

Fleet Book Babylon 5

The Unauthorised Reference Full Thrust: Cross Dimensions

Hugh Fisher
Andy Watkins
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Credits and Thanks

First and foremost, thank you to J Michael Straczynski for creating Babylon 5, and to the cast and crew who made it such a memorable show.

Thank you to Jon Tuffley for creating the Full Thrust rules.

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Mark Aubrey, Christine Cunningham, and Adam Decata gave good advice. They did not approve and are not responsible for any part of this book.

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Contents

1 Introduction	3
1.1 What is FULL THRUST?	3
1.2 What is Babylon 5?	3
1.3 The Babylon 5 and GZG universes	4
1.4 Technology Levels	4
1.5 Ship Sizes	4
1.6 Drives	5
1.7 FTL	5
1.8 Defensive Systems	5
1.9 Weapons	5
1.10 Fighters	6
2 Alliance	7
Minbari Flyer	7
Vree Xorr	8
IA patrol ship	8
Drazi Warbird	9
Drazi Sunhawk	9
Vree Xill	10
Abbai Lakara	10
IA White Star	11
Brakiri Avioki	11
Narn G'Quan	12
Minbari Sharlin (Religious)	12
IA Victory	13
3 Centauri	14
Haven	14
Corvan	15
Darkner	15
Vorchan	16
Demos	16
Sulust	17
Centurion	17
Primus	18
Balvarin	18
Octurion	19
4 Drakh	20
Tsetse	20
Wasp	21
Hornet	21
Cocoon	22

Scorpion	22
Centipede	23
Nest	23
Hive	24

5 Earthforce	25
Tethys	25
Artemis	26
Hermes	26
Olympus	27
Hyperion	27
Hyperion II	28
Nova	28
Avenger	29
Omega	29
Warlock	30
Omega II	30
Defence Grid satellite	31

6 Minbari	32
Torotha	33
Tigara	33
Tinashi	34
Morshin	34
Neshatan	35
Sharlin (Warrior)	35

7 Narn	36
Sho'Kov	36
Sho'Kar	37
Ka'Toc	37
Dag'Kar	38
G'Sten	38
Var'Nic	39
T'Loth	39
Bin'Tak	40

8 Shadows	41
Tendril	41
Talon	42
Avalanche	42
Shadow Omega	43
Earthquake	43
Hurricane	44
Cataclysm	44
Bramble	45

9 Vorlons	46
Peaceful Voyager	46
Relentless Hunter	47
Parrying Blade	47
Guardian Sword	48
Guardian Flock	48
Shattering Hammer	49
Stellar Fire	49
Vigilant Outpost	50
10 Miscellaneous	51
Freighter	51
Passenger Liner	51
Raider Mothership	52
Shadow Butterfly	52
PsiCorp Mothership	53
Streib Collector	53
Var Krelec Raider	54
11 Planet Killers	55
SSD Sheets	56

1 Introduction

Welcome to FLEET BOOK BABYLON 5, a collection of fan-created Babylon 5 ships for the FULL THRUST rules. (CROSS DIMENSIONS variant preferred.) With this book players can recreate battles from the original TV series, construct their own what-if scenarios, or pit Babylon 5 fleets against those from other settings.

This is *not* an official product. It has not been approved by Warner Bros. Entertainment, and contains no official artwork, scripts, interviews or fiction. Nor has it been approved by Ground Zero Games. It's fan-fiction for space gamers, released under the CC BY-NC-ND license.

If you are familiar with both Babylon 5 and FULL THRUST, you should read the sections beginning with 1.3 which discuss how the Babylon 5 ships have been translated into FULL THRUST. Or you could jump straight to your favourite fleet. These ships have been designed for the CROSS DIMENSIONS 1.1 variant of FULL THRUST, but all except a few First Ones can be used unchanged with second edition FULL THRUST plus the UNSC beta rules.

Hugh Fisher has final responsibility for everything in this book, so bother him by email to laranzu@ozemail.com.au.

Updates

This is the second edition. Any updates will be available online at:

<http://members.ozemail.com.au/~laranzu/fullthrust/B5>

1.1 What is FULL THRUST?

This is a game stats book, for the tabletop miniatures space combat game FULL THRUST. This is not a roleplaying game, nor, as stated above, is it an official Babylon 5 product.

If you are still reading, FULL THRUST is a fast and fun set of rules for squadron or fleet sized spaceship battles. You'll need a copy of the FULL THRUST: CROSS DIMENSIONS rulebook, a free PDF download from the same web site that has this book.

<http://members.ozemail.com.au/~laranzu/fullthrust/>

1.2 What is Babylon 5?

A pioneering science fiction TV series from the 1990s with a dedicated following ...actually, it would be quicker to watch the first season than listen to a Babylon 5 enthusiast explain why it's so good.

For those who don't have that much time, here is a very brief and somewhat irreverent guide to the universe of Babylon 5.

The year is 2257 or so, the original TV series covering five years starting with that date. The 'tech level' isn't very high: spaceships have lasers and plasma beams, but no force fields or transporters. There are lots of fighters.

Space battles in other settings often resemble historical wooden ships of the line slowly hammering away at each other. Babylon 5 space combat has the *Blam! Blam! Ka-boom!* pace of current day naval combat, with lots of weapons and not much protection. Just about everybody uses beams of various sorts rather than missiles.

A number of races or species – the terms are interchangeable – are prominent in Babylon 5.

The ships constructed from grey Lego are *Earthforce*, humanity, ie us in two hundred and fifty years. Humans have a few colonies, and constructed Babylon 5, an O'Neill space habitat for which the show is named. Humanity are the good guys, although capable of being misled away from the right path. Earthforce has a lot of fighters and beams and their warships are quite effective. They are widely regarded as the galaxy's rising stars.

The black and silver spider ships are *Shadows*, the yellow and green squid ships are *Vorlons*. Both are very ancient, very advanced races who play games with the destinies of everyone else. Their ships are individually powerful, because otherwise members of the younger races who resent being manipulated would beat them up. Shadows are fast and agile, tough by Babylon 5 standards, and known for slicing other ships in half with beams. Vorlons are slower, better protected, and also dangerous. If asked 'Who are you?' or 'What do you want?' by Vorlons or Shadows, the correct response is 'Mind your own business.'

The blue fish ships are *Minbari*. They are an older race, wise, refined, civilised – the elves of Babylon 5. Oh, and they do have the occasional genocidal moment, but this is not a topic for polite conversation, thank you very much. The Minbari ships have heavy beams, some fighters, and reasonable protection. They are usually the biggest and baddest warships when Shadows or Vorlons aren't around.

The purple ships with crescents and curves are *Centauri*, humanoids with punk rock hair styles. Their society is similar to the late Roman Empire but with togas replaced by 18th century opera costumes. Because of the hair, clothes, and whole decadent society thing, nobody takes the Centauri as seriously as they feel they should be. Sadly, they don't quite have the warships to enforce a better opinion.

The flat geometric ships are *Narn*, former slaves of the Centauri Empire, now a proud warrior race of leopard-spotted lizard people. (Nobody knows why their ships have a striped paint scheme rather than spots.) Their warships are distinguished by using some missiles as well as the usual beams. Narn die bravely. A lot.

The glowing soft drink bottles with outriggers belong to the *Drazi*, the other proud warrior race of lizard people in Babylon 5. They don't have spots, but consider this a reasonable trade-off for never having being enslaved by the Centauri. Together with the Abbai, Brakiri, Pak'Ma'Ra, and Vree they make up the *League of Rubber Facemask Aliens* which usually provides an assortment of cannon fodder ships fighting alongside Minbari or Earthforce.

If you can see purple and white ships that look like plucked chickens with tail fins, they're *White Stars*. The crew are *Rangers*, humans and Minbari with the mythical samurai 'death before retreating' ethos. While this leads to heavy Ranger casualties, the White Stars are fast and well-armed so usually inflict equally heavy damage on the enemy who are then cleaned up by the bigger Earthforce or Minbari ships in support.

Lastly, a fleet apparently composed of strange insects is *Drakh*. They too have scales – fur is apparently an evolutionary disadvantage in the Babylon 5 universe. Latecomers to the show, they are former protégés of the Shadows with abandonment issues. Instead of undergoing therapy, they've chosen to work through their problems by killing everyone else.

1.3 The Babylon 5 and GZG universes

Creating FULL THRUST statistics for Babylon 5 ships is not exactly an original idea. But what I have done that I think makes it worthwhile is to fit these designs within the existing GZG universe. There are **no new rules** and the ships have been designed to the same scale as the GZG ships in Fleet Book 1.

It is an attempt to capture the style or flavour of the show rather than the precise details. Character and choice are always more important than technology in Babylon 5, so I don't believe anything essential is lost by this approach.

(You are of course free to make up your own rules!)

For those who would prefer to modify the FULL THRUST rules to match the Babylon 5 setting, there is good news: it's already been done. The roleplaying game 'The Babylon Project' included the EARTHFORCE SOURCEBOOK, with space combat rules written by Jon Tuffley himself based on FULL THRUST. You can find updated versions and additional ships on the Internet.

1.4 Technology Levels

The Babylon 5 universe has two or maybe three 'tech levels.' Most of the races such as Earth, Narn, Centauri, and Drazi are about the same. The Minbari are a step up, although not by much. The truly advanced races are the Vorlons and Shadows.

While technically different, most of the ships and weapons in Babylon 5 have similar or identical tactical effects to those of FULL THRUST. Since I don't want to introduce any new rules, I have therefore ignored all technical distinctions. The exceptions are the Vorlons and Shadows, but even these can be modelled in Full Thrust simply by spending heaps of points. The Shadows and Vorlons are formidable but not invincible.

1.5 Ship Sizes

In the Babylon 5 universe each fleet seems to have only a few types of ship, far less than in Full Thrust. In Earthforce, for example, we see only Hyperions, Novas, and Omegas. (It doesn't help that the terminology in 2258 is a bit different from today: Earthforce 'destroyers' are bigger than 'cruisers'!) One reason is dramatic necessity, as the small workhorse cruisers, frigates, corvettes, etc are just not very glamorous. The mostly out of print books have additional ship designs which help fill in the gaps.

Since the goal is to fit the Babylon 5 ships into the GZG universe, I've scaled down all the ships in weaponry and capabilities, ranking them relative to each other rather than by specifications. If you think I'm being unfair to your favourite ship(s) I certainly am, but the aim is to be equally unfair to everyone.

- Light or medium cruiser: Drazi, the Centauri Vorchan
- Heavy cruiser: Earthforce Hyperion, White Star
- Battle cruiser: the Narn G'Quan 'heavy cruiser' and Centauri Primus 'battle cruiser'
- Battleship: Earthforce Nova and Omega
- Dreadnought: Minbari Sharlin
- Super dreadnought: Shadows, Vorlons

For example, I class the Earthforce Omega as a battleship, with only half the heavy beams and fighter bays of the official descriptions. A dreadnought rating would be more accurate for this particular ship, but then the Earthforce Warlock, Shadow Omega, Minbari Sharlin, and Shadow or Vorlon warships would all have to be made larger still. The design here makes the Omega superior to Narn, Centauri, or Nova; while still being cheap enough for Earthforce fleets to have large numbers of them as seen in the show.

The need to scale ships down makes it difficult or impossible to carry the full complement of fighters as seen in the show or in the books, but escort fighter groups are often found on even cruiser sized warships. I have tried to ensure that all fleets have fighters even if not every individual ship does.

The hardest choice was the White Star. Heavy cruiser seems unfair to these little high tech marvels in view of their capabilities. In the battle against the Shadow Omegas the rebel White Stars, unaided, defeat a superior number of dreadnought class enemies. Mostly though, in battles and day to day operations the White Stars are given cruiser missions rather than being kept with the other capitals. I therefore argue that Ivanova and the White Stars defeated the Shadow Omegas because they were a combat experienced force against an untested new fleet that relied too much on high technology, not because the White Stars were more powerful. Within the GZG universe I classify

them as heavy cruisers and this means, reluctantly, sacrificing or downgrading some capabilities.

1.6 Drives

Shadows and White Stars are clearly the most agile warships in Babylon 5, with both performing full 180 degree spins on axis and very rapid changes of direction. Both jump in and out of hyperspace quickly and accurately. They have advanced main and FTL drives.

Vorlon ships don't seem particularly agile in the battles we see, so standard drives. They use conventional jump points but have more expertise with hyperspace than other species, so do have advanced FTL.

Minbari are described as being more agile than other ships, but again we don't see much of it. In most battles the Sharlins keep formation with everyone else, although as the biggest and nastiest warships among the younger races they can choose to stand and slug it out rather than dance around. They may be superior, but not by such an obvious margin as the Shadows and White Stars, so I give them standard drives. They can form jump points very precisely though, so do have advanced FTL.

1.7 FTL

In Babylon 5 ships enter and exit hyperspace where possible through jump gates, a large scale network of stationary artefacts apparently constructed long ago by an unknown species. (Probably not the First Ones, although the Vorlons do use them.) Big capital sized ships also have jump engines. Shadows use a different 'phase' engine rather than a jump point, but they end up in hyperspace.

Both the Vorlons and Earthforce send an attack fleet through the Babylon 5 jump gate instead of using their own engines – perhaps the commanders were worried about FTL entry scattering. The White Star is the smallest ship built by any of the younger races with its own jump engine, although the smaller Shadow scout is also FTL capable. Other cruiser or escort sized ships either use a jump gate, or a jump point that has been formed by a bigger adjacent ship.

So strictly speaking the big ships should have FTL drives with tug capability, and smaller ships should not have FTL at all. Since the goal of this book is to bring Babylon 5 ships into the GZG setting, it is easier just to give all ships FTL drives. If this bothers you, think of the small ship FTL mass and points cost as representing the contribution to a jump gate big enough for them all.

Fighters in Babylon 5 can also use jump points, but since military operations invariably have larger ships accompanying the fighters, these are covered by the existing CROSS DIMENSIONS rules for FTL-capable fighters.

There is occasional combat in hyperspace in Babylon 5. Since all systems seem to function just as they do in normal space (apart from telepaths), no special rules are needed.

The Shadows in one episode use a weapon that can destabilise jump points, destroying Narn ships trying to escape into FTL. Since they had already demonstrated that they could cut the Narn warships in half, I consider this as just showing off and have not included that particular weapon.

1.8 Defensive Systems

Screens, as energy shields or force fields, don't exist in Babylon 5. JMS has said so categorically in newsgroup discussions, and it is clear in a couple of episodes that characters use 'screen' to mean a fighter escort.

Earthforce ships, and some of the other races, have interceptor arrays that shoot down some incoming plasma fire, and fighters are also used for the same purpose. It doesn't work against the true beams carried by Earthforce or Minbari warships, and loses effectiveness over time as the interceptor arrays or fighters are destroyed. The nearest match in FULL THRUST is light armour.

Minbari ships have electronic countermeasures which stop Earthforce beams and fighters from getting a lock, unless the Minbari ship is caught by surprise as shown in IN THE BEGINNING. White Stars use Vorlon technology to reflect energy weapons, although this doesn't make them entirely immune and certainly doesn't stop chunks of debris. The tactical effect is similar to having a level-1 screen.

Shadow ships, like White Stars, can diffuse energy weapons. If an opponent can concentrate enough firepower they resist the initial shots easily but are brittle once weakened. Below average advanced hulls and level 1 screens provide the right effect.

The Vorlons fly their own ships rather than relying on more expendable captives as biological CPUs like the Shadows. Since individual Vorlons are much better protected than individual Shadows, I assume the ships would likewise be very hard to destroy with advanced screens and more robust advanced hulls.

Vorlon and Shadow ships would presumably have good protection against missiles as well – *somebody* must have tried firing missiles at them over the millennia! Shadows are agile enough to be a difficult target. Vorlon ships are capable of reshaping and rebuilding themselves, so count as having advanced screens.

1.9 Weapons

Beams are the primary armament of many big ships. These are described as heavy lasers, neutron cannon, lightning cannon, or molecular cutters depending on the race, but in FULL THRUST terms they are all simply beam weapons. The heaviest beams on the Minbari Sharlin could be considered as grasers, but I prefer to restrict those to First Ones and the First One influenced White Stars and Excalibur.

Others carry plasma pulse cannon. These are like Phalon plasma bolts in that fighters and light guns can intercept

incoming plasma shots. They don't seem to be any more destructive than heavy beams (if anything, it's the other way around) so should not be rated higher than class 1. On the other hand, the plasma pulse cannon generally fire at a faster rate than the heavy beams but with slightly less range, so they can also be considered more like torpedoes. Since I don't want to use Phalon systems, I've chosen to classify the larger plasma pulse cannon as torpedoes and the smaller ones as beams. Since interceptor arrays are treated as armour, the end effect is the same.

Shadow beams are very destructive if they hit. We don't see as much of the Vorlons in action, but they are also at least as destructive as the Shadow beams. Grasers are the best match for both.

Some powerful but short ranged weapons have to be represented by multiple **FULL THRUST** systems, which under the rules can be individually knocked out by threshold checks. Obviously you can't destroy $\frac{1}{2}$ or $\frac{1}{4}$ of a laser and have it still function. Instead, think of this as damage to cooling or power subsystems, reducing the rate of fire and/or accuracy.

Missiles are unusual in Babylon 5. The Shadows have big planet killer missiles, of which a couple are fired singly against ships in *INTO THE FIRE*. The defence satellites in orbit around Earth fire lots of missiles. The Narn battleships fire 'energy mines' which I've chosen to interpret as salvo missiles rather than Phalon plasma bolts for simplicity.

Due to the heavy use of fighters by almost every fleet, most Babylon 5 warships bristle with point defence systems and ADFCs are common.

1.10 Fighters

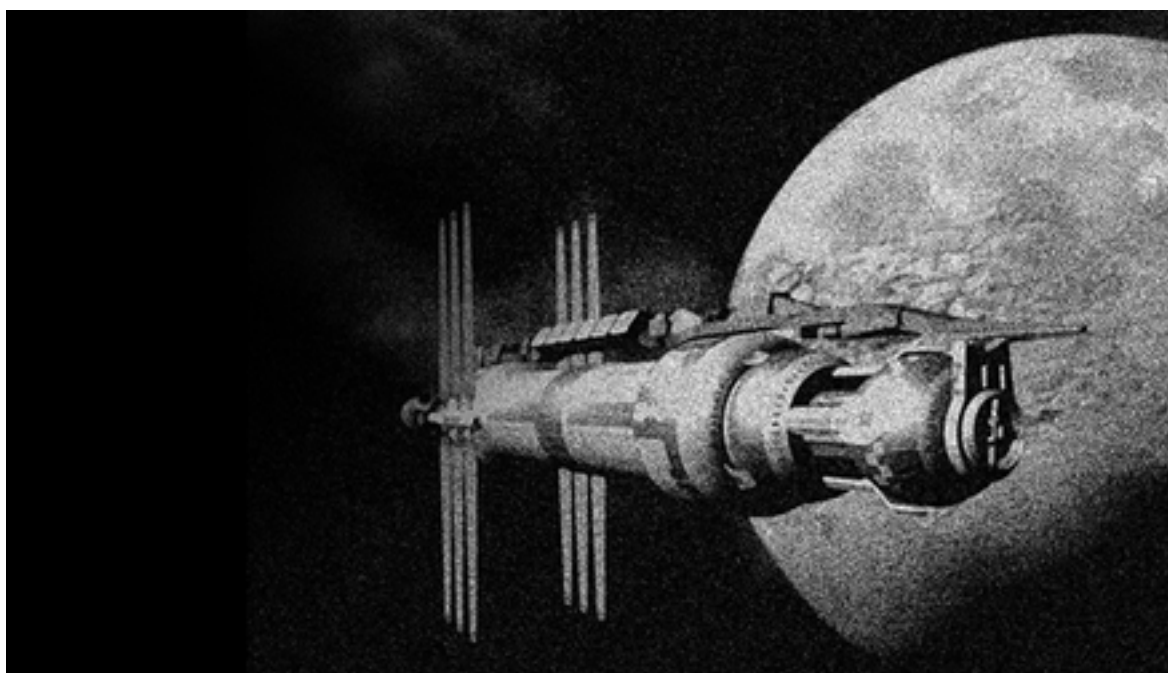
Fighters are heavily used by Babylon 5 fleets, even pirate bands. A major reason would be that fighters can be sent directly through jump gates, so can be used for escort and patrol missions that in the GZG setting are carried out by the smaller warships. Another reason would be the lack of screens, making fighters more effective.

Many species use their fighters in fairly predictable ways, represented here by classifying them all as being of a single type. Some, particularly Earthforce, are more flexible, so can mix types within a fleet or even carrier.

Most fighters in Babylon 5 can use jump gates or jump points created by other ships, so should be assumed FTL-capable unless stated otherwise.

In a Babylon 5 scenario or campaign, as an optional rule fleets may be able to deploy additional fighter squadrons without a carrier. They would still require either a jump-gate or a capital warship to arrive or leave. I suggest that any fighter squadrons without their own carrier count as having expended 1 CEF making the journey through hyperspace.

It would also be possible in Babylon 5, especially for small scale battles, for one or both fleets to consist of nothing but fighters. This has the disadvantage that the distinctive characteristics of Starfuries, Nialls, Frazis, etc are lost at the fleet action scale of regular **FULL THRUST**. Designing corvette or frigate sized versions for each type of fighter would make such dogfights much more interesting.



2 Alliance

These are ships of the League of Non-Aligned Worlds and its successor the Interstellar Alliance in the time frame of the original show and CRUSADE. It does not include the new designs such as the Valen built after the Earth quarantine had been lifted.

Minbari have more advanced magnetic/gravitic drives than other races, but are still not as agile as the Shadows or White Stars. I give their ships a standard drive, but better firing arcs than Earthforce or Narn ships to represent slightly better mobility. Minbari ships do have advanced FTL drives.

As explained in the introduction, Minbari stealth technology is represented as a screen since it degrades beam fire. The EMP/tractor beams used to capture Sinclair at the Battle of the Line don't really have equivalents in FULL THRUST and would be left out as part of the scaling down process anyway.

The main gun of the Victory class ships has a sixty second recharging delay during which time the ship is defenceless and cannot shoot. Since this is only part of a five to ten minute FULL THRUST game turn, this does not stop other weapons from being used. Nor does it leave the ship defenceless for the entire turn, although because of this window of vulnerability the hull construction and energy reflection capabilities have been downgraded.

