

Babylon 5 Wars Play-Aid

Expanded Sequence of Play

Start of Turn Actions

Determine available power on starships.
Deactivate systems for additional power if desired.
Determine Initiative and announce initiative adjustments (intent to launch/land shuttles)
Assign and simultaneously announce EW status.
Announce accelerations/decelerations and fighter jinking levels.

Movement

Ships which began rolling on previous turn flip over.
Announce/Open Jump points.
Energy mines are launched.
All commercial/civilian vessels move.
All capital ships move.
All Heavy Combat Vessels move.
All shuttles (including Minbari Flyers) move.
All Medium warships move.
All fighters move.
Combat pivots made by fighters.

Combat

Secretly determine all fire/defense screen levels.
Declare all fire/defense screen levels.
Resolve ship fire including energy mines and losses of fighters.
Resolve fighter fire at other fighters, including losses.
Resolve fighter fire at ships.

End of Turn Actions

Launch/land shuttles/fighters.
Adjust systems (criticals take effect, fighter dropouts, etc)

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