



Play-Aid

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For use with the Babylon 5 Wars game by AD&S, Inc.
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Turn Summary

I. Start of Turn Actions

- Determine Power Allocation
- Determine Initiative.
- Allocate EW
- Announce Accels / Decels

II. Movement

- Flip rolling ships
- Announce / Open Jump Points
- Launch E-Mines, Ion torps, Missiles
- Commercial / Civilian ships move
- Capital Ships move
- Heavy Combat Vessels move
- Shuttles move
- Medium Warships move
- Fighters move

III. Combat

- Assign fire targets
- Resolve e-mines
- Execute combat pivots
- Resolve ship fire, missile fire
- Resolve fighter fire at fighters.
- Resolve fighter fire at ships

IV. End of Turn Actions

- Launch / land fighters and shuttles
- Adjust ship systems for damage. Apply critical hits and armor degradation from Plasma Stream.
- Roll for fighter drop out

Initiative Modifiers

Ships launching / landing fighters	-4
Fighter launched last turn	-10
3+ Minbari ships	+1

Speed Modifiers

Speed 4	-1
Speed 3	-2
Speed 2	-3
Speed 1	-4
Speed 0	-5

Movement Costs

<i>Maneuver</i>	<i>Ships</i>	<i>Fighters</i>
Accel / Decel	see SCS	1/ speed
Turn Delay	see SCS	0
Turn	see SCS	1/3 speed
Snap Turn	n/a	yes
Slide	1/5 speed	1
Roll	see SCS	2
Pivot	see SCS	1/ hexside
Combat Pivot	n/a	2/ hexside
Jinking	n/a	1/ level

Skin Dancing Chart

Must Roll 15 or less on d20

- 1 / 2 points Dancer speed > 5
- 5 Either is Rolling
- 5 Dancer is Pivoted
- 2 Per Thruster Lost on Dancer
- 3 / level Dancer is Jinking
- +5 Dancer is Elite Pilot / Helm

Overthrusting

Roll 1d20 for each point of overthrust. Max overthrust is twice thrust rating.

- 01 - 02** Efficiency reduced: 2 thrust points required to produce 1 point of thrust at thruster.
- 03 - 05** Outlet damaged: Reduce thrust rating of thruster by 1. Thrusters with rating of 0 are destroyed.
- 06 - 20** No effect.

E-Mine Scatter

Roll 1d10 if e-mine misses

- 01 - 06** Scatters 1d5 hexes (max 1/2 range) in direction rolled.
- 07 - 10** "Fizzles" - no effect

To Hit Calculation

Targets Defense Rating

- Targets Defensive EW
- Weapon Range Penalty
- Jinking / Misc. penalties
- + Offensive EW at Target
- + Weapon Fire Control
- Intercepting fire

= # needed or less To Hit
Missiles use base chance instead of Target's Defense Rating and intercepting fire does not degrade.

Special Volley Resolution

Standard: All damage to one hit location.

Raking: Roll hit location each 10 points, armor only counts on first 10 point volley in each location.

Piercing: -3 to-hit, requires 3 + OEW, 1/2 hits primary section. Roll damage per Raking hit in both locations.

Sustained: Extra power needed for arming equals double arming cost.

Automatically hits the following turn if still in arc. Damage per Raking above. Extra cooldown time required.

Plasma: Damage one location, armor half as effective.

Pulse: Each pulse hits separate location

Flash: Plasma Damage, 1/2 goes to structure, remaining splict among systems on side

damaged. 1/4 damages facing structure of all ships in hex.

Matter: Ignores armor, no overkill. Burst Beam n/a vs structure.

Flight Level Combat

5+ above	All miss
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

Generic Weapon Critical Hits

- 01 - 12** No critical hit
- 13 - 16** Range reduced: Reduce distance factor by 1 hex.
- 17 - 20** Damage reduced: Weapon suffers -2 penalty to damage per die (but no single roll can be less than 1). Pulse weapons, penalty is per pulse.

E-Mine Critical Hits

- 01 - 14** No critical hit
- 15 - 18** Increase arming time by 1 turn
- 19 - 20** Increase arming time by 2 turns.

Thruster Critical Hits

- 01 - 10** No critical hit
- 11 - 16** Efficiency reduced: 2 thrust points required to produce 1 point of thrust at thruster.
- 17 - 20** Outlet damaged: Reduce thrust rating of thruster by 1. Thrusters with rating of 0 are destroyed.

Hanger Critical Hits

- 01 - 10** No critical hit
- 11 - 18** Partial bay collapse: Launch / recovery rate reduced by 2. Bay is destroyed when rate equals 0
- 19 - 20** Docking links damaged: All hanger bay activities take twice as long.

Jump Drive Critical Hits

No critical hits. Jump drives have a chance of exploding when used equal to percent damaged.

Engine Critical Hits

- 01 - 12** No critical hit
- 13 - 18** Thrust reduced: -2 points from "free" thrust.
- 19 - 20** Efficiency disrupted: Increase engine efficiency by 50% or 1, whichever is less

Sensor Critical Hits

- 01 - 14** No critical hit
- 15 - 18** EW efficiency reduced by 2.
- 19 - 20** Sensor overload. No EW available next turn

Reactor Critical Hits

- 01 - 05** No effect
- 06 - 08** 2 power lost
- 09 - 13** 4 power lost
- 14 - 18** 6 power lost
- 19 - 20** 10 power lost

C & C Critical Hits

- 01 - 05** Intraship communications disrupted. -2 initiative penalty during next turn. EW levels may not be altered next turn.
- 06 - 09** Sensors disrupted. EW levels may not be altered next turn.
- 10 - 13** Fire control computers scrambled. All weapon fire is at -2 next turn.
- 14 - 15** Sensor controls knocked out. No EW next turn.
- 16 - 17** Major communications disruption. -4 initiative penalty next turn and -2 for the rest of the scenario.
- 18 - 19** Computers severely scrambled. Combine the effects of 14-15 and 16-17.
- 20** Complete power loss. Ship cannot maneuver, use sensors or weapons for next turn. Fighter launching and landing unaffected.