Minbari Niall fighters are mostly used against other fighters and can outfly most of them, so the majority should be interceptor or fast. Those used for attacking ships are standard. Narn pilots share the less than subtle approach of their fellows and their fighters are mostly used against larger ships, so should be rated as attack.

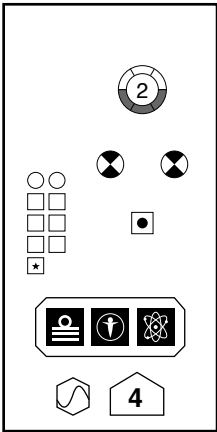
The League of Non-Aligned Worlds and its successor the Interstellar Alliance can usually find the right ship for any mission among the wide variety of designs available; its chief problem is that there are never enough of the right ship and the numbers will have to be made up by whatever else happens to be in the vicinity.

A Ranger fleet consists of only IA escorts and White Stars, with a Victory class flagship after the formation of the Interstellar Alliance.

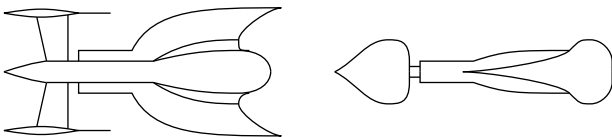
In League or Alliance coalition forces no species should have more than twice as many ships as any other; and at least three species should be present. The Rangers are counted as if they were the 'IA' species.

For most of this period a League of Non-Aligned Worlds or Interstellar Alliance force (with at least three species) can have an Earthforce contingent fighting alongside the ships here.

Minbari Flyer



The flyer is a long range personal transport. As some of the Minbari who use flyers are Very Important People, it is faster and better armed than most civilian ships. Flyers sometimes accompany larger warships in minor actions, such as the pursuit of the Streib. Since the passengers are also the flight crew, there are no separate passenger spaces, just hull boxes.



Technical Specifications

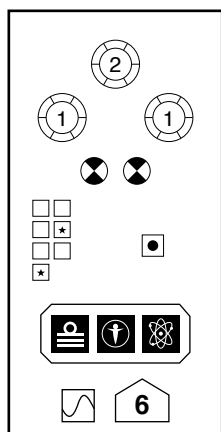
Mass:
Classification:
Hull:
Damage control:
Drive systems:
NPV (CPV):

20
Armed transport
7
1
Main drive 4
FTL (adv)
68 (52)

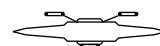
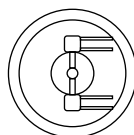
Armament:
Defences:
Sensors:

1 beam-2 (F3)
2 PDS
Grade 2 armour
1 Fire Control
Standard sensors

Vree Xorr



The Vree prefer trading to warfare, but defend their property and their allies. The Xorr is the smaller of the two most commonly seen saucer designs. Unlike other species in Babylon 5, the Vree build warships that can fight in any direction,

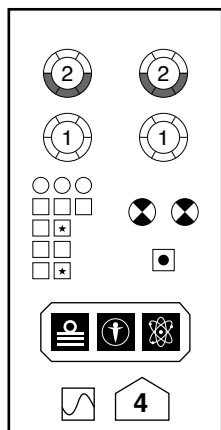


Technical Specifications

Mass: 24
Classification: Frigate
Hull: 7
Damage control: 2
Drive systems: Main drive 6
 FTL
NPV (CPV): 81 (63)

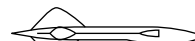
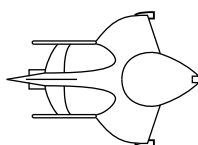
Armament: 1 beam-2 (all)
 2 beam-1
Defences: 2 PDS
Sensors: 1 Fire Control
 Standard sensors

IA patrol ship



The Rangers began as a Minbari frontier and exploration patrol, operating escorts of traditional – indeed ancient – design. In combat they deploy mixed beam armament and a good supply of expendable defensive countermeasures represented in FULL THRUST by armour.

Built over many decades (and before humans got involved in the design process), Ranger escorts all have a similar drive and weapon systems but a variety of interesting hull shapes.

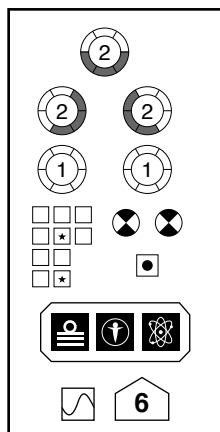


Technical Specifications

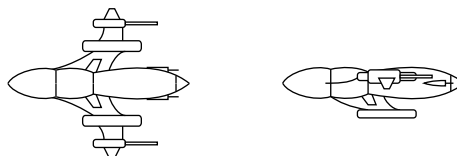
Mass: 30
Classification: Destroyer
Hull: 9
Damage control: 2
Drive systems: Main drive 4
 FTL
NPV (CPV): 100 (79)

Armament: 2 beam-2 (F3)
 2 beam-1
Defences: 2 PDS
 Grade 3 armour
Sensors: 1 Fire Control
 Standard sensors

Drazi Warbird



This is the smaller of the two most common Drazi ships. The Drazi believe strongly in firepower, and speed to deliver the firepower as soon as possible. They understand the potential advantage of armour – Drazi regard humans or Minbari as squishy and easily punctured – but such warships would be either slower, or larger and more expensive. In Drazi society the rewards of combat go to the foremost (often posthumously), and with a plentiful supply of wanna-be captains the Drazi have found quantity preferable to quality.

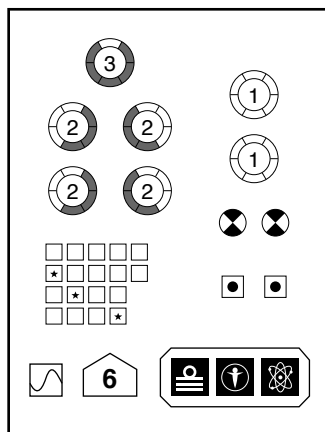


Technical Specifications

Mass: 34
Classification: Heavy destroyer
Hull: 10
Damage control: 2
Drive systems: Main drive 6
 FTL
NPV (CPV): 114 (92)

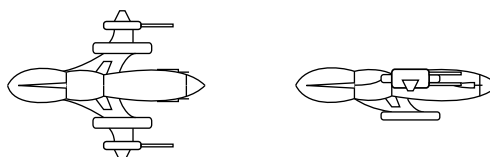
Armament: 3 beam-2 (P3, F3, S3)
 2 beam-1
Defences: 2 PDS
Sensors: 1 Fire Control
 Standard sensors

Drazi Sunhawk



The design specification for the Sunhawk was simply 'more weapons'. The Drazi do not share the human obsession with classifying things, so some will still call these ships Warbirds, even – or *especially* – if doing so will start an argument.

A variant replaces the beam-3, two beam-2s, and one FireCon by a hangar and six fighters. The resulting carrier is not very efficient, but is the best that the Drazi are currently able to produce.

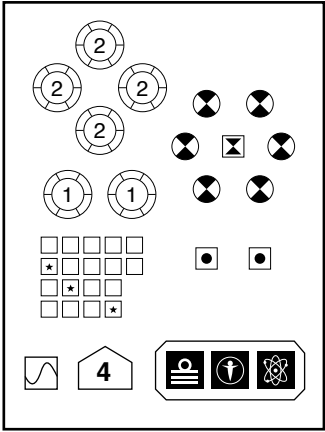


Technical Specifications

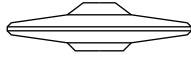
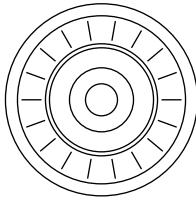
Mass: 60
Classification: Medium cruiser
Hull: 18
Damage control: 3
Drive systems: Main drive 6
 FTL
NPV (CPV): 200 (176)

Armament: 1 beam-3 (F)
 2 beam-2 (P3)
 2 beam-2 (S3)
 2 beam-1
Defences: 2 PDS
Sensors: 2 Fire Controls
 Standard sensors

Vree Xill



The Xill cruiser was designed to defend Vree settlements and major convoys. With its excellent firing arcs and effectiveness against enemy fighters it has become the preferred escort for Alliance capital ships.

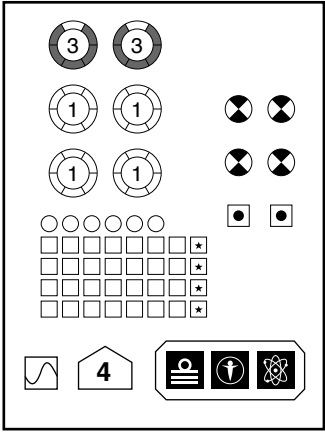


Technical Specifications

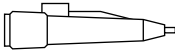
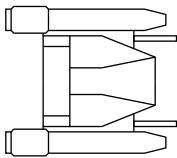
Mass: 60
Classification: Escort cruiser
Hull: 18
Damage control: 3
Drive systems: Main drive 4
FTL
NPV (CPV): 208 (184)

Armament: 4 beam-2 (all)
2 beam-1
Defences: 6 PDS
Sensors: 2 Fire Controls
1 Area Defence
Standard sensors

Abbai Lakara



The Lakara carries two long range heavy beams for offence and a battery of short range weapons to repel fighters and light craft. Like most Abbai ships it is resilient and well protected by Babylon 5 standards with a robust hull and various electronic and gravitic defensive systems here represented as armour.

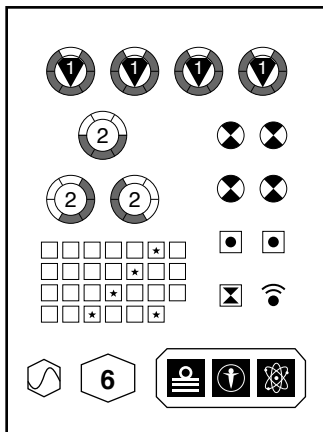


Technical Specifications

Mass: 80
Classification: Heavy cruiser
Hull: 32
Damage control: 4
Drive systems: Main drive 4
FTL
NPV (CPV): 260 (244)

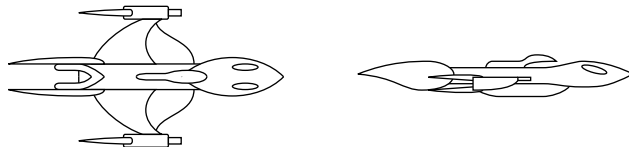
Armament: 2 beam-3 (F)
4 beam-1
Defences: 4 PDS
Grade 6 armour
Sensors: 2 Fire Controls
Standard sensors

IA White Star



The wing and nose pulse weapons are capable of engaging multiple targets off centre, but are not very destructive, so classified as beam-2s. The heavy nose beam is devastating at short range, but in at least three cases the original White Star opens fire at long range with the pulse weapons first. I've chosen to represent it by a battery of graser-1s. White Stars regularly engage fighters and co-operate well, so have a strong PDS rating and an ADFC.

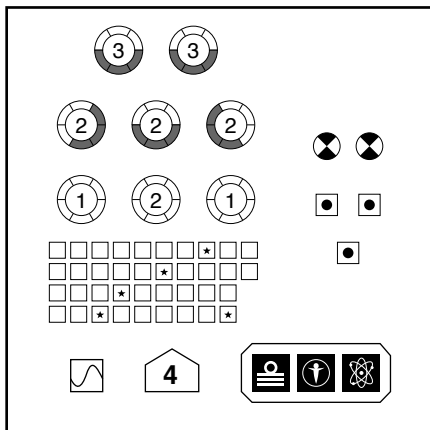
A carrier variant replaces the graser-1s and a PDS by a hangar and Minbari fighters.



Technical Specifications

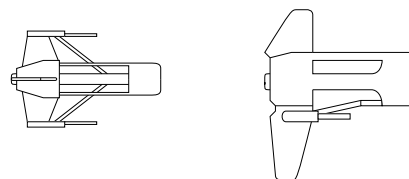
<i>Mass:</i>	88	<i>Armament:</i>	4 graser-1 (F)
<i>Classification:</i>	Heavy cruiser		3 beam-2 (P3, F3, S3)
<i>Hull:</i>	27	<i>Defences:</i>	4 PDS
<i>Damage control:</i>	5		Level 1 screen
<i>Drive systems:</i>	Main drive 6 (adv)	<i>Sensors:</i>	2 Fire Controls
	FTL (adv)		1 Area Defence
<i>NPV (CPV):</i>	337 (326)		Standard sensors

Brakiri Avioki



The primary armament of the Avioki is four graviton beams, represented here as two beam-3s, each a pair firing alternately. It is also described as heavily armoured, but this is not evident in the battles shown in Babylon 5. I have chosen to give it a strong hull but no armour or screen.

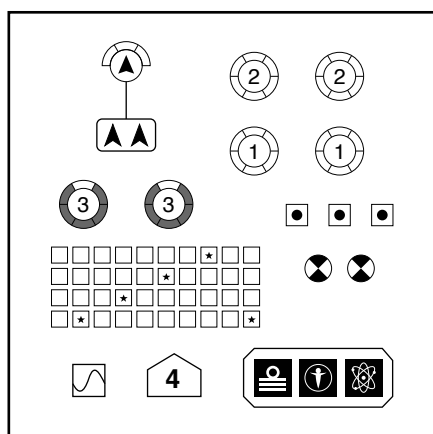
The Aviki is an elegant ship, but the design makes it appear larger and more impressive looking than other warships, with an unfortunate tendency to draw more enemy fire than it really deserves.



Technical Specifications

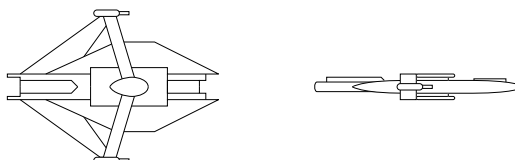
<i>Mass:</i>	94	<i>Armament:</i>	2 beam-3 (F3)
<i>Classification:</i>	Battlecruiser		3 beam-2 (P3, F3, S3)
<i>Hull:</i>	38		1 beam-2 (all)
<i>Damage control:</i>	5		2 beam-1
<i>Drive systems:</i>	Main drive 4	<i>Defences:</i>	2 PDS
	FTL	<i>Sensors:</i>	3 Fire Controls
<i>NPV (CPV):</i>	313 (307)		Standard sensors

Narn G'Quan



Given the Narn reputation for tackling problems head on, the G'Quan is represented here as a robust ship with only forward firing heavy beams. The energy mines are represented by a standard missile launcher with extended range loads.

The carrier version replaces the missile launcher and magazine with one hangar.

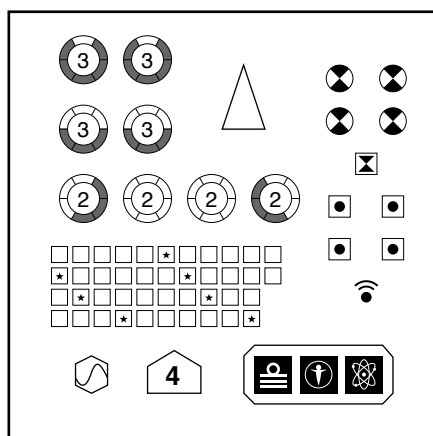


Technical Specifications

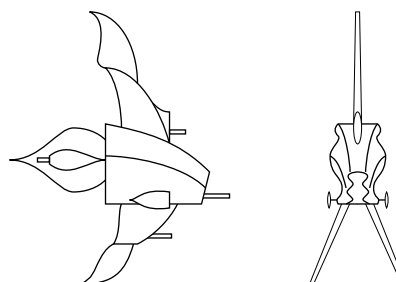
Mass: 100
Classification: Battlecruiser
Hull: 40
Damage control: 5
Drive systems: Main drive 4
 FTL
NPV (CPV): 333 (333)

Armament: 1 SML (F3)
 Mass 6 magazine
 2 beam-3 (F)
 2 beam-2 (all)
 2 beam-1
Defences: 2 PDS
Sensors: 3 Fire Controls
 Standard sensors

Minbari Sharlin (Religious)



Sharlin have a heavy beam in the nose and more on the side fins. Since they don't out-range Shadows, the primary beam is treated as a pair of beam-3s instead of a single beam-4. The Minbari rely less on fighters and use them more defensively than Earthforce, so this design has only one hangar instead of two.

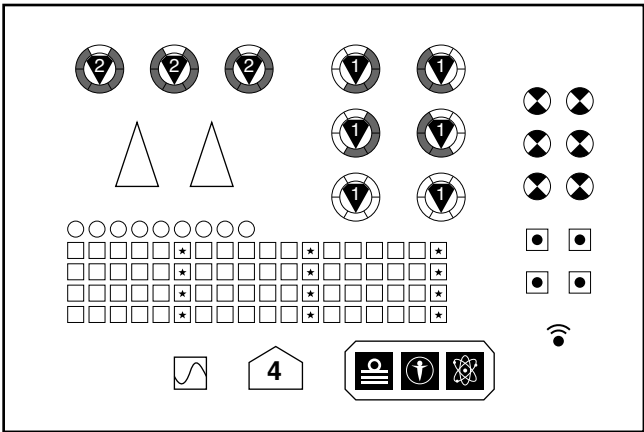


Technical Specifications

Mass: 140
Classification: Dreadnought
Hull: 42
Damage control: 7
Drive systems: Main drive 4
 FTL (adv)
NPV (CPV): 496 (552) plus fighters

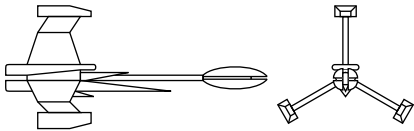
Armament: 2 beam-3 (F)
 2 beam-3 (F3)
 2 beam-2 (all)
 2 beam-2 (P3, S3)
Defences: 4 PDS
 Level 1 screen
Sensors: 4 Fire Controls
 1 Area Defence
 Standard sensors
Hangars: 1 fighter bay

IA Victory



The main gun is represented as three graser-2s, and the secondary guns are similar to those of a White Star. The fighters are Earthforce Thunderbolts or Starfuries.

The Excalibur and Victory never display remarkable manoeuvrability or speed, so are classed as standard drives with thrust level 4.



Technical Specifications

Mass:	240	Armament:	3 graser-2 (F)
Classification:	Superdreadnought		4 graser-1 (P3, P3, S3, S3)
Hull:	72		2 graser-1 (all)
Damage control:	12	Defences:	6 PDS
Drive systems:	Main drive 4		Level 1 screen
	FTL		Grade 9 armour
NPV (CPV):	858 (1194) plus fighters	Sensors:	4 Fire Controls
			Standard sensors
		Hangars:	2 fighter bays



3 Centauri

Andy Watkins

This fleet covers the Centauri home fleet from roughly the time of the Earth-Minbari war (2245) until the end of the series (2262) after which the Centauri fleet was largely destroyed by the avenging League of Non-Aligned Worlds and thereafter rebuilt under Drakh influence.

Centauri do not use powerful continuous beam weapons as used by most other races, instead they rely on powerful "Pulse Ion Cannons" to a much greater extent than other races. Others use similar lesser powered weapons as secondary batteries, the Centauri use them as their primary offensive and defensive weapon. These are represented in FULL THRUST with beam-2 weapons. They also supplement their offensive weaponry with "Plasma Accelerators", a powerful entirely offensive weapon represented in FULL THRUST by torpedoes.

The classic Centauri fighter is the Senti interceptor. It is a dogfighter designed to take down enemy fighters and bombers and is the mainstay of Centauri fighter flights. Whilst less common they do also have a Rutarian attack fighter which is carried by the larger carriers such as the Balvarin for offensive actions.

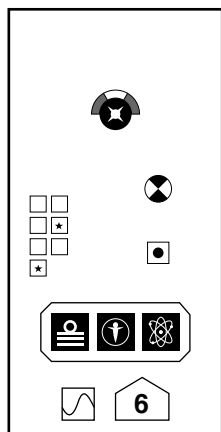
The Centauri have a history of aggression and flamboyance. If the Narn would have fancied a battle axe, the Centauri would have fancied a rapier. Centauri ships tend to be

short ranged and heavily armed; their dual purpose pulse ion cannons and their Senti fighters that are so often carried provide excellent defence against enemy fighters.

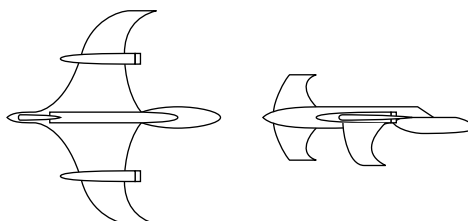
Centauri also like to hunt in packs. While Primus battlecruisers provide a capable flagship it is the swarms of Vorchan and Demos attack ships that pack the real punch of the Centauri fleet. The typical small battle group would be based around a Primus battlecruiser and a number of Vorchan and Demos hunter killer packs of attack ships. A larger fleet would include a Bavarin carrier or two and some of the less common heavy Centauri ships such as the Centurion. Although the Centauri also like pomp and opulence and flamboyance, the Octurion is a bit of a white elephant, only used by high admirals and the royal family. The royal ship is even more opulently fitted out than the high admirals' flagships.

The Centauri once had a mighty empire and they are sore losers. They yearn for a return to empire and will do anything to achieve this. Their overwhelming passion for a return to empire often overcomes what little common sense the Centauri possess, hence their alliance with the Shadows and picking a fight with the Vorlons, the League of Non-Aligned Worlds, and then the Interstellar Alliance. They have one great hate: The Narn. An ex-slave race that rose up in rebellion against their masters and worst of all ... won! To say that every Centauri believes 'the only good Narn is a dead Narn' is an understatement.

Haven



This is a new class created when the Centauri found themselves at war with half the galaxy and in need of ships. Based on a very old design it is basically a converted police cutter. The elderly and lightly armed police cutter has all of its civilian equipment ripped out and a powerful plasma accelerator fitted. This leaves little space for other defensive measures; basically the Haven has been turned into a suicide attack boat.

