	STB/PORT DEF:19
POINTS:707	ACCEL/DECEL:4	ENG. EFFICIENCY:6/1
RAM:430	PIVOT:4+4	EXTRA POWER:0
JUMP:20 TURNS	ROLL:3+3	INITIATIVE:0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12
TURN COST:	2	3	4	6	7	8	10	11	12	14	15	16
TURN DELAY:	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD	
1-2	LT. BLAST CANNON
3-7	CLASS R RACK
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

SIDE	
1-3	LT. BLAST CANNON
4-7	LT. CHEMICAL LASER
8-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

AFT	
1-4	JUMP ENGINE
5-10	THRUSTER
11-18	STRUCTURE
19-20	PRIMARY

PRIMARY	
1-7	STRUCTURE
8-10	MEGA PLASMA CANNON
11-12	RELOAD RACK
13-15	SENSORS
16-17	ENGINE
18	HANGAR
19	REACTOR
20	C AND C

HANGAR
6 HEAVY FIGHTERS
4 SHUTTLES: THRUST:3
ARMOR:1 DEFENSE: 8/10

LT. BLAST CAN 10
LT. BLAST CAN 11
LT. BLAST CAN 12
LT. BLAST CAN 13
LT. BLAST CAN 14

LT. CHEM LAS 6
LT. CHEM LAS 7
LT. CHEM LAS 8
LT. CHEM LAS 9

RELOAD RACK

ALL PORT WEAPONS

ALL STBD WEAPONS

RELOAD RACK
HANGAR
THRUSTER
ENGINE
SENSORS
REACTOR
JUMP ENGINE
C AND C

CLASS SO RACK 2
CLASS SO RACK 3
CLASS SO RACK 4
CLASS SO RACK 5

NAME:LT. BLAST CANNON
CLASS:MATTER
MODE:PULSE
DAMAGE:3 1d3 TIMES
MAX. PULSES:4
GROUPING RANGE:+1 PER 5
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+2/+1/+0
INTERCEPT RTG:-1
RATE OF FIRE:1 PER TURN

NAME:LT. CHEMICAL LASER
CLASS:LASER
MODE:RKG(8)
DAMAGE:2d10+2
RANGE PENALTY:-1 PER HEX
FIRE CTRL:+1/+1/-1
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 2 TURNS

NAME:MEGA PLASMA CANNON
CLASS:PLASMA
MODE:STD
DAMAGE:6d10+12(-1 PER 2 HEXES)
RANGE PENALTY:-1 PER 2 HEXES
FIRE CTRL:+3/+1/-5
INTERCEPT RTG:N/A
RATE OF FIRE:1 PER 4 TURNS

NAME:CLASS SO RACK
CLASS:BALLISTIC
MODE:PER MISSILE
DAMAGE:PER MISSILE
RANGE PENALTY:N/A
FIRE CTRL:+2/+2/+2
RATE OF FIRE:1 PER 2 TURNS

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Hyflite

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