Version 1/2E

RDF Super Valkyrie Veritech Fighters

BABYLON 5 WARS 2ND EDITION

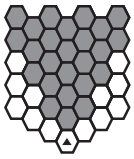
SPECS
Class: Heavy Fighters
In Service: 2011
Point Value: 138 each
Ramming Factor: 27
Jinking Limit: 8 Lvls

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 8
Free Thrust: 15
Offensive Bonus: +5
Initiative Bonus: +17

Guardian Mode
Max Turning Thrust: 10
Fwd/Aft Defense: 8
Std/Port Defense: 8
-2 Skindancing Bonus
+1 Jinking Bonus
Primary Wpn Arc:

Battloid Mode
Max Turning Thrust: 6
Fwd/Aft Defense: 8
Std/Port Defense: 8
-4 Skindancing Bonus
+2 Jinking Bonus
Combat Pivots: 1 Thrust
Primary Wpn Arc:



ARMOR

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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

WEAPONS

GU-11 Gunpod
Number of Guns: 1
Class: Particle
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

Mauser RoV-20 Laser
Number of Guns: 1
Class: Laser
Damage: 1d5 (+1)
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: Elite Pilots gain a +1 to their damage as noted at no additional charge.

Super VF-1B Variant Adds:

Mauser RoV-22 Laser
Number of Guns: 1
Class: Laser
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: May fire in fighter or guardian mode only, and is limited to the standard ftr arc.
Base Fighter Cost: 140 points

MISSILE LOADOUTS

Firebird Missile
Class: Ballistic
Damage: 20
Max Launch Range: 25 hexes
Fire Control: +0/+0/--
Loadout: 4 missiles
Cost: 20 points each
Restricted Deployment 10%

AMM-1 Stiletto
Class: Ballistic
Damage: 1d10+5
Max Launch Range: 14 hexes
Fire Control: +0/+0/+0
Loadout: 8 missiles
Cost: 10 points each

UMM-7 Starburst
Class: Ballistic
Damage: 1d6+3
Max Launch Range: 8 hexes
Fire Control: +0/+0/+0
Loadout: 12 missiles (+10)
Cost: 5 points each

SPECIAL NOTES
Can fire one primary weapon and up to 4 missiles per turn. May switch modes during power allocation segment of turn. Cost includes ten Starburst missiles. Navigators are not allowed.
Non-atmospheric

Flight #1

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6

Dropped Out
Ftr Destroyed

Flight Transformation Status:
Fighter Mode:
Guardian Mode:
Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes

GU-11 Gunpod:
Missiles:_____ 5 o
Starburst Missiles: 5 o

Flight #2

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6

Dropped Out
Ftr Destroyed

Flight Transformation Status:
Fighter Mode:
Guardian Mode:
Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes

GU-11 Gunpod:
Missiles:_____ 5 o
Starburst Missiles: 5 o

Flight #3

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6

Dropped Out
Ftr Destroyed

Flight Transformation Status:
Fighter Mode:
Guardian Mode:
Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes

GU-11 Gunpod:
Missiles:_____ 5 o
Starburst Missiles: 5 o

Flight #4

Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6

Dropped Out
Ftr Destroyed

Flight Transformation Status:
Fighter Mode:
Guardian Mode:
Battloid Mode:

Initiative	Speed	Thrust Used	Jinking	Notes

GU-11 Gunpod:
Missiles:_____ 5 o
Starburst Missiles: 5 o

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