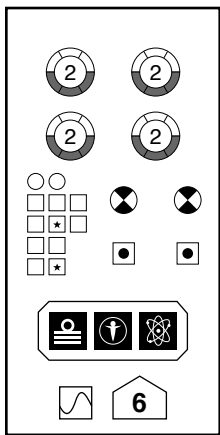


Technical Specifications

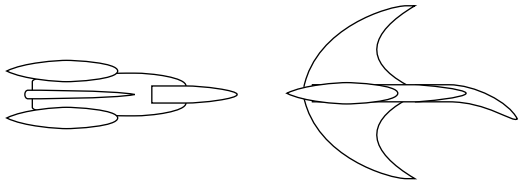
Mass: 22
Classification: Frigate
Hull: 7
Damage control: 2
Drive systems: Main drive 6
 FTL
NPV (CPV): 73 (56)

Armament: 1 torpedo (F)
Defences: 1 PDS
Sensors: 1 Fire control
 Standard sensors

Corvan



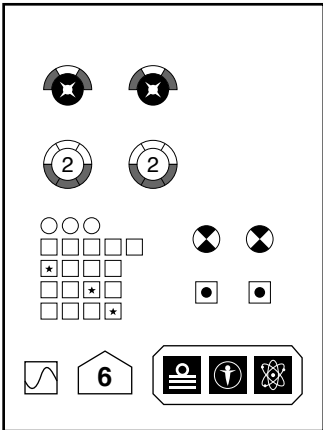
This is a fairly modern light destroyer, used for independent patrols in less volatile parts of Centauri space. It has a fairly well balanced armament.



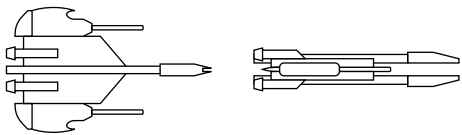
Technical Specifications

Mass:	40	Armament:	4 beam-2 (F3)
Classification:	Destroyer	Defences:	2 PDS
Hull:	10		Grade 2 armour
Damage control:	2	Sensors:	2 Fire controls
Drive systems:	Main drive 6		Standard sensors
	FTL		
NPV (CPV):	134 (110)		

Darkner



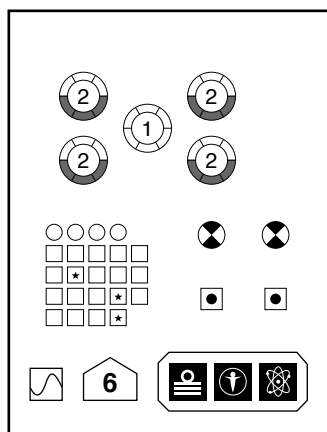
This is a relatively old design but a classic. It is an all-out offensive strike cruiser. Well-armed, well armoured and blindingly fast it is the epitome of a Centauri strike Cruiser.



Technical Specifications

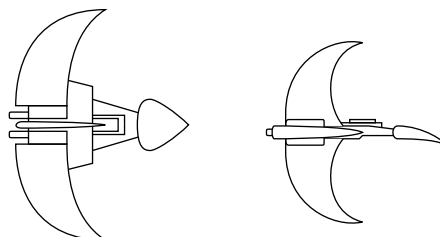
Mass:	60	Armament:	2 torpedo (F)
Classification:	Strike cruiser		2 beam-2 (F3)
Hull:	17	Defences:	2 PDS
Damage control:	3		Grade 3 armour
Drive systems:	Main drive 6	Sensors:	2 Fire controls
	FTL		Standard sensors
NPV (CPV):	198 (174)		

Vorchan



The Vorchan is the classic Centaury pack hunter. Centaury are warriors rather than soldiers, they like to hunt their prey, and young Centaury crews always try to get service in a Vorchan hunter pack. Fast, well armed and armoured, in numbers they are a frightening ship. Equipped only with short and medium range beam weapons they do struggle against larger opponents.

A typical hunter pack is 3 Vorchans in an arrow squadron.

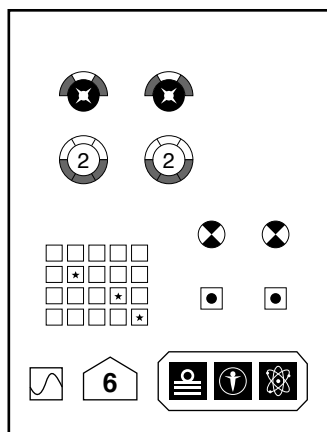


Technical Specifications

Mass: 60
Classification: Strike cruiser
Hull: 19
Damage control: 3
Drive systems: Main drive 6
 FTL
NPV (CPV): 195 (171)

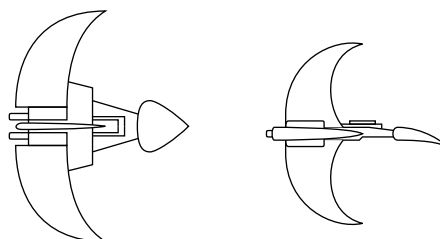
Armament: 4 beam-2 (F3)
 1 beam-1
Defences: 2 PDS
 Grade 4 armour
Sensors: 2 Fire controls
 Standard sensors

Demos



The Demos is a newer design, though it is basically a refitted Vorchan. Sharing all of the speed of the Vorchan it sacrifices armour to provide a heavier longer ranged hitting ability with its twin plasma accelerator mounts.

The new hunter pack is 2 Vorchans and a Demos but in reverse arrow formation with the powerful but more fragile Demos protected behind the Vorchans.

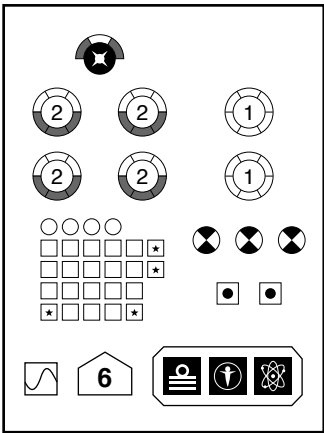


Technical Specifications

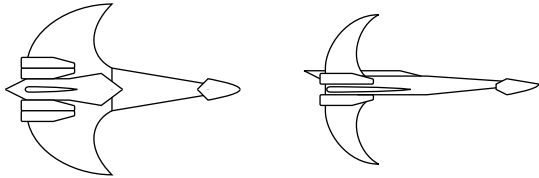
Mass: 60
Classification: Strike cruiser
Hull: 20
Damage control: 3
Drive systems: Main drive 6
 FTL
NPV (CPV): 198 (174)

Armament: 2 torpedo (F)
 2 beam-2 (F3)
Defences: 2 PDS
Sensors: 2 Fire controls
 Standard sensors

Sulust



This is a new ship, bigger than other strike cruisers, a class of ships intended to replace the Vorchan and Demos. Immensely well-armed with 4 pulse ion cannons, a plasma accelerator, and other defensive weapons it is also blindingly fast. Only introduced in small numbers as Centauri industry has had to focus on tried and tested designs.

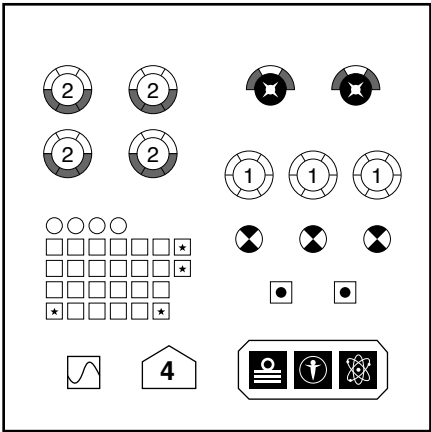


Technical Specifications

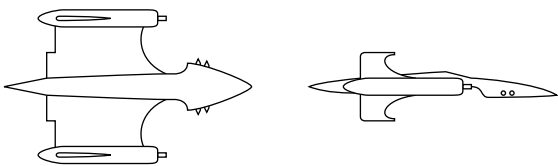
Mass:	76
Classification:	Strike cruiser
Hull:	22
Damage control:	4
Drive systems:	Main drive 6
NPV (CPV):	FTL
	249 (231)

Armament:	1 torpedo (F)
	4 beam-2 (F3)
	2 beam-1
Defences:	3 PDS
	Grade 4 armour
Sensors:	2 Fire controls
	Standard sensors

Centurion



An old heavy cruiser design, whilst it is heavily armed and armoured it is slow. As such it is not designed for independent strike actions, instead standing in the line of battle in a major fleet. The newer Centauri ships are more elegant, graceful and faster. But this old warhorse packs a real punch.

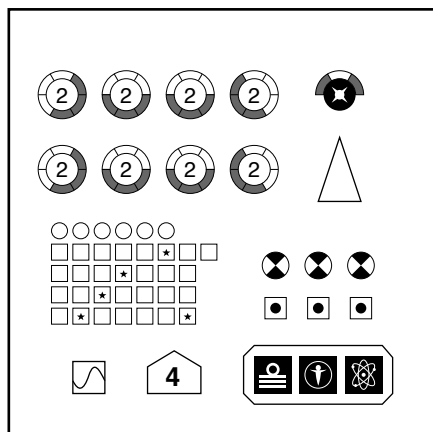


Technical Specifications

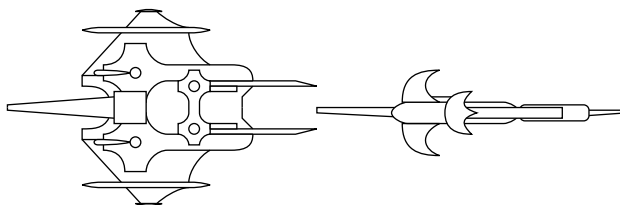
Mass:	78
Classification:	Heavy cruiser
Hull:	26
Damage control:	4
Drive systems:	Main drive 4
NPV (CPV):	FTL
	260 (243)

Armament:	2 torpedo (F)
	4 beam-2 (F3)
	3 beam-1
Defences:	3 PDS
	Grade 4 armour
Sensors:	2 Fire controls
	Standard sensors

Primus



This is the classic capital ship of the Centauri, often used as a flagship for a small fleet. It is a floating fortress equipped with a vast array of pulse ion cannons firing in almost all directions. With its flight of Sentris and it's all-around cannons it is built for command and control and survivability rather than pure offence.

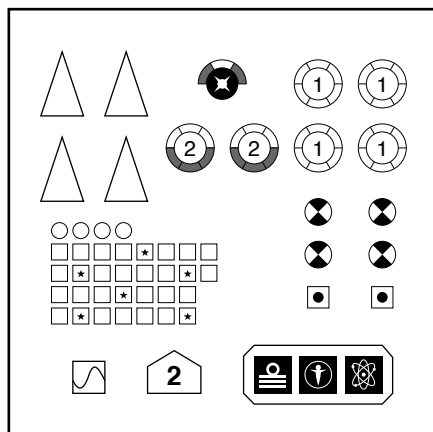


Technical Specifications

Mass: 100
Classification: Battlecruiser
Hull: 29
Damage control: 5
Drive systems: Main drive 4
 FTL
NPV (CPV): 338 (338) plus fighters

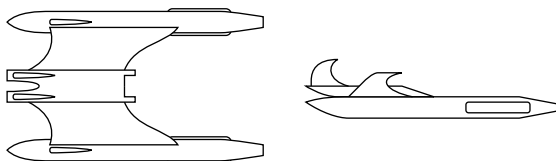
Armament: 1 torpedo (F)
 4 beam-2 (F3)
 2 beam-2 (P3)
 2 beam-2 (S3)
Defences: 3 PDS
 Grade 6 armour
Sensors: 3 Fire controls
 Standard sensors
Hangars: 1 fighter bay

Balvarin



A new design. The Centauri have always taken to fast fighters, so carriers have always been important to them. Resources have been put into ensuring the fleets' carriers are as modern and survivable as possible.

The Balvarin is a light strike carrier, built to operate in a forward fleet and defend itself if necessary.

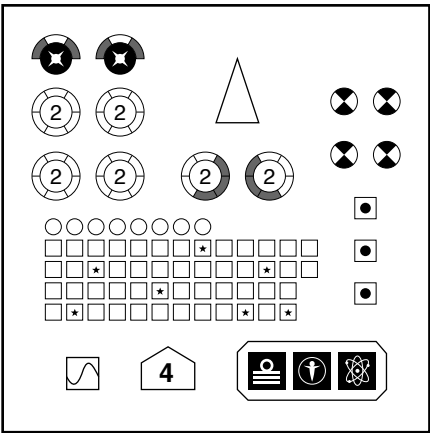


Technical Specifications

Mass: 110
Classification: Light carrier
Hull: 30
Damage control: 6
Drive systems: Main drive 2
 FTL
NPV (CPV): 386 (397) plus fighters

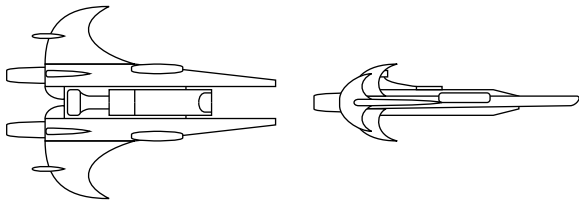
Armament: 1 torpedo (F)
 2 beam-2 (F3)
 4 beam-1
Defences: 4 PDS
 Grade 4 armour
Sensors: 2 Fire controls
 Standard sensors
Hangars: 4 fighter bays

Octurion



The classic Centauri Dreadnought. An old design and not one likely to be replaced in the near future as massive slow moving dreadnoughts do not really fit into the Centauri mind-set. They much prefer hunting packs of strike cruisers.

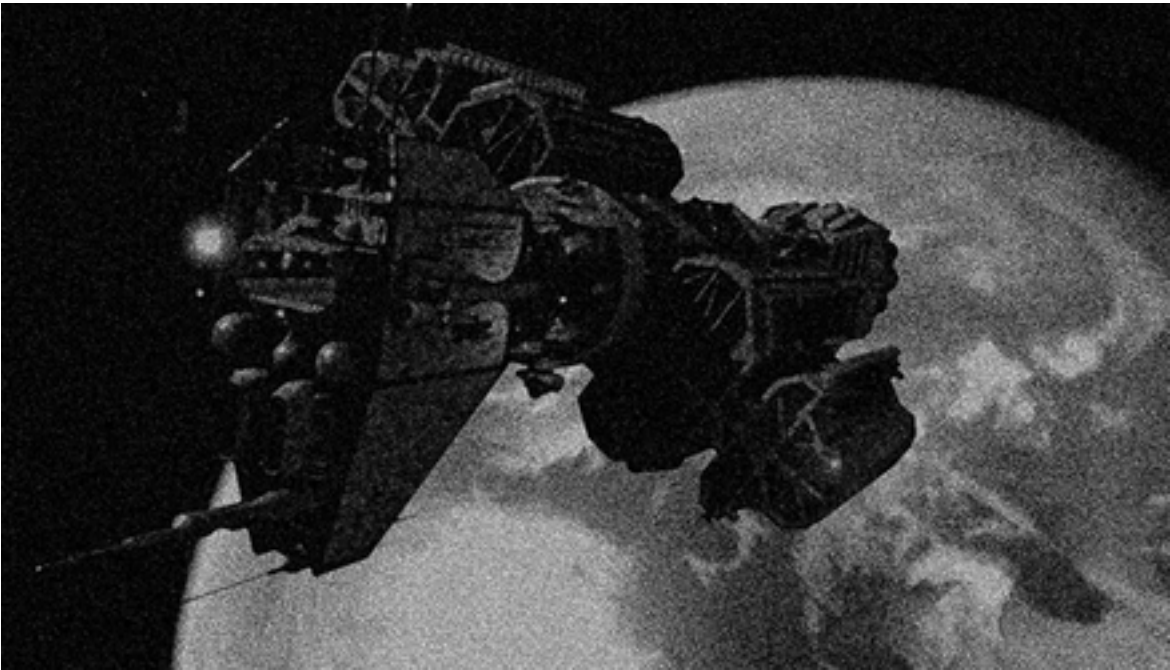
No admiral wants to die so the Octurion is heavily orientated around defensive weapons. Younger officers in the Centauri fleet view those serving on the Octurions as ‘Pampered poodles’ and not real officers.



Technical Specifications

Mass: 140
Classification: Dreadnought
Hull: 50
Damage control: 7
Drive systems: Main drive 4
FTL
NPV (CPV): 463 (519) plus fighters

Armament: 2 torpedo (F)
2 beam-2 (P3, S3)
4 beam-2 (all)
Defences: 4 PDS
Grade 8 armour
Sensors: 3 Fire controls
Standard sensors
Hangars: 1 fighter bay



4 Drakh

The Drakh have been the most trusted vassals of the Shadows for a long time, but their warships are a very recent development. Drakh ships never assist the Shadows, making their first appearance in the episode *Lines of Communication*. Here escort sized ‘wasps’ are raiding Alliance shipping from a truly immense base ship, which has a flat ‘centipede’ hull. It is probably longer than the Babylon 5 station itself, but still capable of moving at reasonable speed! Since it doesn’t shoot at all, even when White Stars are very close, I assume it is a mobile habitat rather than a warship, providing living quarters and logistic support. After that the Drakh operate in secrecy until the sudden appearance of a battle fleet in *A Call to Arms*.

My interpretation is that under the Shadows the Drakh were experts in biological manipulation rather than warriors. After the Shadows left and Za’Ha’Dum was destroyed the Drakh had only their giant habitat ships and small Wasp escorts. These were sufficient for a terror campaign to disrupt the Alliance. Once in control of the Centauri they had the resources to build new and larger warships, realising that they would need a battle fleet to protect the planet killer and plague ships they had inherited from the Shadows.

In battle the Drakh use a lot of fighters, which may be standard or attack. I assume that the Drakh assisting with the Shadow infiltration of President Clark’s government were able to study Earthforce tactics and designs, and used this information and any remaining covert channels when

constructing their own warships.

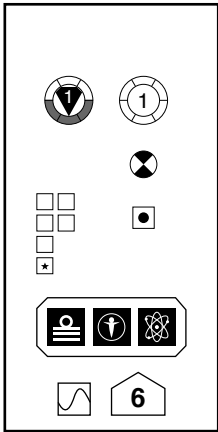
The Drakh like to scale a single hull form to different sizes. The original Wasp raiders are a little smaller than a White Star or Drazi cruiser. By the time of *Crusade*, they also have a miniature version the same size as an Earth Thunderbolt. Most of the big ships in the Drakh fleet that attacks Earth have the centipede style hull of the original base ship but are smaller, only dreadnought sized, while the ship forced down on Ceti IV has the same hull shape but is smaller still.

Since the ships are not biological, this could be a homage to the growth stages of the ships constructed by their former Shadow masters, because these shapes have particular significance in Drakh culture, or simply because it confuses their enemies.

Both small and large Drakh warships have powerful forward beams that appear to be the same as those on the Shadow Omega. But the one time we do see a Drakh ship firing rearwards it is using conventional looking pulse weapons. I therefore give them graser main armament and standard beams for secondary.

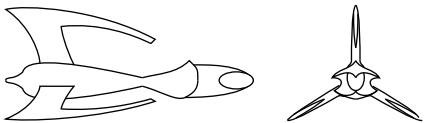
Drakh ships don’t have energy reflecting skins, and the exterior and interior of the crashed ship on Ceti IV are made from conventional metals and plastics, not biological, so have standard hulls. I have assumed that being relatively few in number they do armour their valuable ships.

Tsetse



The Tsetse is the lightest of the Drakh warships, easily distinguished from the smaller fighters and larger Wasps by having only three ‘arms’ instead of five.

Unlike the Wasp the Tsetse is rarely seen in combat. With only half the firepower it is not as dangerous to larger enemy ships, and the more fragile hull puts it at risk against even small armed convoy escorts.

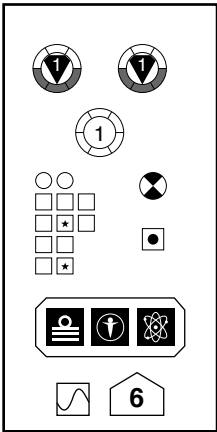


Technical Specifications

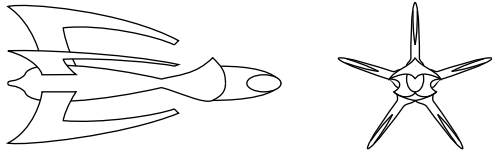
Mass: 20
Classification: Frigate
Hull: 6
Damage control: 1
Drive systems: Main drive 6
FTL
NPV (CPV): 70 (54)

Armament: 1 graser-1 (F3)
1 beam-1
Defences: 1 PDS
Sensors: 1 Fire Control
Standard sensors

Wasp



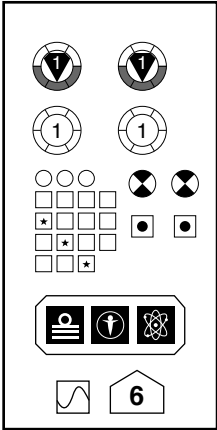
The brightly coloured Wasp destroyer was the original Drakh warship design, with a strong resemblance to the Shadow escorts. In their first battle with the Alliance the Wasps proved able to keep up with White Stars in a chase but not as agile, shown by one colliding with its own base ship while trying to follow a White Star through a tight turn. The forward beam resembles that of a Shadow Omega and can be fired well off the fore axis, two Wasps destroying a White Star with a single volley. I have assumed they have light secondary armament and armour.



Technical Specifications

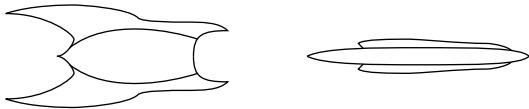
Mass:	34	Armament:	2 graser-1 (F3)
Classification:	Destroyer		1 beam-1
Hull:	10	Defences:	1 PDS
Damage control:	2		Grade 2 armour
Drive systems:	Main drive 6	Sensors:	1 Fire Control
	FTL		Standard sensors
NPV (CPV):	118 (96)		

Hornet



The Hornet light attack craft was designed to reinforce the Wasp raiding squadrons against stronger opposition. It carries the main armament of the Wasp and more secondary armament, on a more robust but largely featureless flat hull with the prominent 'pincers' of the later Drakh ship designs.

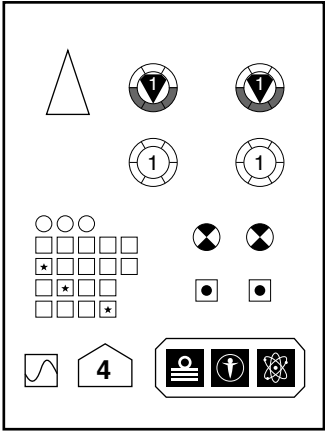
In action the Hornets were still no match for the deadly ISA White Stars. Production ceased once the Drakh were able take ships from the large Centauri cruiser fleet and place them under Shadowtech control.



