Version 1/2E

RDF Phalanx Space Defense Robot

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Walker
In Service: 2009
Point Value: 94 each
Ramming Factor: 20

COMBAT STATS
Defensive Profile: 9
Offensive Bonus: +4
Initiative Bonus: +18
Evade Ability: 3 Lvls

CLOSE COMBAT
Penalty to Strike: -3
Damage Rating: 1d6+2
Movement Rate:
1 Section per 2 Turns

WEAPONS
Derringer Missiles
Number of Racks: 2
Class: Pulse (Ballistic)
Damage: 8 1d2 Times
Maximum Pulses: 2
Grouping Bonus: +1 per 6
Max Launch Range: 18 hexes
Fire Control: +0/+0/+0
Cost: *Full load included in base cost of walker.*

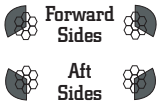
Flight Level Combat
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

HCV and MCV Arcs

Primary (chosen each turn)

Capital Ship Arcs

Primary (chosen each turn)

Enormous Unit Arcs


As Capital except as above

ARMOR

SPECIAL NOTES
Mark one ammunition per both racks firing. If seperated from ship, assumed to have one thrust and a 1/3 turn cost. Benefits from the DEW of host ship.

Squad #1

Wkr #1	Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6

Dropped Out / Wkr Destroyed

Squad Location on Vessel:
☐ *Fore*
Port ☐ ☐ ☐ *Stbd*
Prime
☐ *Aft*

Initiative	Last Move	Evade	Notes

Derringer Missiles: ☐☐☐☐5☐☐☐☐0

Squad #2

Wkr #1	Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6

Dropped Out / Wkr Destroyed

Squad Location on Vessel:
☐ *Fore*
Port ☐ ☐ ☐ *Stbd*
Prime
☐ *Aft*

Initiative	Last Move	Evade	Notes

Derringer Missiles: ☐☐☐☐5☐☐☐☐0

Squad #3

Wkr #1	Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6

Dropped Out / Wkr Destroyed

Squad Location on Vessel:
☐ *Fore*
Port ☐ ☐ ☐ *Stbd*
Prime
☐ *Aft*

Initiative	Last Move	Evade	Notes

Derringer Missiles: ☐☐☐☐5☐☐☐☐0

Squad #4

Wkr #1	Wkr #2	Wkr #3	Wkr #4	Wkr #5	Wkr #6

Dropped Out / Wkr Destroyed

Squad Location on Vessel:
☐ *Fore*
Port ☐ ☐ ☐ *Stbd*
Prime
☐ *Aft*

Initiative	Last Move	Evade	Notes

Derringer Missiles: ☐☐☐☐5☐☐☐☐0

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