Technical Specifications

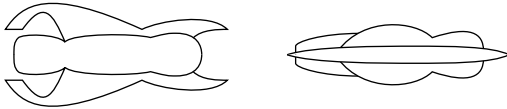
Mass:	50	Armament:	2 graser-1 (F3)
Classification:	Light cruiser		2 beam-1
Hull:	15	Defences:	2 PDS
Damage control:	3		Grade 3 armour
Drive systems:	Main drive 6	Sensors:	2 Fire Controls
	FTL		Standard sensors
NPV (CPV):	170 (145)		

Cocoon



From Earthforce the Drakh learned the value of fighter support for even the smallest forces. The Cocoon light carrier is based on the Hornet, but slower and with a more bulbous hull. Like most fighter carrying ships in Babylon 5 it also has offensive and defensive armament.

The Cocoon is most often found in light or cruiser task forces rather than with the battle fleet. Its tactical role is to fight alongside the similarly armed destroyers and attack craft while its fighter flight provides long range punch.

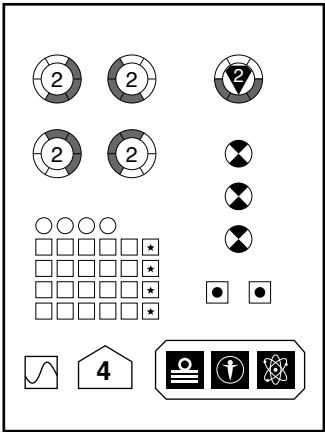


Technical Specifications

<i>Mass:</i>	60
<i>Classification:</i>	Escort carrier
<i>Hull:</i>	18
<i>Damage control:</i>	3
<i>Drive systems:</i>	Main drive 4 FTL
<i>NPV (CPV):</i>	209 (185) plus fighters

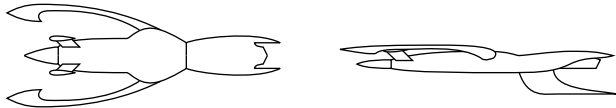
<i>Armament:</i>	2 graser-1 (F3) 2 beam-1
<i>Defences:</i>	2 PDS Grade 3 armour
<i>Sensors:</i>	2 Fire Controls Standard sensors
<i>Hangars:</i>	1 fighter bay

Scorpion



The Scorpion heavy attack craft has the long flat hull design with two 'pincers' at the front and one ventral 'fin'. As shown at the start of the episode WAR ZONE they are smaller than an Omega. Their main armament is a powerful Shadow derived beam, with Earth style secondary medium beams covering all arcs.

After the destruction of the Drakh battle fleet in the attack on Earth the Scorpions had to become front line combatants. A well handled squadron with fighter support could threaten even the mighty ISA Victory class.



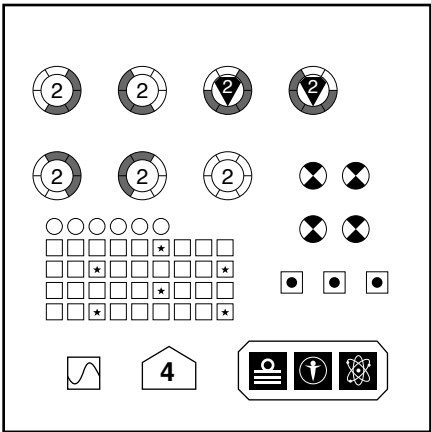
Technical Specifications

<i>Mass:</i>	80
<i>Classification:</i>	Heavy cruiser
<i>Hull:</i>	24
<i>Damage control:</i>	4
<i>Drive systems:</i>	Main drive 4 FTL
<i>NPV (CPV):</i>	285 (269)

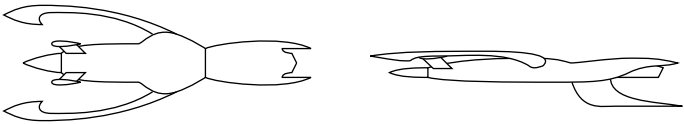
<i>Armament:</i>	1 graser-2 (F3) 2 beam-2 (P3, S3) 2 beam-2 (AP3, AS3)
<i>Defences:</i>	3 PDS Grade 4 armour
<i>Sensors:</i>	2 Fire Controls Standard sensors

Drakh

Centipede



The Centipede shares the hull design of the smaller heavy cruiser and the much larger mobile habitats. In A CALL TO ARMS they comprise the majority of the Drakh battle fleet. Comparison with a planet killer missile shows that they are longer than a Minbari Sharlin, but the narrow flat hull has less volume and mass

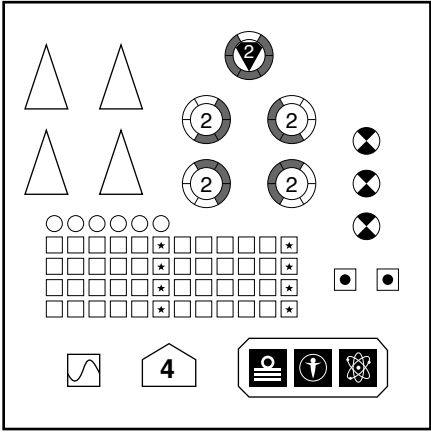


Technical Specifications

Mass: 120
Classification: Battleship
Hull: 36
Damage control: 6
Drive systems: Main drive 4
FTL
NPV (CPV): 429 (453)

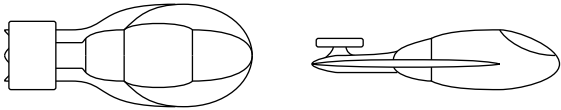
Armament: 2 graser-2 (PF, SF)
2 beam-2 (P3, S3)
2 beam-2 (AP3, AS3)
1 beam-2 (all)
Defences: 4 PDS
Grade 6 armour
Sensors: 3 Fire Controls
Standard sensors

Nest



The Nest carrier, despite its bulbous hull, is not the largest of the Drakh warships. The Nest carriers were designed to complement the Centipede, providing fighter cover while still being able to contribute long range beam fire.

In the attack on Earth the Nest carriers fought side by side with the other capitals, and like them were largely destroyed. After that battle the Drakh became much more cautious with their carriers.

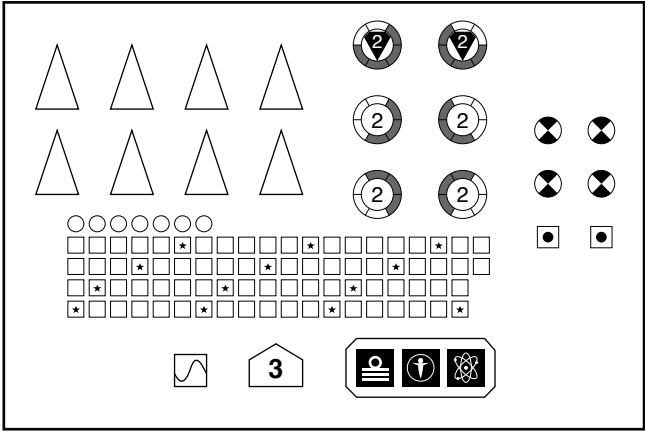


Technical Specifications

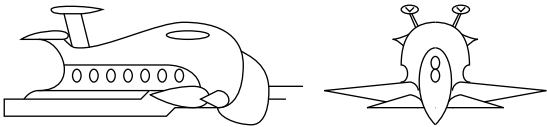
Mass: 160
Classification: Light carrier
Hull: 48
Damage control: 8
Drive systems: Main drive 4
FTL
NPV (CPV): 549 (645) plus fighters

Armament: 1 graser-2 (F)
2 beam-2 (P3, S3)
2 beam-2 (AP3, AS3)
Defences: 3 PDS
Grade 6 armour
Sensors: 2 Fire Controls
Standard sensors
Hangars: 4 fighter bays

Hive



These are the largest known warships in Babylon 5, although in battle they are more easily destroyed than Shadows or Vorlons. Like the Nest, they were originally designed for beam combat. The 'jump in, jump out' tactic used against the Excalibur was because the Drakh had lost most of their big ships in the attack on Earth and could not risk this survivor to the now-known firepower of a Victory class.



Technical Specifications

Mass: 260
Classification: Fleet carrier
Hull: 78
Damage control: 13
Drive systems: Main drive 3
FTL
NPV (CPV): 916 (1332) plus fighters

Armament: 2 graser-2 (PF, SF)
2 beam-2 (P3, S3)
2 beam-2 (AP3, AS3)
Defences: 4 PDS
Grade 7 armour
Sensors: 2 Fire Controls
Standard sensors
Hangars: 8 fighter bays



5 Earthforce

This is Earthforce from the time of the Minbari War and the League of Non-Aligned Worlds through to the years of the Drakh plague and quarantine of Earth.

The Earthforce ‘bricks with engines’ had established a formidable reputation in the Dilgar War. At that time the core of the fleet were the then-new Nova dreadnoughts and the first Starfury fighters, backed by the equally new Hyperions. Shortly afterwards Earthforce introduced the Avenger carrier.

Then came disaster as Earthforce was decimated by the immense fleet that the Minbari had been building for centuries in preparation for the next Shadow war. Avengers proved to be easy targets and were removed from the front line. Novas were outranged and too slow to force the initiative.

Afterwards Earth invested most of its resources into building large numbers of the new Omega capital ship, faster and with longer ranged beams. The day to day escort and cruiser tasks were left to older designs, although many Hyperions were also upgraded.

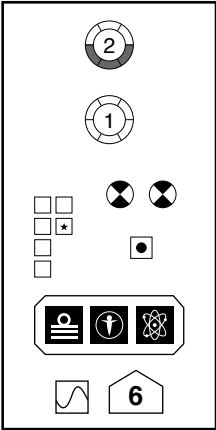
The search for an advantage over species such as the Minbari and Vorlons led to a heavy and largely unsuccessful investment in Shadowtech. The Shadow Omegas served the interests of the Shadows rather than humanity. Human built Shadow prototypes repeatedly turned on their creators and never entered service.

The Warlock incorporated Shadow technology, this time well hidden within the computers and electronics. The design was successful, but production was halted when Clark was overthrown and the powerful Interstellar Alliance discouraged, to put it mildly, future research. Earthforce had intended to completely replace the Novas and Omegas with the new Warlock, but instead the few Warlocks became task force flagships. Production of a revised design did not begin until after the quarantine was lifted.

With the formation of the Interstellar Alliance Earth gained access to advanced technology from other races, although pride and lingering suspicion of alien motives prevented any wholesale adoption. The first Victory class ships were launched and designs for an entire range of new escorts and cruisers under way when the Drakh struck, destroying the shipyard and killing many of the design and construction teams. During the quarantine years Earthforce had a small core of modern capital warships, backed by a wide variety of hardworking and increasingly aged cruisers and escorts.

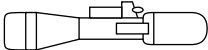
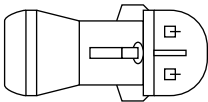
Earthforce are the most fighter-centric fleet in Babylon 5 and the pilots are generally very good. Starfuries may be classed as regular or interceptors. Badgers are long range. Thunderbolts may be regular, interceptor, or attack. The older Hermes, Nova, Avenger, and Hyperion can only carry Starfuries, not Badgers or Thunderbolts. Omegas, Warlocks, and the Interstellar Alliance Victory can carry any type.

Tethys



The Tethys is the smallest Earth warship, used by some nations as a police or customs ship within the Solar System, and by Earthforce primarily for patrol and civilian escort missions. By GZG standards it is large for the role, but pirates and raiders in Babylon 5 often use flights of fighters and any smaller ship has too great a risk of not surviving to report back or summon help.

The Tethys is not spectacular but it does the job and is still in production. Each new block usually has small improvements to engines and systems, which are fitted to the older hulls as they come in for long term maintenance.

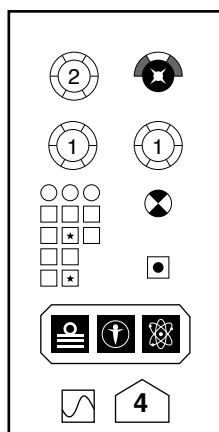


Technical Specifications

Mass:	20
Classification:	Frigate
Hull:	6
Damage control:	1
Drive systems:	Main drive 6 FTL
NPV (CPV):	67 (51)

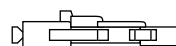
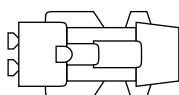
Armament:	1 beam-2 (F3) 1 beam-1
Defences:	2 PDS
Sensors:	1 Fire Control Standard sensors

Artemis



The Artemis is the oldest Earthforce warship, described as being heavily armoured and armed for its size and intended to swarm larger opponents from multiple directions. By the time of the Earth-Minbari War they were no longer being produced and stored in reserve, which saved most of them from destruction.

After the war Earthforce needed every ship it could find and the Artemis were brought back to active service. This represents one that has had the original armament replaced by a more modern heavy pulse cannon.

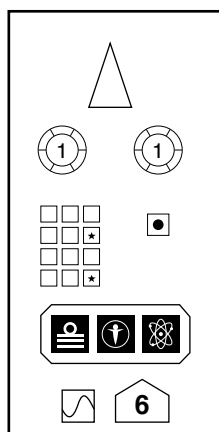


Technical Specifications

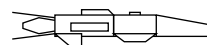
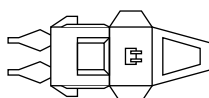
Mass: 34
Classification: Destroyer
Hull: 10
Damage control: 2
Drive systems: Main drive 4
 FTL
NPV (CPV): 114 (92)

Armament: 1 torpedo (F)
 1 beam-2 (all)
 2 beam-1
Defences: 1 PDS
 Grade 3 armour
Sensors: 1 Fire Control
 Standard sensors

Hermes



The sleek Hermes is an unusual escort sized warship that relies on a flight of Starfuries rather than ship mounted weaponry. It is the favourite mode of transport for senior Earthforce commanders. Civilian VIPs also ride in Hermes on occasion, although as a courier it is actually quite cramped due to the fighters and all their support facilities being squeezed into a small hull. Outside such 'shuttle runs', the Hermes is too fragile for major battles but well suited for armed reconnaissance missions.

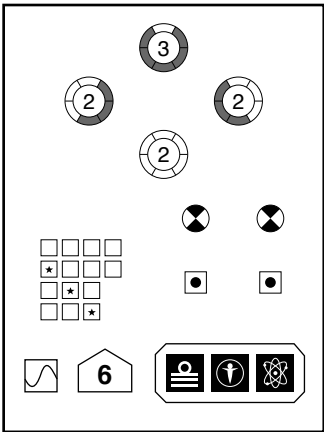


Technical Specifications

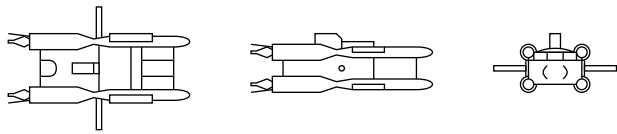
Mass: 40
Classification: Escort carrier
Hull: 12
Damage control: 2
Drive systems: Main drive 6
 FTL
NPV (CPV): 133 (109) plus fighters

Armament: 2 beam-1
Sensors: 1 Fire Control
 Standard sensors
Hangars: 1 fighter bay

Olympus



The Olympus ‘corvette’ is a light cruiser by FULL THRUST standards. It is another of the older designs and none have been built since the introduction of the Hyperion. It remains one of the fastest Earth ships and with its heavy laser cannon can reinforce light forces, or deliver flanking strikes against larger and slower opponents in fleet actions.

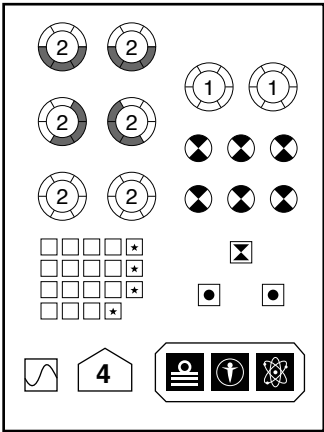


Technical Specifications

Mass: 48
Classification: Light cruiser
Hull: 14
Damage control: 3
Drive systems: Main drive 6
FTL
NPV (CPV): 161 (136)

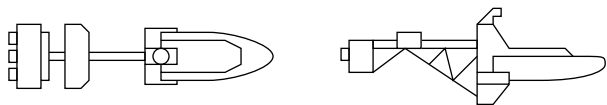
Armament: 1 beam-3 (F)
2 beam-2 (P3, S3)
1 beam-2 (all)
Defences: 2 PDS
Sensors: 2 Fire Controls
Standard sensors

Hyperion



This is an older Hyperion without heavy lasers. Such ships are now only used as escorts for capitals, so the fighters have been removed as part of scaling down the design.

The Hyperion cruiser is the work horse of the Earthforce fleet, used for everything from detached solo patrols to fleet actions. Some have been rebuilt for special missions without medium beams, including a gunship with heavy pulse cannon and planetary assault ships with orbital bombardment weapons or troop space.

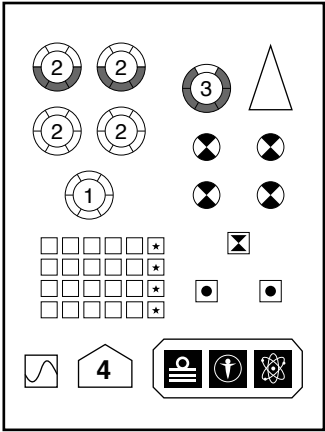


Technical Specifications

Mass: 64
Classification: Medium cruiser
Hull: 19
Damage control: 4
Drive systems: Main drive 4
FTL
NPV (CPV): 222 (199)

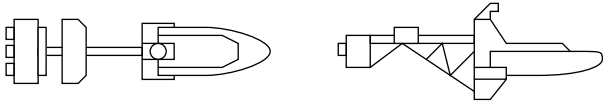
Armament: 2 beam-2 (F3)
2 beam-2 (P3, S3)
2 beam-2 (all)
2 beam-1
Defences: 6 PDS
Sensors: 2 Fire Controls
1 Area Defence
Standard sensors

Hyperion II



The new model Hyperions introduced during the Earth-Minbari war with heavy lasers and able to carry Starfuries. The two slow firing lasers have been combined into a single beam-3, (I don't recall ever seeing a Hyperion fire both at once) and like other Earthforce ships the fighter complement has been halved. It is still used as an escort cruiser so retains the ADFC.

Even the upgraded Hyperion is now an old design and overdue for replacement. Earthforce has plans for new Apollo and Marathon cruisers, but these would not enter service until after the quarantine of Earth was lifted.

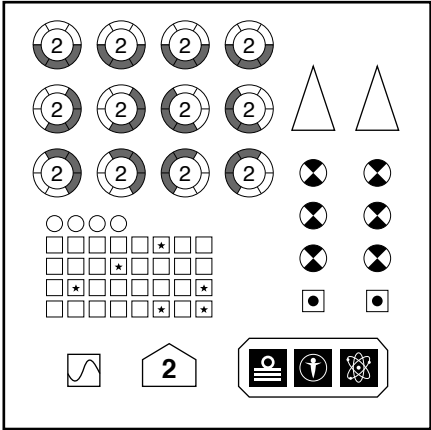


Technical Specifications

Mass: 80
Classification: Heavy cruiser
Hull: 24
Damage control: 4
Drive systems: Main drive 4
FTL
NPV (CPV): 276 (260) plus fighters

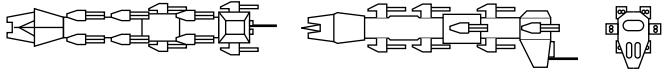
Armament: 1 beam-3 (F)
2 beam-2 (F3)
2 beam-2 (all)
1 beam-1
Defences: 4 PDS
Sensors: 2 Fire Controls
1 Area Defence
Standard sensors
Hangars: 1 fighter bay

Nova



The Nova carries both fighters and a huge number of medium range beams, and was for many years the primary capital ship of Earthforce. Its tactical role is simple: pour immense amounts of weapons fire into the enemy until they surrender or are destroyed.

Armour is not mentioned, but seems reasonable for later models that might have to face Minbari or Narn with longer ranged beams, and to represent the defensive value of interceptor arrays against plasma weapons.

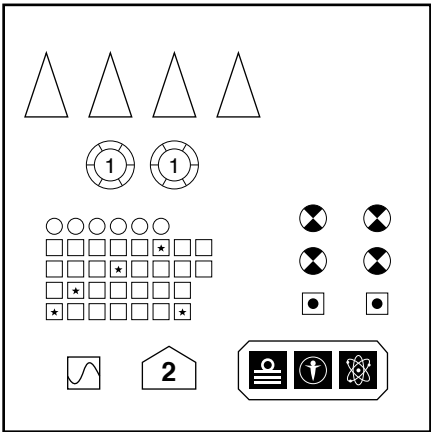


Technical Specifications

Mass: 108
Classification: Battleship
Hull: 32
Damage control: 6
Drive systems: Main drive 2
FTL
NPV (CPV): 376 (385) plus fighters

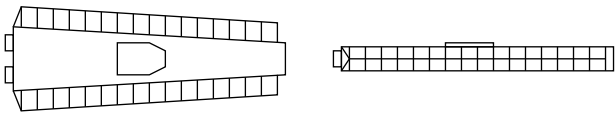
Armament: 4 beam-2 (F3)
4 beam-2 (2 P3, 2 S3)
4 beam-2 (2 AP3, 2 AS3)
Defences: 6 PDS
Grade 4 armour
Sensors: 2 Fire Controls
Standard sensors
Hangars: 2 fighter bays

Avenger



The Avenger is one of the few pure carrier designs in Babylon 5, with a large component of Starfury fighters for offensive capability and only light weapons and defensive interceptor arrays. It is also considered the most unimaginative warship design in the known galaxy.

Prototypes of the much larger Poseidon carrier have been built, but Earthforce decided that the Omega and then Warlock would take priority, and none entered service until after the Drakh plague.

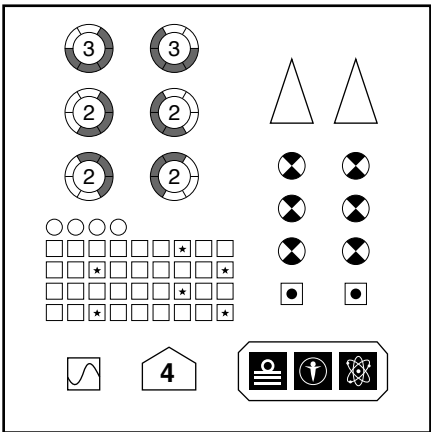


Technical Specifications

Mass:	100
Classification:	Light carrier
Hull:	30
Damage control:	5
Drive systems:	Main drive 2 FTL
NPV (CPV):	346 (346) plus fighters

Armament:	2 beam-1
Defences:	4 PDS Grade 6 armour
Sensors:	2 Fire Controls Standard sensors
Hangars:	4 fighter bays

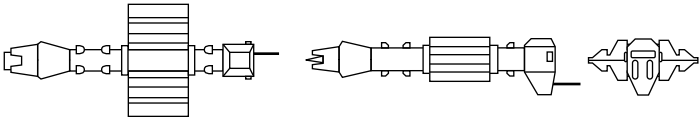
Omega



The Omega has both fighters and respectable firepower, but generally relies more on the fighters than the capitals of other species.

The Omega has two rear firing heavy beams, which this design omits as part of the scaling down process. The two heavy beams mostly fire straight ahead, but can also fire downwards at quite steep angles, represented here by an extra side arc.

The Beta model replaces heavy lasers with heavy pulse cannon, described as slightly shorter ranged but more damaging. Torpedoes seem the best interpretation.

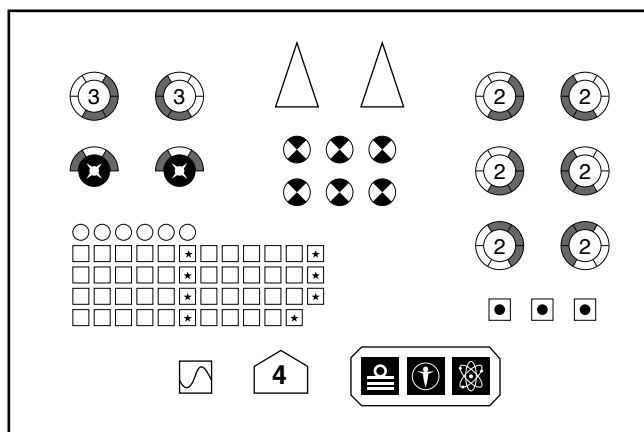


Technical Specifications

Mass:	120
Classification:	Battleship
Hull:	36
Damage control:	6
Drive systems:	Main drive 4 FTL
NPV (CPV):	406 (430) plus fighters

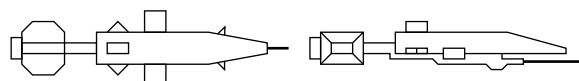
Armament:	2 beam-3 (FP, FS) 2 beam-2 (P3, S3) 2 beam-2 (AP3, AS3)
Defences:	6 PDS Grade 4 armour
Sensors:	2 Fire Controls Standard sensors
Hangars:	2 fighter bays

Warlock



Beta model: replace the torpedoes with a single beam-4.

Warlocks are described as having heavy particle beams, missiles, and a wide variety of other weapons – perhaps the designers expected combat experience to show which of this kitchen sink assortment worked and which did not. Here it is represented with standard heavy lasers and pulse cannon. Particle beams are described as long ranged but very slow firing.

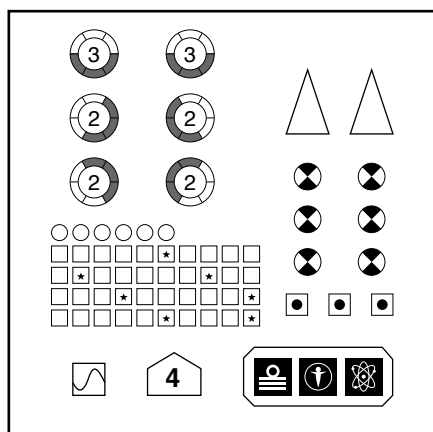


Technical Specifications

Mass: 160
Classification: Dreadnought
Hull: 47
Damage control: 8
Drive systems: Main drive 4
 FTL
NPV (CPV): 542 (638) plus fighters

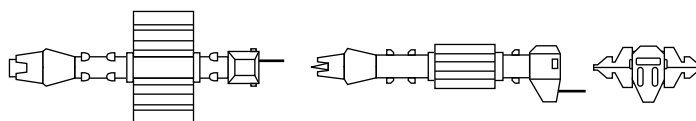
Armament: 2 torpedo (F)
 2 beam-3 (P3, S3)
 4 beam-2 (2 P3, 2 S3)
 2 beam-2 (AP3, AS3)
Defences: 6 PDS
 Grade 6 armour
Sensors: 3 Fire Controls
 Standard sensors
Hangars: 2 fighter bays

Omega II



Beta model: replace beam-3s by torpedoes.

Unable to build more Warlocks or Victories, Earthforce decided to replace the capital ships lost in the civil war with heavily upgraded Omegas. More compact and reliable components make the new model more robust and able to carry more defensive systems and better electronics. Improvements to the weapon mounts have improved the ability to engage flanking targets.

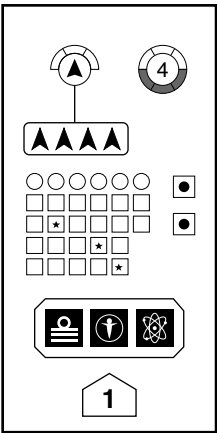


Technical Specifications

Mass: 132
Classification: Battleship
Hull: 40
Damage control: 7
Drive systems: Main drive 4
 FTL
NPV (CPV): 446 (488) plus fighters

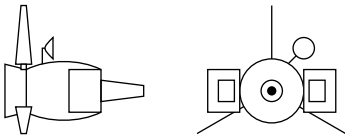
Armament: 2 beam-3 (F3)
 2 beam-2 (P3, S3)
 2 beam-2 (AP3, AS3)
Defences: 6 PDS
 Grade 6 armour
Sensors: 3 Fire Controls
 Standard sensors
Hangars: 2 fighter bays

Defence Grid satellite



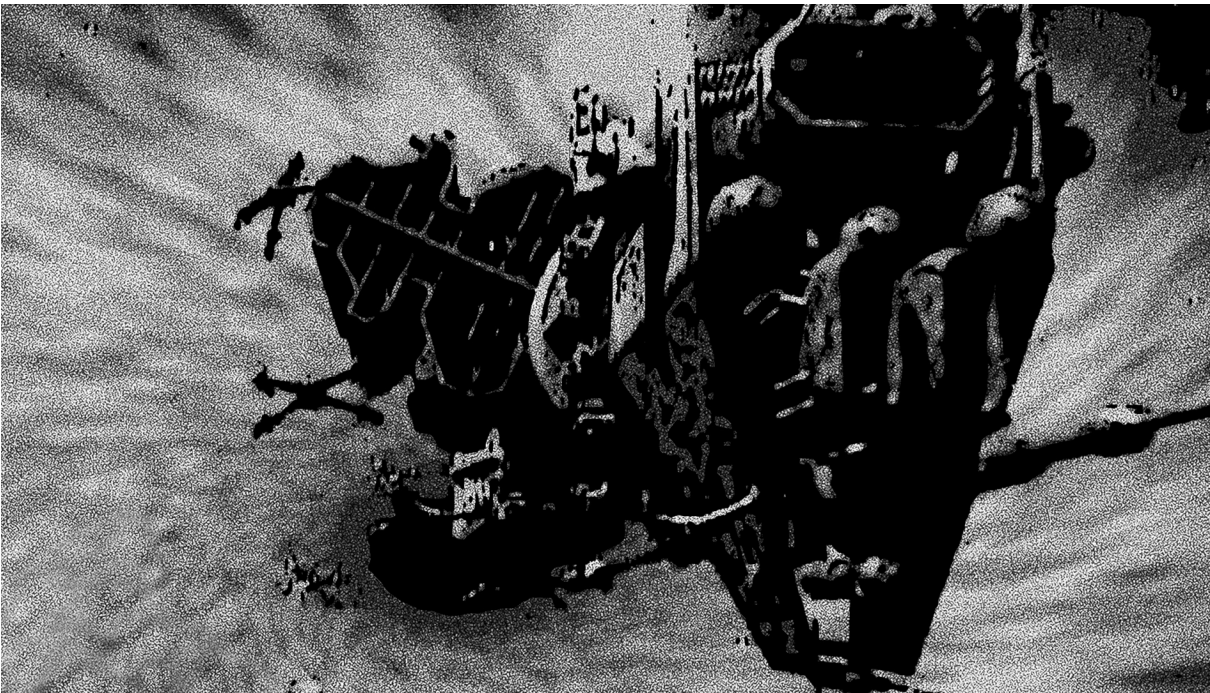
Defence grid satellites are used both for defence of Earth itself and colonies. In FULL THRUST terms they are system defence ships without FTL. Grid satellites are armed with particle cannons and, unusually for Babylon 5, missiles.

The main drive represents their ability to turn to engage targets if necessary. They do not have crew on board, but are assumed to have backup systems that can compensate for battle damage, equivalent to DCP.



Technical Specifications

Mass:	60	Armament:	beam-4 (F3)
Classification:	System defence		SML(F) with mass 12 magazine
Hull:	22	Defences:	Grade 6 armour
Damage control:	3	Sensors:	2 Fire Controls
Drive systems:	Main drive 1		Standard sensors
NPV (CPV):	211 (187)		



6 Minbari

Andy Watkins

This fleet covers the Minbari war fleet from the time of the Earth-Minbari war (2245) until just after the period covered by the series (2270), though the Minbari were very conservative and many of these ship designs had been in service for hundreds of years and many would continue for hundreds more. The designs here are those used by the Warrior caste and form the majority of any Minbari fleet. The other castes build copies of Warrior caste designs, sometimes with slight variations.

Minbari use a heavy concentrated “Neutron Laser” beam weapon, represented in FULL THRUST with beam-3 weapons. They also use a shorter range “Fusion Cannon”, these are represented by beam-2 and in some weaker cases beam-1 weapons.

The lighter attack craft do not have the energy to operate an effective beam armament, instead using a plasma/energy weapon that allows them to pack a punch above their weight level. This is represented by torpedo weapons.

Minbari are famous for their stealth technology, which is represented in FULL THRUST by using level-1 shields.

Minbari Niall fighters are effective dog fighters and attack craft. They do not have separate fighter and bomber types as the Niall is a general purpose attack fighter. Warrior caste Nialls benefit from very sophisticated stealth and technology and advanced structural construction, so may be represented in FULL THRUST as heavy fighters.

Minbari do not generally believe in specialisation. They do not need to, as they are the oldest and most advanced of the younger races and have never found their standard ships and fleet configuration to be inadequate for any job they have been assigned.

The typical small battle group would consist of Tinashi heavy cruisers and Tigara fast attack cruisers screened by Torotha fast attack destroyers.

The Sharlin is the capital ship par excellence of the Minbari, and would always be screened by Tigara and Tinashi cruiser sized escorts. The Warrior caste settled on the Sharlin 500 years and have built them in huge numbers. Since that time Sharlins have formed the backbone of every major fleet, and they are also often seen individually operating as a flagship backing up small patrol fleets.

Wherever the Sharlins go one or more Morshin light carriers are also now likely to accompany them. The Morshin is the one exception to the Minbari view of generalised ship designs. It is a light fleet carrier, only operated since the Earth-Minbari war as an answer to the swarms of human fighters. The Morshin not only carries a hefty compliment of Niall fighters but has more extensive facilities for maintenance training and repair than that available in the small fighter bays of even a Sharlin.

No Minbari Warrior caste of course would ever admit that the Morshin was modelled on human carriers!

The Neshatan battleship class vessel is seldom seen now, last used in large numbers during the Earth-Minbari war and largely replaced by increased production of Sharlins. It will still be seen instead of a Sharlin in some smaller battle-groups when a Sharlin is either unavailable or not deemed necessary.

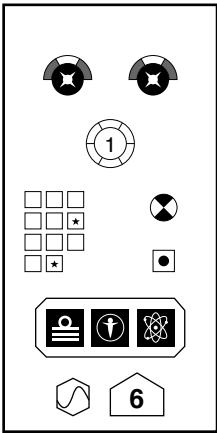
Minbari ships have good all-around firepower and stealth technology makes it difficult to hit them. They tend not to be very fast, though this has never been deemed a problem.

The Minbari tend to be quite aloof and until Delenn was posted to Babylon 5 had very little to do with other races. They would only really be allies of the Vorlons until the creation of the Interstellar Alliance, and even then only the religious caste were enthusiastic about helping other races.

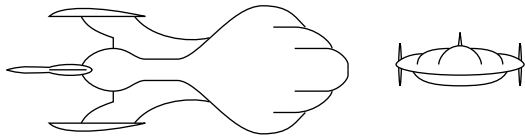
As well as the ships listed here, a Minbari fleet could also include Flyers, religious caste Sharlins, Ranger patrol ships, and White Stars from the Alliance.



Torotha



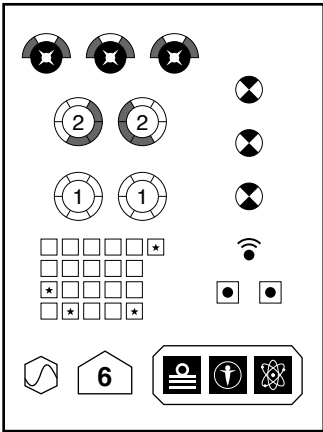
The Torotha gunboat/scout is an old design that has been around for ever. It is still in service because it carries out all those low grade small jobs that always need doing and don't require a “real” warship to do. Commonly seen on patrols though rarely in large fleets.



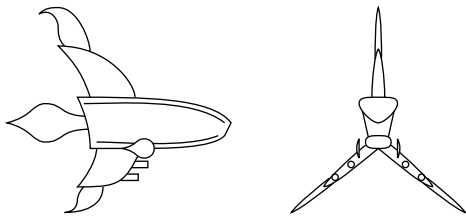
Technical Specifications

Mass:	36	Armament:	2 torpedo (F)
Classification:	Fast attack destroyer		1 beam-1
Hull:	11	Sensors:	1 Fire Control
Damage control:	2		Standard sensors
Drive systems:	Main drive 6		
NPV (CPV):	FTL (adv)		
	123 (100)		

Tigara



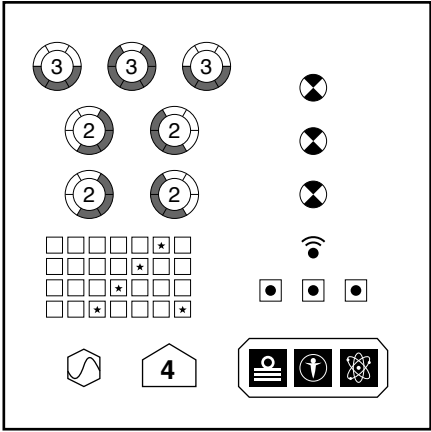
The Tigara is another old design that is still in service due to its excellent performance. The Minbari also have a saying “If it's not broken don't fix it”. The backbone of the outlying patrol fleets alongside the Tinashi Heavy Cruiser and thus a commonly seen ship.



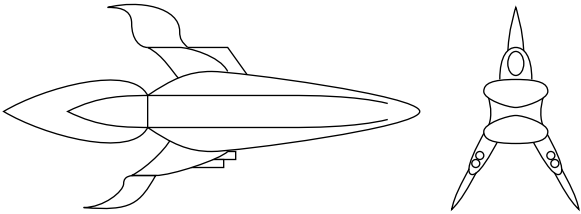
Technical Specifications

Mass:	80	Armament:	3 torpedo (F)
Classification:	Fast attack cruiser		2 beam-2 (P3, S3)
Hull:	21		2 beam-1
Damage control:	4	Defences:	3 PDS
Drive systems:	Main drive 6		Level 1 screen
NPV (CPV):	FTL (adv)	Sensors:	2 Fire controls
	277 (261)		Standard sensors

Tinashi



The Tinashi is another old design that is still in service due to its excellent performance. The heavy hitter of the outlying patrol fleets alongside the Tigara Fast Cruiser. A commonly seen ship.

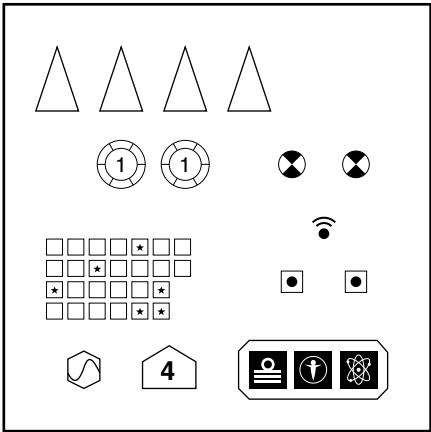


Technical Specifications

Mass: 90
Classification: Heavy cruiser
Hull: 28
Damage control: 5
Drive systems: Main drive 4
FTL (adv)
NPV (CPV): 317 (308)

Armament: beam-3 (F)
2 beam-3 (F3)
2 beam-2 (P3)
2 beam-2 (S3)
Defences: 3 PDS
Level 1 screen
Sensors: 3 Fire controls
Standard sensors

Morshin



This is a new ship. In earlier times the Minbari never fielded carriers, relying on limited fighter capabilities of the ships of the line. It was during the Earth-Minbari war of 2245 that they saw the usefulness of dedicated carriers. The Morshin is still not common and seldom seen unless a full blown Minbari warfleet is present, kept in the background as a support ship.

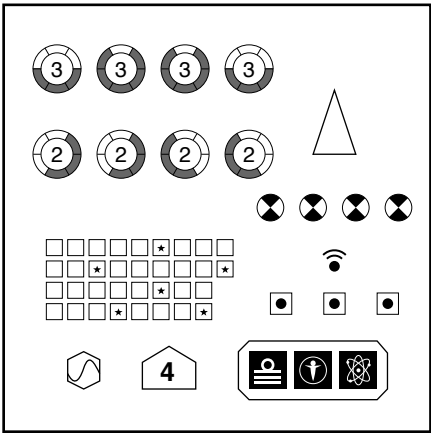


Technical Specifications

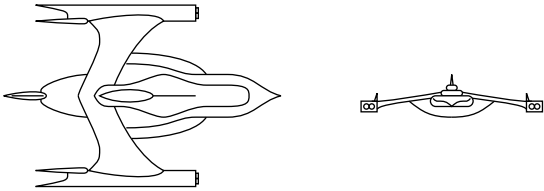
Mass: 104
Classification: Light carrier
Hull: 26
Damage control: 6
Drive systems: Main drive 4
FTL (adv)
NPV (CPV): 371 (375) plus fighters

Armament: 2 beam-1
Defences: 2 PDS
Level 1 screen
Sensors: 2 Fire controls
Standard sensors
Hangars: 4 fighter bays

Neshatan



This is an old ship, it was a line of battle ship a thousand years ago in the Shadow wars, now it is considered obsolete and unlikely to be seen in a frontline fleet.

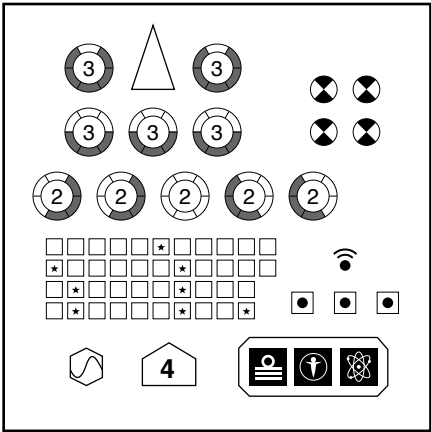


Technical Specifications

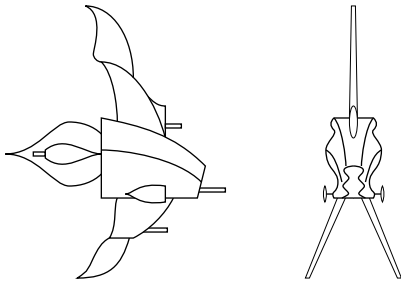
Mass:	120
Classification:	Battleship
Hull:	34
Damage control:	6
Drive systems:	Main drive 4 FTL (adv)
NPV (CPV):	425 (449) plus fighters

Armament:	2 beam-3 (F) 2 beam-3 (F3) 2 beam-2 (P3) 2 beam-2 (S3)
Defences:	4 PDS Level 1 screen
Sensors:	3 Fire controls Standard sensors
Hangars:	1 fighter bay

Sharlin (Warrior)



The ship every Minbari warrior wants to serve on. Few have gone up against a Sharlin, fewer have lived to tell of it. None would wish to repeat the experience. As deadly as it is beautiful, this is the Minbari warship par excellence.



Technical Specifications

Mass:	150
Classification:	Dreadnought
Hull:	42
Damage control:	8
Drive systems:	Main drive 4 FTL (adv)
NPV (CPV):	531 (606) plus fighters

Armament:	2 beam-3 (F) 3 beam-3 (F3) 2 beam-2 (P3) 2 beam-2 (S3) 1 beam-2 (all)
Defences:	4 PDS Level 1 screen
Sensors:	3 Fire controls Standard sensors
Hangars:	1 fighter bay

7 Narn

Andy Watkins

This fleet covers the Narn home fleet from roughly the time of the Earth-Minbari war (2245) until half way through the period covered by the series (2261) after which there was no comprehensive Narn home fleet, only a few rebels and fugitives hiding from the Centauri occupation. Likewise once the Narn got their independence back, creating a fleet in being was a lower priority than humanitarian aid and re-building of Home World infrastructure.

Narn use heavy laser cannons, these are represented in FULL THRUST with beam-3 weapons. They also use “Light Ion Cannons” represented by beam-2; their smallest weapon the light “Pulse Cannon” is represented by beam-1 weapons.

They also uniquely have “Energy Mines” which are represented in FULL THRUST by missiles, either self-contained or magazine fed on the larger ships.

A very small number of ships use the “Ion Torpedo”, an older though still very effective weapon in the right circumstances. These are represented by torpedoes.

Narn heavy fighters lack stealth but compensate with extra armour, as such they can be represented by heavy fighters.

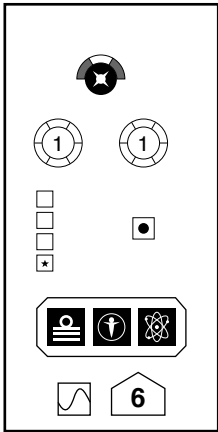
Narn have a history of making the best of a bad deal and having to cannibalise old Centauri technology and anything they can get on the black market. As such they have a great number of different ship types, some more efficient than others. Almost all Narn ships share the common design philosophy of strength and firepower; they are sturdily built and heavily armed. Creature comforts come low down the priority list, Narn are hardy beings.

The Narn G’Quan is described in the Alliance fleet chapter.

The typical small battle group would be based around 1 or 2 G’Quan heavy cruisers supported by a number of lesser support ships and one or more T’Loth assault carriers if ground combat is anticipated. Bin’Tak dreadnoughts are huge and very rare; they would never be risked without a substantial escorting force.

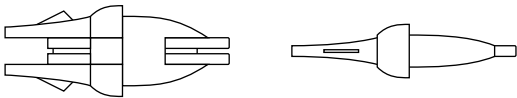
The Narn are opportunists, they will ally with anyone (except Centauri) against anyone except Minbari or Vorlons, so long as there is something in it for them. They are also pragmatists and getting involved in a fight against either the Vorlons or their acolytes the Minbari would be akin to suicide. Narn consider suicide a waste of resources.

Sho’Kov



This is little more than a patrol craft and would not normally engage in any fleet action. An elderly ship only kept in operation because they are cheap and reliable and something has to do the boring jobs.

Whilst generally only armed with a pair of light pulse cannons suitable only for flagging down commerce raiders, it also carries an ion torpedo to give it a real punch.

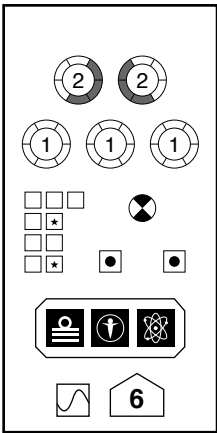


Technical Specifications

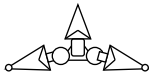
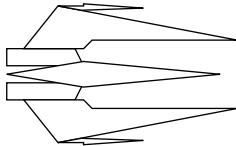
Mass: 18
Classification: Assault Frigate
Hull: 4
Damage control: 1
Drive systems: Main drive 6
FTL
NPV (CPV): 62 (47)

Armament: 1 torpedo (F)
2 beam-1
Sensors: 1 Fire control
Standard sensors

Sho’Kar



The replacement for the Sho’Kov. A modern ship armed with twin ion cannons and three pulse cannons, it is more than capable of handling its formal role of convoy protection. It is in such demand for this role that they are seldom seen in any but the smallest fleet action. They do not really pack the punch to stand in the line of battle.

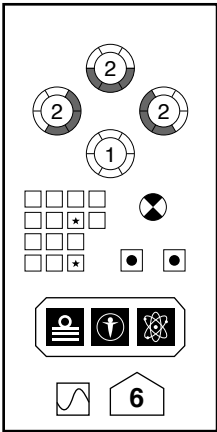


Technical Specifications

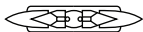
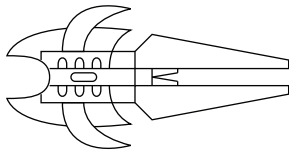
Mass:	32
Classification:	Scout Destroyer
Hull:	9
Damage control:	2
Drive systems:	Main drive 6 FTL
NPV (CPV):	108 (86)

Armament:	2 beam-2 (P3, S3) 3 beam-1
Defences:	1 PDS
Sensors:	2 Fire controls Standard sensors

Ka’Toc



The smallest true fleet vessel in the Narn inventory. While only a little heavier than the Sho’Kar it is much more heavily armed and built for fleet action boasting 3 ion cannons and a single pulse cannon.

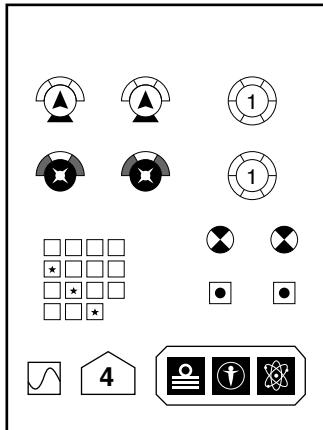


Technical Specifications

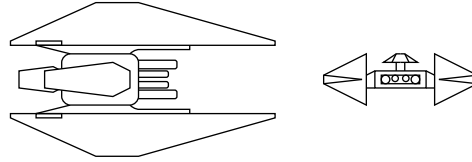
Mass:	40
Classification:	Destroyer
Hull:	14
Damage control:	2
Drive systems:	Main drive 6 FTL
NPV (CPV):	132 (108)

Armament:	3 beam-2 (F3, P3, S3) 1 beam-1
Defences:	1 PDS
Sensors:	2 Fire controls Standard sensors

Dag'Kar



This is an older specialised fleet support ship. Carrying virtually no beam weapons except a few close in fighter defence weapons, this ship is very heavily armed with long range energy mines and ion torpedoes, both of which are heavy ship killers. Dag'Kars would never operate alone, they are ill suited to independent action.

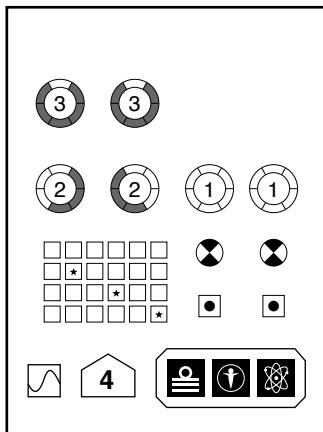


Technical Specifications

Mass: 56
Classification: Light cruiser
Hull: 15
Damage control: 3
Drive systems: Main drive 4
 FTL
NPV (CPV): 194 (169)

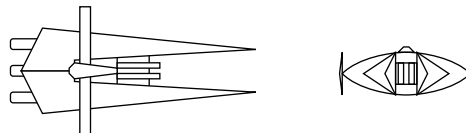
Armament: 2 torpedo (F)
 2 SMR ER (F3)
 2 beam-1
Defences: 2 PDS
Sensors: 2 Fire controls
 Standard sensors

G'Sten



The G'Sten is a modern ship operating as a medium cruiser in a line of battle or a flagship in a patrol fleet. As such it is heavily armed with twin heavy laser cannons, plus substantial lighter weaponry. The G'Sten and the Rongoth it replaces are the smallest ships to field heavy laser cannons.

Whilst completely redesigned it is very similar in role and armament to the old Rongoth cruiser. The Rongoth was hashed together out of cannibalised parts whilst the G'Sten is custom built for the role with modern design methods. A much more streamlined and lethal looking ship. (If you have the old Rongoth model use the same stats as the G'Sten.)

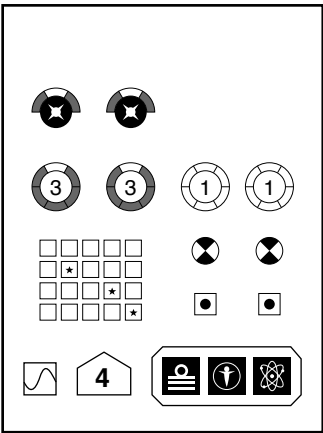


Technical Specifications

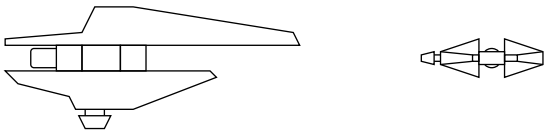
Mass: 60
Classification: Medium cruiser
Hull: 24
Damage control: 3
Drive systems: Main drive 4
 FTL
NPV (CPV): 200 (176)

Armament: 2 beam-3 (F)
 2 beam-2 (P3, S3)
 2 beam-1
Defences: 2 PDS
Sensors: 2 Fire controls
 Standard sensors

Var’Nic



The Var’nic is an old and specialised ship. It is a long distance exploration cruiser, armed with heavy anti-ship ion torpedoes, and was the first custom built design to field twin heavy laser cannons. Heavy armour in addition to this massive weapon load makes the Var’nic a dangerous foe. It is vulnerable to fighter and other small craft attacks as it was designed and built before effective fighters became common.

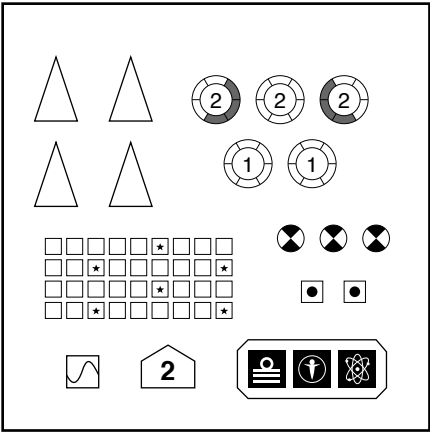


Technical Specifications

Mass:	60
Classification:	Medium cruiser
Hull:	20
Damage control:	3
Drive systems:	Main drive 4 FTL
NPV (CPV):	204 (180)

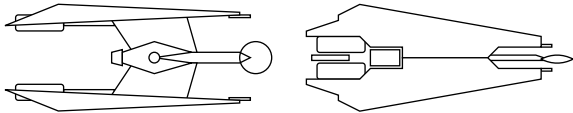
Armament:	2 torpedo (F) 2 beam-3 (F) 2 beam-1
Defences:	2 PDS
Sensors:	2 Fire controls Standard sensors

T’Loth



The T’Loth class are one of the oldest ships still in use, and it shows in the design of the ship: built entirely from cannibalised parts they bear little resemblance to more modern Narn warships. Built initially as an assault ship for heavily armed marine assault shuttles, it has 4 large hangar bays and a host of light fighter defence weapons. In more recent years, as the Narn have been on the defensive, the assault bays have been converted to Frazi heavy fighter bays. As the Narn have few other fleet carriers this gives the old assault carrier a very valuable role in any fleet action.

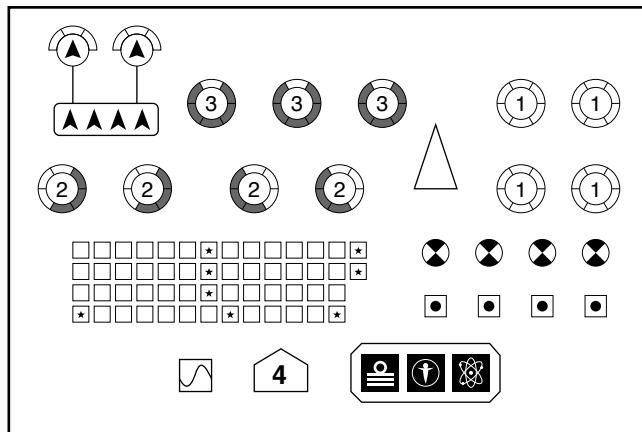
T’Loths would never operate without a strong frigate and cruiser escort as it carries nothing heavier than a light ion cannon to use against heavy warships. Although an older ship and needing a great deal of hangar space, it is a very large and heavily armed ship and not an easy target to take down.



Technical Specifications

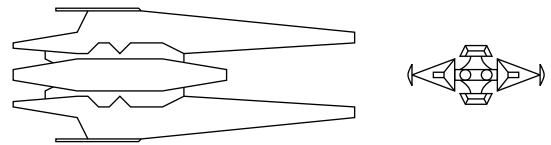
Mass:	108
Classification:	Light carrier
Hull:	36
Damage control:	6
Drive systems:	Main drive 2 FTL
NPV (CPV):	376 (385) plus fighters

Armament:	1 beam-2 (all) 2 beam-2 (P3, S3) 2 beam-1
Defences:	3 PDS
Sensors:	2 Fire controls Standard sensors
Hangars:	4 fighter bays

Bin'Tak

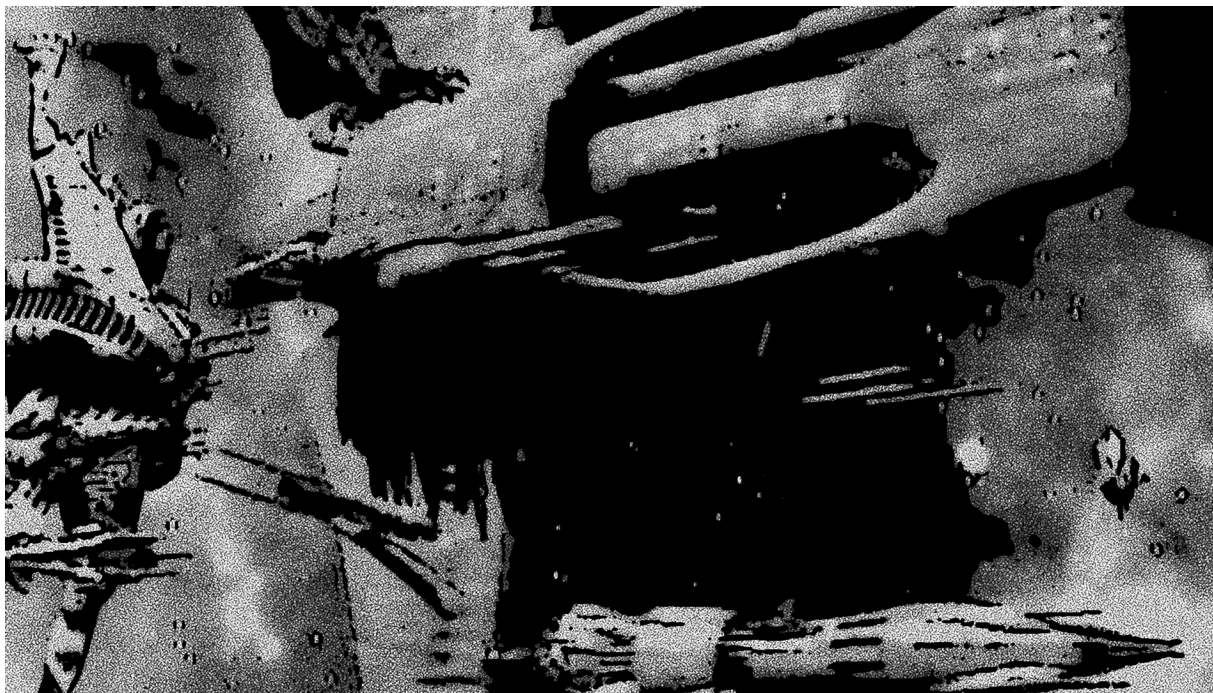
The Bin'Tak is a new class of warship, only entering service in the mid 2250s. As the most powerful ship ever built by the Narn it is well protected and massively armed, with the latest energy mine armament plus 3 heavy laser cannons supported by a veritable fortress full of lighter armaments to protect it from fighters and light attack ships. A full squadron of Frazi fighters allows the Bin'Tak to defend itself against all comers.

Built to destroy Centauri Primus battlecruisers this ship packs an enormous punch, but there were too few to affect the outcome of the Narn-Centauri war.

**Technical Specifications**

Mass: 160
Classification: Dreadnought
Hull: 54
Damage control: 8
Drive systems: Main drive 4
 FTL
NPV (CPV): 541 (637) plus fighters

Armament: 2 SML (F3)
 Mass 12 magazine
 3 beam-3 (F)
 4 beam-2 (P3, P3, S3, S3)
 4 beam-1
Defences: 4 PDS
Sensors: 3 Fire controls
 Standard sensors
Hangars: 1 fighter bay



8 Shadows

All Shadow ships have advanced main drives due to their demonstrated fantastic turning ability, advanced FTL drives as they phase in and out of hyperspace faster and more precisely than most other species, advanced hulls to represent their ability to absorb damage, and graser weaponry. In short, they are well ahead of anyone but the Vorlons. (The Shadow Omega is an exception, being built on the original human hull structure and engines.)

The smaller Shadow ships are very fast so drive rating 6. The big Shadows have a drive rating of 5 which is enough to catch nearly all capital ships and most cruisers, but still a little slower than their own light ships and the fastest enemies such as White Stars.

The Shadow beam weapons are very destructive but don't have greater range than other Babylon 5 capitals, so are represented by multiple systems. Shadow ships are able to fire over wide arcs, but usually engage larger ships by firing directly ahead. This is represented by a combination of lighter weapons with wide arcs and heavy weapons firing forwards only.

Shadow ships do not carry dedicated point defence systems, but the primary weapons are capable of being used against fighters and thus all warships have a PDS rating.

The Shadows use a single type of fighter for a variety of purposes, so are always standard.

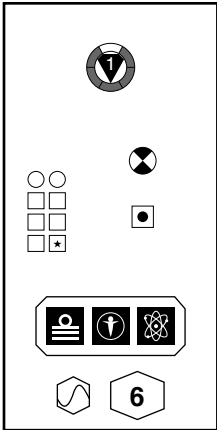
The Shadow Omegas never fought alongside other Earth-force ships as far as we know, and it's difficult to see them being accepted in a mixed force even under President Clark. Being loaded with Shadowtech it would be impossible for them to disobey any request to assist the Shadows, and after the fall of Clark any survivors would have to flee from Earth. For these reasons they are considered part of the Shadow fleet rather than Earth.

Shadow names tend to be thousands of letters long by human standards, so the names here are just an attempt to convey a small taste of the full concept.

Shadow ships are individually very powerful, but beware of over-confidence. It's very tempting to emulate the behaviour shown in Babylon 5 and fly straight through the enemy with beams set to slice-and-dice, but it usually doesn't work. The Shadows won their early battles in Babylon 5 so conclusively because they were ambushing inferior forces. Against a larger fleet even the most powerful Shadow ships are in danger of being overwhelmed by numbers at short range, just as happened in the episode SHADOW DANCING.

Demonic screeching seems like fun and may disconcert your opponents at first, but is hard on the throat and not recommended.

Tendrill



A small ship designed for scouting and reconnaissance missions, but with enough firepower to sting viciously if caught. Detection signature is reduced by not having the usual Shadow skin, although it is still a tough little ship. Main armament is a pulse weapon rather than a beam, but capable of damaging a White Star at short range so classified as a graser.

Scout ships venture alone into enemy territory so are never crewed by Shadows. The enslaved beings used as pilots are conditioned to destroy themselves rather than be captured, preferably by ramming or some equally destructive method.

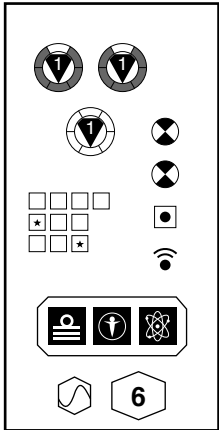


Technical Specifications

Mass: 20
Classification: Frigate
Hull: 6 (adv)
Damage control: 1
Drive systems: Main drive 6 (adv)
FTL (adv)
NPV (CPV): 81 (65)

Armament: 1 graser-1 (F)
Defences: 1 PDS
Grade 2 armour
Sensors: 1 Fire Control
Standard sensors

Talon



A more heavily armed and aggressive version of the scout, with light Shadow beam weapons and energy diffusing skin.

The Shadows strive to deny their foes any victory, no matter how small, so prefer to use the destroyer for hunting civilian targets or picking off cripples rather than committing them in battle against major warships. This changed in their last campaign against John Sheridan's proto-Alliance when scouts and destroyers became necessary in fleet actions to distract and block the sight lines of opposing telepaths.

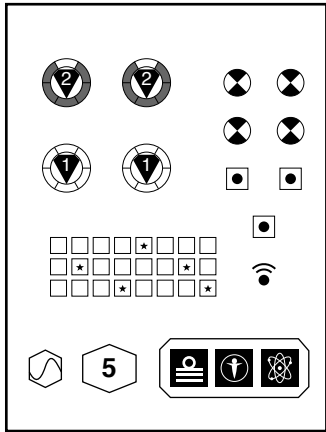


Technical Specifications

Mass: 40
Classification: Destroyer
Hull: 10 (adv)
Damage control: 2
Drive systems: Main drive 6 (adv)
FTL (adv)
NPV (CPV): 166 (142)

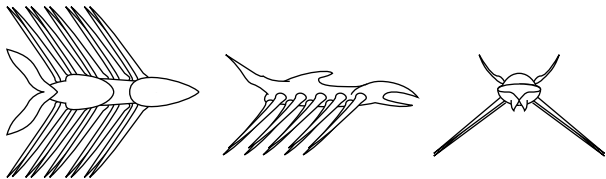
Armament: 2 graser-1 (F)
1 graser-1 (all)
Defences: 2 PDS
Level 1 screen
Sensors: 1 Fire Control
Standard sensors

Avalanche



These rarely seen ships with the unusual 'war galley' hull are the only intermediate design between the small escorts and the terrifying major warships. Not considered fit for the battle line against the most modern warships of the younger races, they are used for raids against defended targets and deep strike missions.

When President Clark's faction asked for assistance in building warships the Shadows gave them the template for the Avalanche. The human constructed ships were larger and carried fighters, but often suffered what can only be described as psychotic breakdowns with deadly consequences for those in the vicinity.

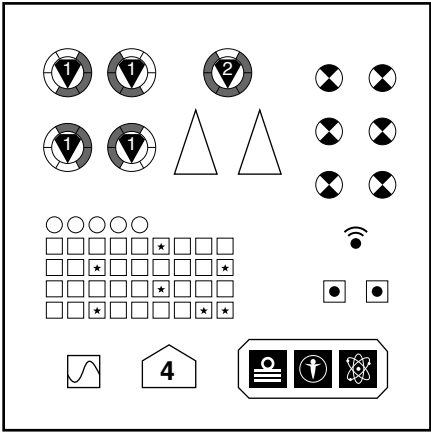


Technical Specifications

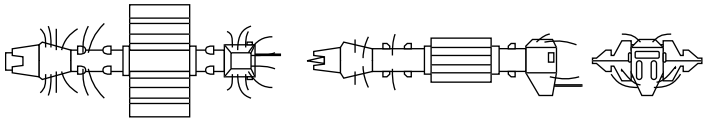
Mass: 96
Classification: Battle cruiser
Hull: 24 (adv)
Damage control: 5
Drive systems: Main drive 5 (adv)
FTL (adv)
NPV (CPV): 413 (409)

Armament: 2 graser-2 (F)
2 graser-1 (all)
Defences: 4 PDS
Level 1 screen
Sensors: 3 Fire Controls
Standard sensors

Shadow Omega



The least ambitious Earth application of Shadowtech was probably the most successful. The Shadow Omega has an energy diffusing skin grafted to the original hull, and Shadow beams replacing the primary and secondary armament. The result is an offensive and defensive upgrade without serious side effects – enslavement of the crew to Shadow implants not being considered serious by those who ordered their creation.

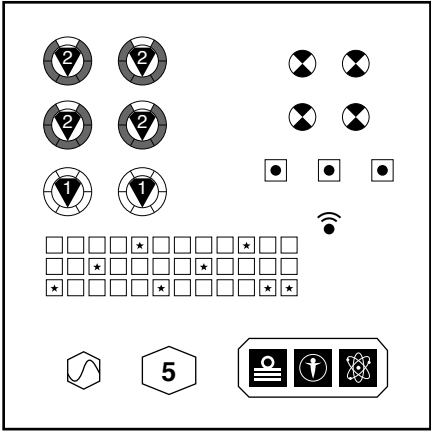


Technical Specifications

Mass: 136
Classification: Battleship
Hull: 36
Damage control: 7
Drive systems: Main drive 4
FTL
NPV (CPV): 485 (534) plus fighters

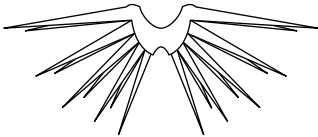
Armament: 1 graser-2 (F)
2 graser-1 (P3, S3)
2 graser-1 (AP3, AS3)
Defences: 6 PDS
Level 1 screen
Grade 5 armour
Sensors: 2 Fire Controls
Standard sensors
Hangars: 2 fighter bays

Earthquake



A Shadow capital ship: agile for its size, well protected and robust by Babylon 5 standards, and with deadly beam weaponry. This is the smallest, or youngest, version likely to be encountered in the battle line; the new generation of most recently grown warships.

The pilots of these ships are the least experienced and not considered able to control fighter squadrons in battle as well as their own ship, so lack a hangar.

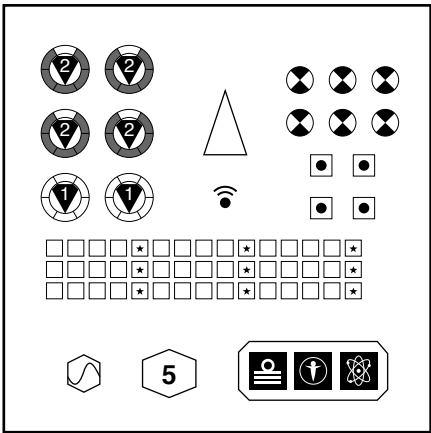


Technical Specifications

Mass: 144
Classification: Dreadnought
Hull: 36 (adv)
Damage control: 8
Drive systems: Main drive 5 (adv)
FTL (adv)
NPV (CPV): 623 (686)

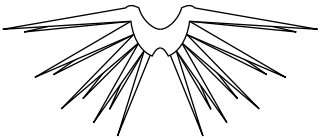
Armament: 4 graser-2 (F)
2 graser-1 (all)
Defences: 4 PDS
Level 1 screen
Sensors: 3 Fire Controls
Standard sensors

Hurricane



The classic Shadow warship, superior to anything used by the younger races. This is a typical fully grown warship that survived the last great war and was preserved in hibernation for a thousand years. The pilots are those with combat experience and a demonstrated aptitude for handling the strange Shadowtech ships.

Some ships act as specialised carriers with up to three extra hangars, each replacing a graser-2.

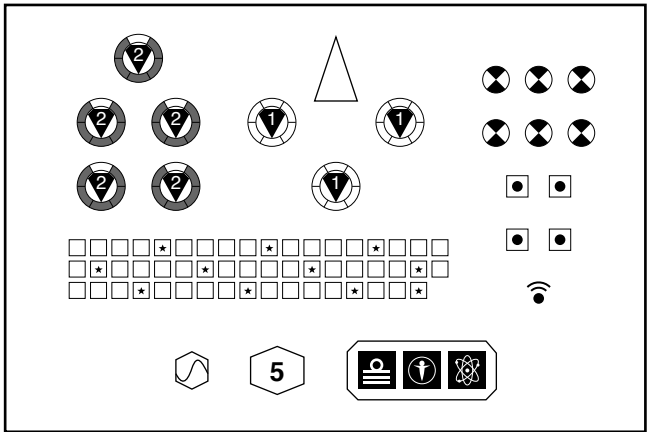


Technical Specifications

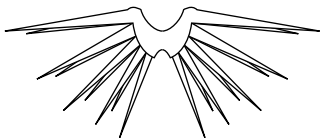
Mass: 180
Classification: Superdreadnought
Hull: 45 (adv)
Damage control: 9
Drive systems: Main drive 5 (adv)
FTL (adv)
NPV (CPV): 768 (912) plus fighters

Armament: 4 graser-2 (F)
2 graser-1 (all)
Defences: 6 PDS
Level 1 screen
Sensors: 4 Fire Controls
Standard sensors
Hangars: 1 fighter bay

Cataclysm



The largest and oldest of the Shadow capitals, although still not quite as powerful as the top of the line Vorlon ships. They will have Shadows on board and often as pilots. Ships of this size are usually encountered as the flagships of major formations.

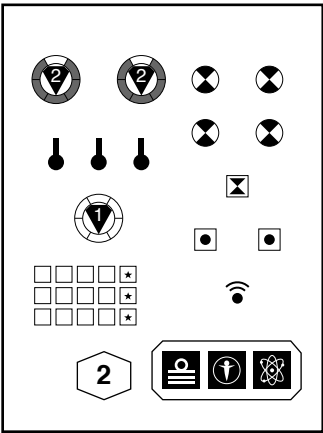


Technical Specifications

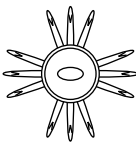
Mass: 216
Classification: Superdreadnought
Hull: 53 (adv)
Damage control: 11
Drive systems: Main drive 5 (adv)
FTL (adv)
NPV (CPV): 925 (1176) plus fighters

Armament: 5 graser-2 (F)
3 graser-1 (all)
Defences: 6 PDS
Level 1 screen
Sensors: 4 Fire Controls
Standard sensors
Hangars: 1 fighter bay

Bramble



Shadow non-FTL weapons platforms are unusual in mostly being used around the planets of other species rather than their own. The Shadows create blockades to punish or intimidate, or place them as traps to disable passing ships and capture their crews. The Brambles are more mobile than most defence platforms and are capable of destroying or disabling both fighters and larger ships.



Technical Specifications

Mass: 60
Classification: System defence
Hull: 15 (adv)
Damage control: 3
Drive systems: Main drive 2 (adv)
NPV (CPV): 266 (242)

Armament: 2 graser-2 (F)
1 graser-1 (all)
3 needle beam (F)
Defences: Level 1 screen
4 PDS
Sensors: 2 Fire Controls
1 Area Defence
Standard sensors



9 Vorlons

The Vorlons rarely use their fleet for aggressive purposes, preferring more subtle means to influence other species. The more cynical of the younger species would add that the Vorlons expect others to fight against the Shadows, not themselves. They do need to defend their own region of space, as IPX are hardly unique in their enthusiasm for acquiring samples of advanced alien technologies.

The destruction of any ship means the death of a Vorlon, or at least a valuable servant, so their ships emphasise protection and firepower. For the same reason Vorlon fighters are always heavy.

Vorlon ships would be much more resistant to telepathic attacks than Shadows. The ship mind is in its own body rather than a transplant, and the Vorlons have considerable mental powers themselves.

The FTL drives of Vorlon ships do not seem quite as advanced as the Shadows. They cannot quickly phase in and out of hyperspace, instead forming standard jump points or using jump gates. However the Vorlons are skilled at travelling in hyperspace, described as making long journeys faster than other species, and even able to hide entire fleets, so have advanced FTL.

In battle Vorlons never display the speed or agility of White Stars or Shadows, and the larger ships can only be de-

scribed as ponderous. I give their ships only standard drives.

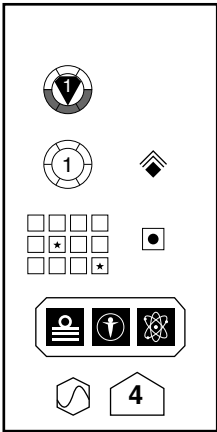
Vorlon ships have energy reflecting skins so count as having screens. Unlike Shadows or White Stars they can also quickly reshape themselves, so are classified as advanced screens that protect against kinetic and other weapons as well. (The ships can also regenerate from incredible amounts of damage, but not in the timescale of a battle.)

The primary ship weapon is an array of prongs or tentacles that generates bursts of energy resembling lightning. Like other ships in Babylon 5 these lightning cannon are most effective when combined and firing forward. However as Vorlon ships are not very agile, they would need to be able to split fire over wider arcs with reduced effectiveness.

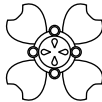
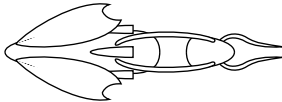
Vorlon transports also use their reshaping ability to extrude tentacles with sensors or weapons when approached by humans or other individuals. I have assumed that all Vorlon ships have similar capacities. Since these tentacles can face in any direction but are much smaller and not fixed installations like the lightning cannon, I class them as beam-1s.

Vorlon commanders may find a collection of Zen koans a useful source of cryptic pronouncements with which to baffle opponents.

Peaceful Voyager



These ships are used as scouts and personal transports when the Vorlons do not wish to display their more intimidating aspect. The Voyagers are lightly armed to discourage the over-inquisitive if necessary, and for their size are very difficult to completely destroy. Ships which have not bonded with an individual Vorlon are used as light escorts in combat.

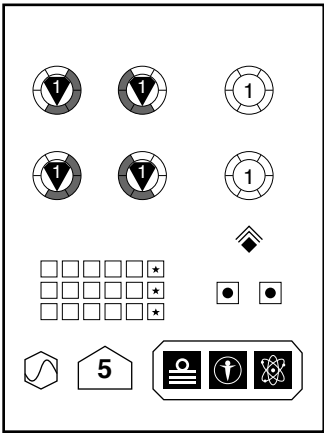


Technical Specifications

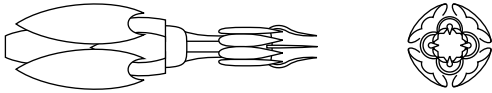
Mass: 30
Classification: Destroyer
Hull: 12 (adv)
Damage control: 2
Drive systems: Main drive 4
FTL (adv)
NPV (CPV): 122 (101)

Armament: 1 graser-1 (F3)
1 beam-1
Defences: Level 1 screen (adv)
Sensors: 1 Fire Control
Standard sensors

Relentless Hunter



These are the destroyers of the Vorlon fleet, though their resilience and firepower makes them the equal of most cruisers. They are a common sight along the borders of Vorlon space. In fleet actions the Hunters make high speed passes against more powerful opponents to deliver short range attacks.

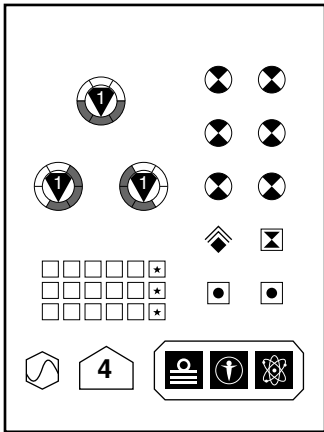


Technical Specifications

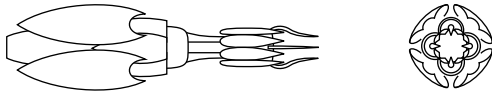
Mass:	60
Classification:	Medium cruiser
Hull:	18 (adv)
Damage control:	3
Drive systems:	Main drive 5 FTL (adv)
NPV (CPV):	244 (220)

Armament:	2 graser-1 (P3) 2 graser-1 (S3) 2 beam-1
Defences:	Level 1 screen (adv)
Sensors:	2 Fire Controls Standard sensors

Parrying Blade



The Vorlons have become aware of the increasing use of fighters by other species in the past few centuries, and developed their own escort cruiser in response. A variant of the Hunter, it gives up some speed and firepower for more light beams and sensors. These specialised ships serve mostly in the battle fleet.

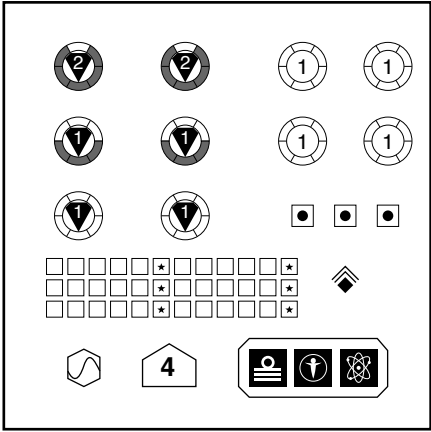


Technical Specifications

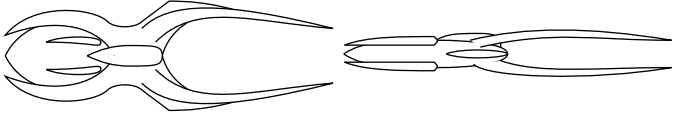
Mass:	60
Classification:	Escort cruiser
Hull:	18 (adv)
Damage control:	3
Drive systems:	Main drive 4 FTL (adv)
NPV (CPV):	246 (222)

Armament:	3 graser-1 (P3, F3, S3)
Defences:	Level 1 screen (adv) 6 PDS
Sensors:	2 Fire Controls 1 Area Defence Standard sensors

Guardian Sword



These ships are the light cruisers of the Vorlon fleet with a mix of long and short range weapons and reasonable speed. They can reinforce destroyers in small actions or protect the Vorlon capitals from outflanking in large battles.

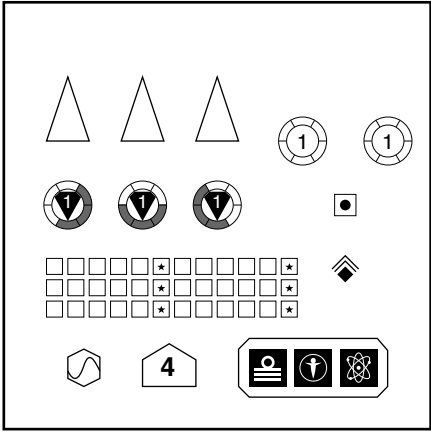


Technical Specifications

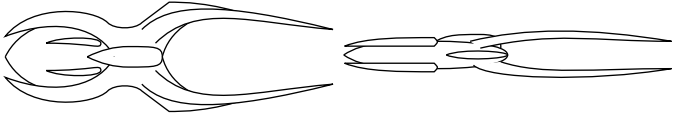
Mass: 120
Classification: Battleship
Hull: 36 (adv)
Damage control: 6
Drive systems: Main drive 4
 FTL (adv)
NPV (CPV): 500 (524)

Armament: 2 graser-2 (F)
 2 graser-1 (F3)
 2 graser-1 (all)
 4 beam-1
Defences: Level 1 screen (adv)
Sensors: 3 Fire Controls
 Standard sensors

Guardian Flock



Like the Blade, this carrier version of the Guardian was created in response to the threat posed by the fighters of the younger species. The three flights of Vorlon heavy fighters can attack enemy ships or screen friendly. Unlike most Babylon 5 fighter carrying ships it has only light defensive beams.

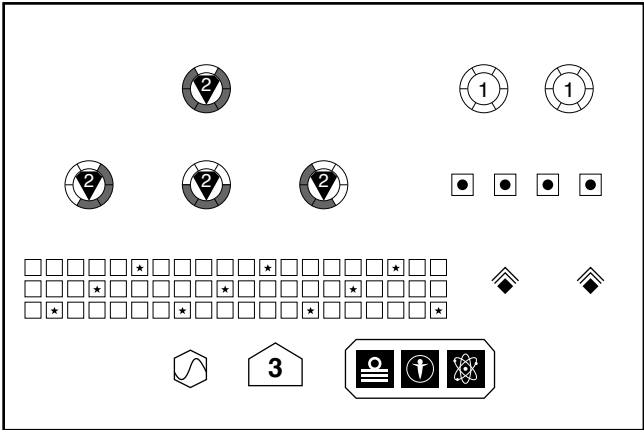


Technical Specifications

Mass: 120
Classification: Light Carrier
Hull: 36 (adv)
Damage control: 6
Drive systems: Main drive 4
 FTL (adv)
NPV (CPV): 475 (499)

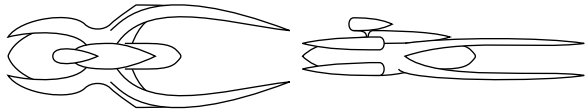
Armament: 3 graser-1 (P3, F3, S3)
 2 beam-1
Defences: Level 1 screen (adv)
Sensors: 1 Fire Control
 Standard sensors
Hangars: 3 fighter bays

Shattering Hammer



The Vorlon battle fleet does not have the subtle approach of their diplomats. The role of the Hammer is to destroy the most powerful enemy ships or installations with its massive lightning cannon, nothing more.

An old design, it is vulnerable to massed fighter attack and will always be escorted.

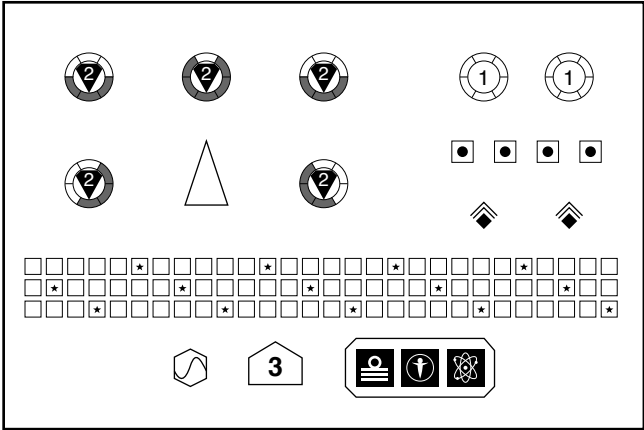


Technical Specifications

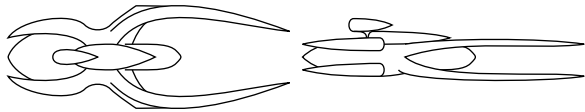
Mass:	200
Classification:	Superdreadnought
Hull:	60 (adv)
Damage control:	10
Drive systems:	Main drive 3
	FTL (adv)
NPV (CPV):	858 (1058)

Armament:	3 graser-2 (P3, F3, S3)
	1 graser-2 (F)
	2 beam-1
Defences:	Level 2 screen (adv)
Sensors:	4 Fire Controls
	Standard sensors

Stellar Fire



The most powerful of the Vorlon warships. (Planet killers don't really count, being unable to fight anything smaller than a moon.) Vorlon technology still advances, although slowly, and these relatively more recent capital ships fit improved lightning cannon and a flight of fighters into the original hull form.

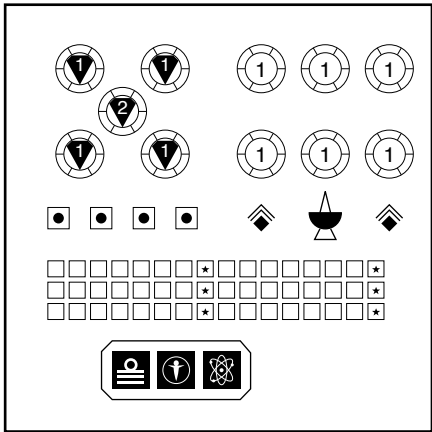


Technical Specifications

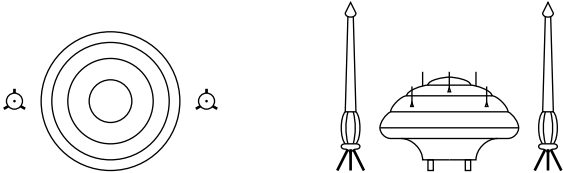
Mass:	280
Classification:	Superdreadnought
Hull:	84 (adv)
Damage control:	14
Drive systems:	Main drive 3
	FTL (adv)
NPV (CPV):	1193 (1697)

Armament:	4 graser-2 (P3, F3, F3, S3)
	1 graser-2 (F)
	2 beam-1
Defences:	Level 2 screen (adv)
Sensors:	4 Fire Controls
	Standard sensors
Hangars:	1 fighter bay

Vigilant Outpost



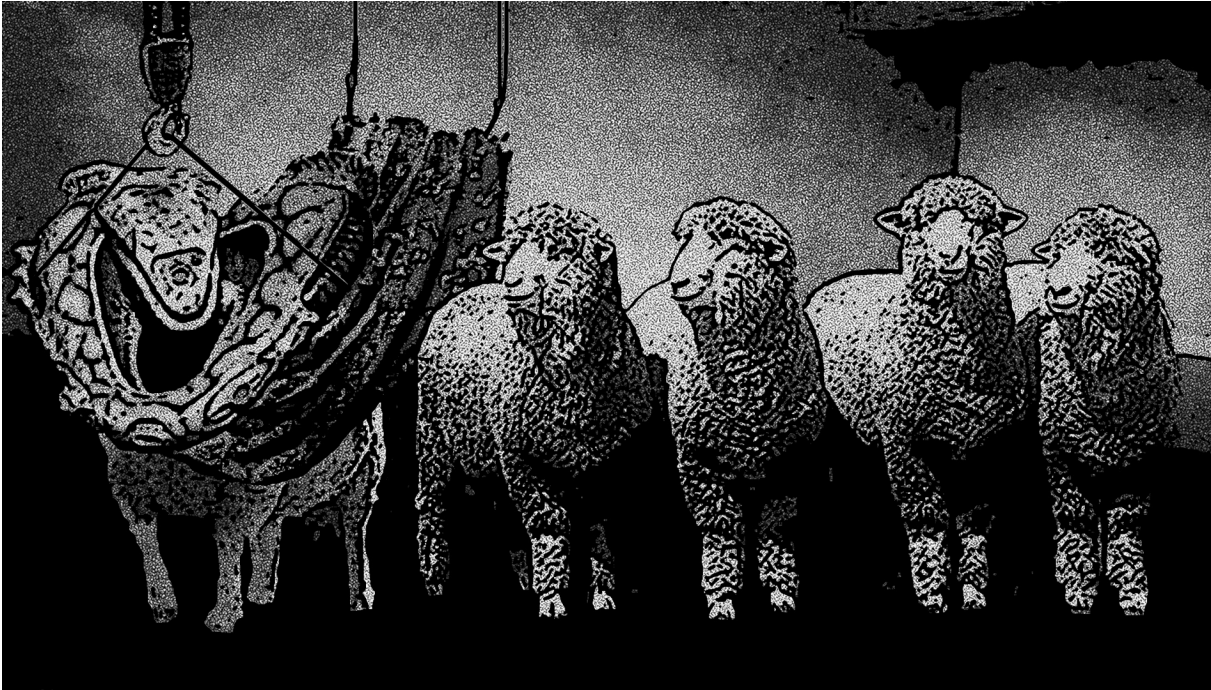
The Vorlons prefer to place system defence and border surveillance outposts on asteroids rather than as free floating satellites. An outpost resembles a patch of exotic mushrooms and plant stalks rather than a single construct, and on large asteroids there may be more than one. Outposts are difficult to destroy even for a large squadron of White Stars, and armed with a large battery of lightning cannon and beams.



Technical Specifications

Mass: 120
Classification: System defence
Hull: 48 (adv)
Damage control: 6
NPV (CPV): 546 (570)

Armament: 1 graser-2 (all)
4 graser-1 (all)
6 beam-1
Defences: Level 2 screen (adv)
Sensors: 4 Fire Controls
Superior sensors

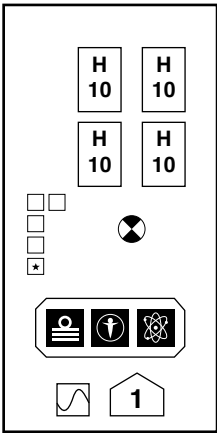


10 Miscellaneous

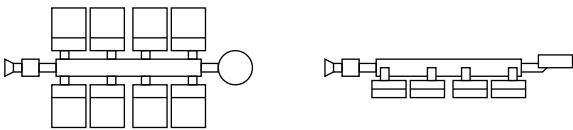
Warships are vastly outnumbered by the peaceful but unexciting civilian ships that haul cargo and passengers from place to place. There are also space going raiders and pirates who, at least officially, are the enemies of all species;

and armed ships with more mysterious purposes. Points values are only for comparisons and scenario design as none of these would be considered part of a regular military force.

Freighter



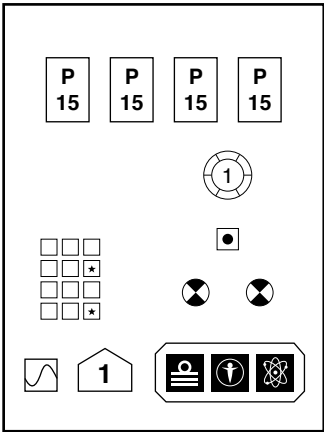
A typical freighter operated by most species in space, a minimal hull and engines with cargo carried in external containers. It has just enough point defence to scare off crazy individuals, but is helpless against real raiders.



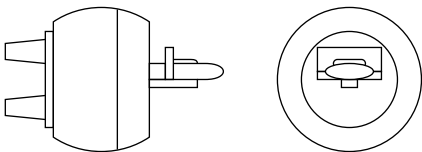
Technical Specifications

Mass:	54	Drive systems:	Main drive 1
Classification:	Transport		FTL
Hull:	5	Defences:	1 PDS
Damage control:	1	Holds:	40 cargo space

Passenger Liner



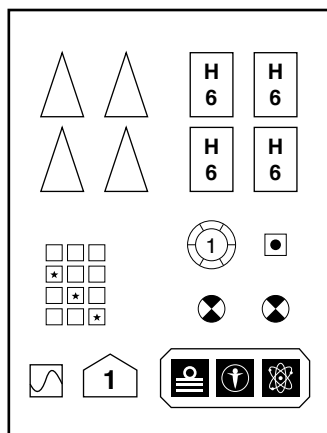
This is an Earth passenger liner but those of other species will be very similar. Passengers being more valuable than most cargo, the hull has more redundancy against damage. The liner has short range weapons to impress the passengers and deter ill-equipped raiders, but any sane captain will surrender rather than risk annoying a real warship by shooting at it.



Technical Specifications

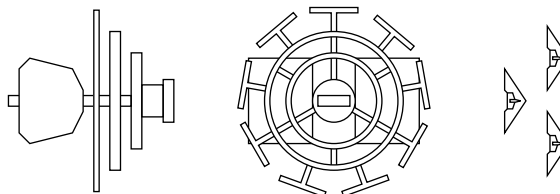
Mass:	90	Armament:	1 beam-1
Classification:	Transport	Defences:	2 PDS
Hull:	12	Sensors:	1 Fire Control
Damage control:	2	Holds:	60 passenger space
Drive systems:	Main drive 1		
	FTL		

Raider Mothership



Human raiders capture and rebuild passenger liners as motherships. The passenger compartments are largely stripped to make room for externally carried fighters, with some re-used as holds for looted cargo. Raider crews are better at damage control in combat, but still not as good as regular warships.

Raider fighters are always standard types, cheap 'security' flyers sold by companies that don't ask many questions of their customers.

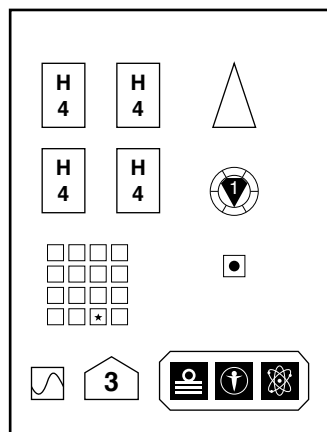


Technical Specifications

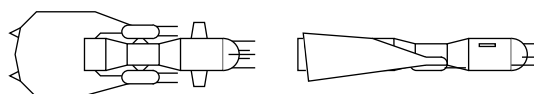
<i>Mass:</i>	90
<i>Classification:</i>	Light carrier
<i>Hull:</i>	12
<i>Damage control:</i>	3
<i>Drive systems:</i>	Main drive 1 FTL
<i>NPV (CPV):</i>	263 (254) plus fighters

<i>Armament:</i>	1 beam-1
<i>Defences:</i>	2 PDS
<i>Sensors:</i>	1 Fire Control
<i>Hangars:</i>	4 fighter bays
<i>Holds:</i>	24 cargo space

Shadow Butterfly



The Shadows need to covertly transfer supplies and personnel between worlds, and are fond of mayhem and sabotage to create chaos in the opening stages of their campaigns. For such missions the Shadows use modified merchant ships with standard construction and drives. (Although they still have a certain characteristic spikiness.) The ship has a hidden light beam and support facilities for a flight of Shadow fighters. Such ships could carry nuclear bombs or viral weapons for delivery by the fighters, or mine laying systems.

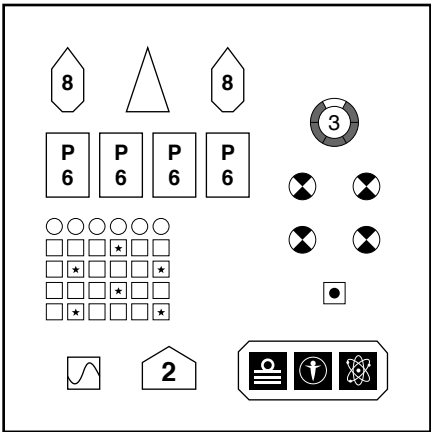


Technical Specifications

<i>Mass:</i>	60
<i>Classification:</i>	Armed transport
<i>Hull:</i>	15
<i>Damage control:</i>	1
<i>Drive systems:</i>	Main drive 3 FTL
<i>NPV (CPV):</i>	167 (143) plus fighters

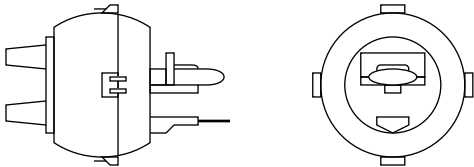
<i>Armament:</i>	1 graser-1 (all)
<i>Sensors:</i>	1 Fire Control Standard sensors
<i>Hangars:</i>	1 fighter bay
<i>Holds:</i>	16 cargo space

PsiCorp Mothership



Officially the Psi Corp operates a few squadrons of Starfury fighters, nothing more. Major warships might start the mundanes thinking that the Psi Corps had its own plans for the future.

The Corps has rebuilt a small number of passenger liners into armed transports for travel in secrecy. Viewed from a distance the ships could still be mistaken for normal liners, although the black paint job does rather give them away.

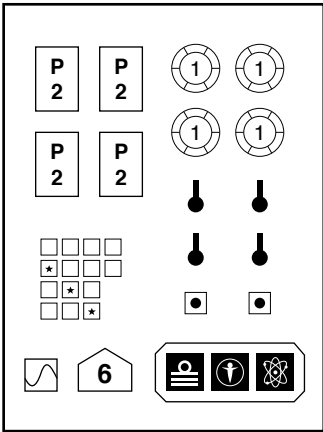


Technical Specifications

Mass:	120
Classification:	Armed transport
Hull:	24
Damage control:	6
Drive systems:	Main drive 2 FTL
NPV (CPV):	355 (379) plus fighters

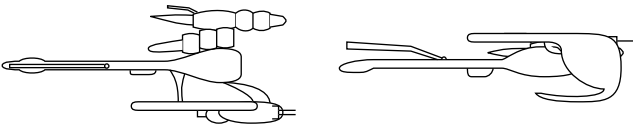
Armament:	1 beam-3 (F)
Defences:	4 PDS Grade 6 armour
Sensors:	1 Fire Control Standard sensors
Hangars:	1 fighter bay 2 mass 8 shuttle bays
Holds:	24 passenger space

Streib Collector



The Streib are not officially allied to the Shadows, but organic looking ship interiors? Sadistic experiments with brain control implants? This unpleasant race seem to be former pupils who have decided it is safer to stay out of the wars that the Shadows enjoy so much.

They still have the obnoxious habit of using fast cruisers to disable ships and kidnap members of their crew. The 'passenger compartments' on a Streib ship are more accurately cells.

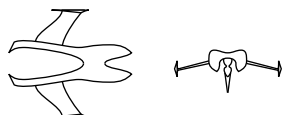
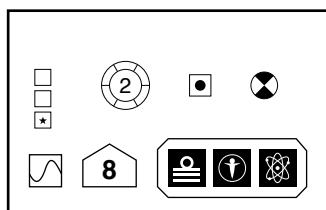


Technical Specifications

Mass:	60
Classification:	Medium cruiser
Hull:	14
Damage control:	3
Drive systems:	Main drive 6 FTL
NPV (CPV):	180 (156)

Armament:	4 beam-1 4 needle beam (F)
Sensors:	2 Fire Controls Standard sensors
Holds:	8 passenger space

Var KrelecZ Raider



These are the aliens who attacked the station in the episode A VIEW FROM THE GALLERY. Although it's not official, it does seem likely that like the Drakh they too are former servants of the Shadows, now operating as a large pirate fleet.

Their warships are very small and fast. I classify them as corvettes rather than fighters because they operate independently in hyperspace and open fire at long range, and also because they don't dogfight very well against the heavily outnumbered Babylon 5 fighters.

The Var KrelecZ fleet has some big ships as well, but these stay well back from the battle and do nothing other than launch boarding pods. I assume that they are transports, not warships.

Technical Specifications

Mass: 16
Classification: Corvette
Hull: 3
Damage control: 1
Drive systems: Main drive 8
 FTL
NPV (CPV): 54 (41)

Armament: 1 beam-2 (all)
Defences: 1 PDS
Sensors: 1 Fire Control
 Standard sensors



11 Planet Killers

They are are wildly impractical for regular space battles, but *they destroy whole planets!* How could they be left out? Here are 'back of the envelope' calculations of how big these things really are, and some ideas on how they could be used in scenarios.

Shadow Planet Killer

The Shadow planet killer, or death cloud, is a large framework of struts like a geodesic dome, linking together nodes which contain missiles and other systems. It is made stealthy to some extent by a 'null field'. According to the novels the Shadows built at least three, but only one saw action. It was inherited by the Drakh, who made some minor modifications.

We can estimate how large it is by considering the size of one of the intended targets, planet Earth. The planet killer has to surround Earth, which has a radius of 6,378 kilometres, so must be at least that big.

It has to be outside the atmosphere, because that is spinning at the same rate as the planet itself. At lower altitudes the planet killer would be subject to destructive heating from atmospheric friction.

It should also avoid low orbit, which is filled with thousands of fast moving satellites and pieces of debris which would damage the structure. LEO is generally regarded as extending to 2,000 km up, bringing the radius of the planet killer to 8,378 km. (There are also satellites and debris up to geostationary orbit and beyond, but we'll assume these numbers are low enough that the planet killer can shoot them out of the way on approach.)

The nodes themselves seem to be twice the width of the Victory class ships which are around 2 km high. From the spacing they are about 20 km apart. Any more, and the Excalibur and other ships would have been able to escape by steering between the nodes instead of the closing gap. This gives one node for every 400 square km of area. (You can't fit a true square grid on the surface of a sphere, but at this size, it's close enough.)

So, dividing the surface area of the planet killer by the area per node gives

$$\text{Number of nodes} = \frac{4 \pi 8378^2}{400} = 2,205,111$$

Yes, you really do need some specialised insight to pick the command node out from that lot!

Although the planet killer is the size of a planet, it doesn't have anywhere near the mass of a planet, or even a moon, so has no gravitational effects.

Assuming that the attacking side does know which node to shoot, a scenario could take place inside the planet killer. The defending Shadow or Drakh fleet places a node on

their table edge (make up your own SSD) which the attackers have to destroy within a given number of turns.

If the planet killer can fire missiles at the attackers, they are best represented as ships of mass 30, with the only systems a main drive (standard) rating of 8 and 18 hull boxes. They automatically attempt to ram ships without needing to first roll a 6, but still have to roll to see if the attempt succeeds – they're designed to hit planets, not ships.

Vorlon Planet Killer

The Vorlon planet killers are very, very large spaceships. How large exactly? We can estimate from its appearance over Centauri Prime.

Start by assuming that Centauri Prime and Earth are identical: same sized planets, orbiting at the same distance around similar stars. In Babylon 5 neither humans nor Centauri seem at all bothered travelling from one to another, and the surface lighting on Centauri Prime looks the same as on Earth, which isn't the case for Narn or the Drazi homeworld. So it may not be exactly true, but our answers will only be wrong by a few percent at most.

The Vorlon planet killer eclipses the sun, meaning that from the planet surface its angular size is the same as that of the sun. It is in a geostationary orbit, because once in position the sun stays eclipsed for several minutes until the planet killer moves again, whereas eclipses caused by our moon are much shorter.

If this happened on Earth, the Sun has a diameter of 1,393,684 kilometres and the average distance from the Earth is 149,000,000 km. In geostationary orbit the planet killer would be 35,768 km away. So the planet killer must satisfy the equation

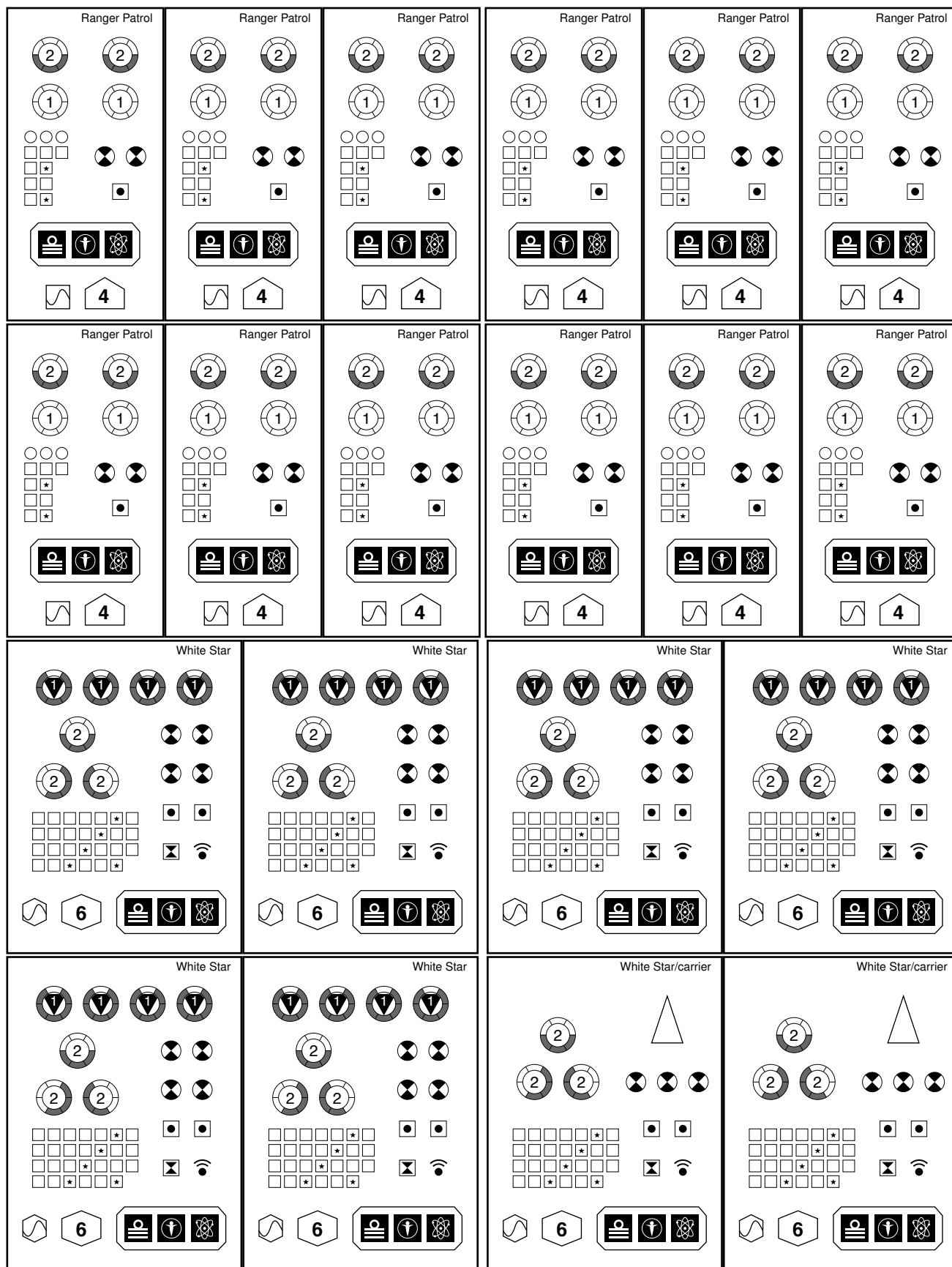
$$\frac{\text{diameter}}{35,768} = \frac{1,393,684}{149,000,000}$$

which is 334 kilometres.

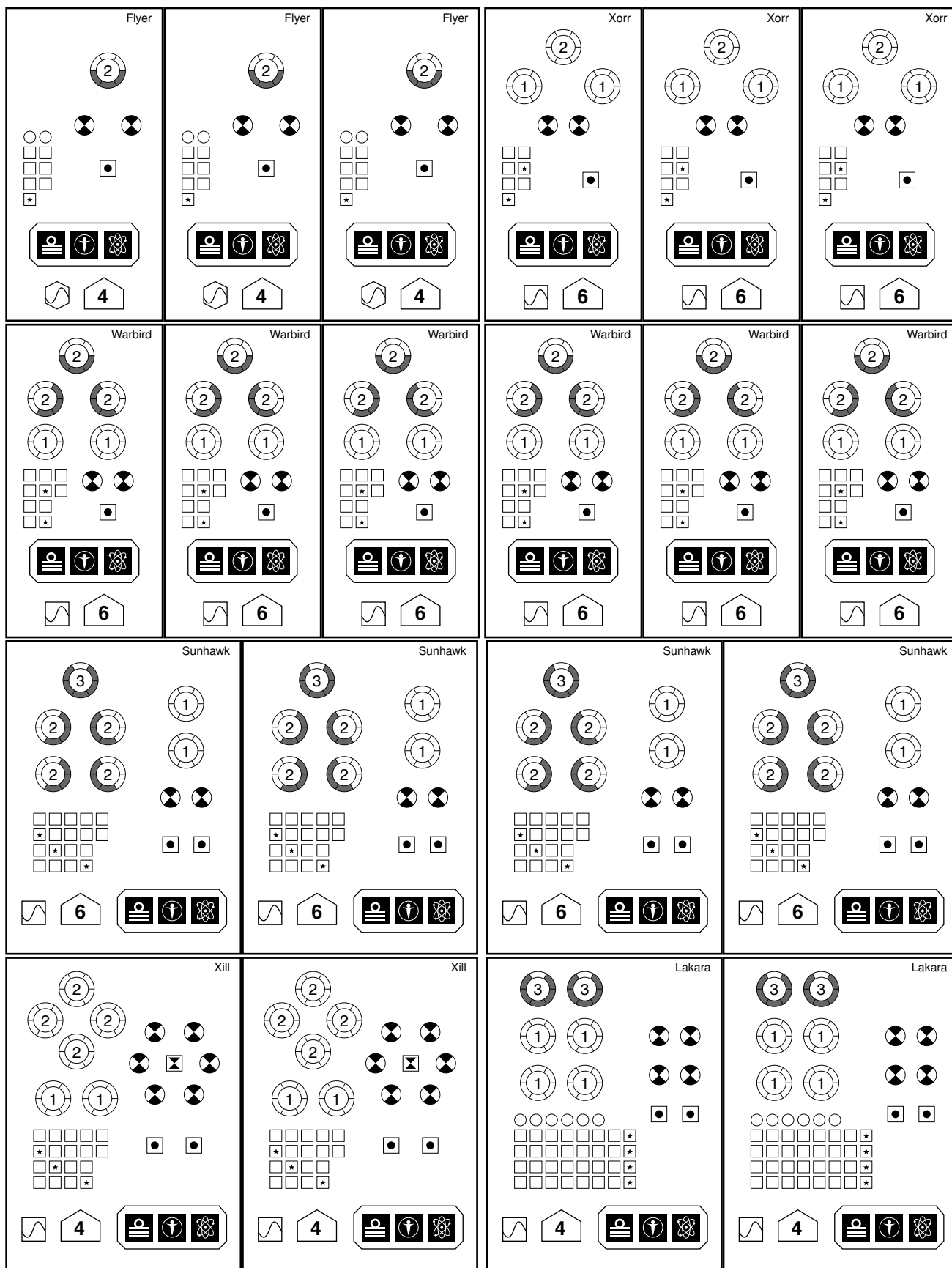
The Babylon 5 station itself is 8 km long. The Victory class ships are shorter but still several km long, and there is a Drakh mothership as big or slightly bigger than the station itself. They are all still tiny in comparison: assuming an average thickness of 20 km for the planet killer, it is over 70,000 times larger than the station by volume.

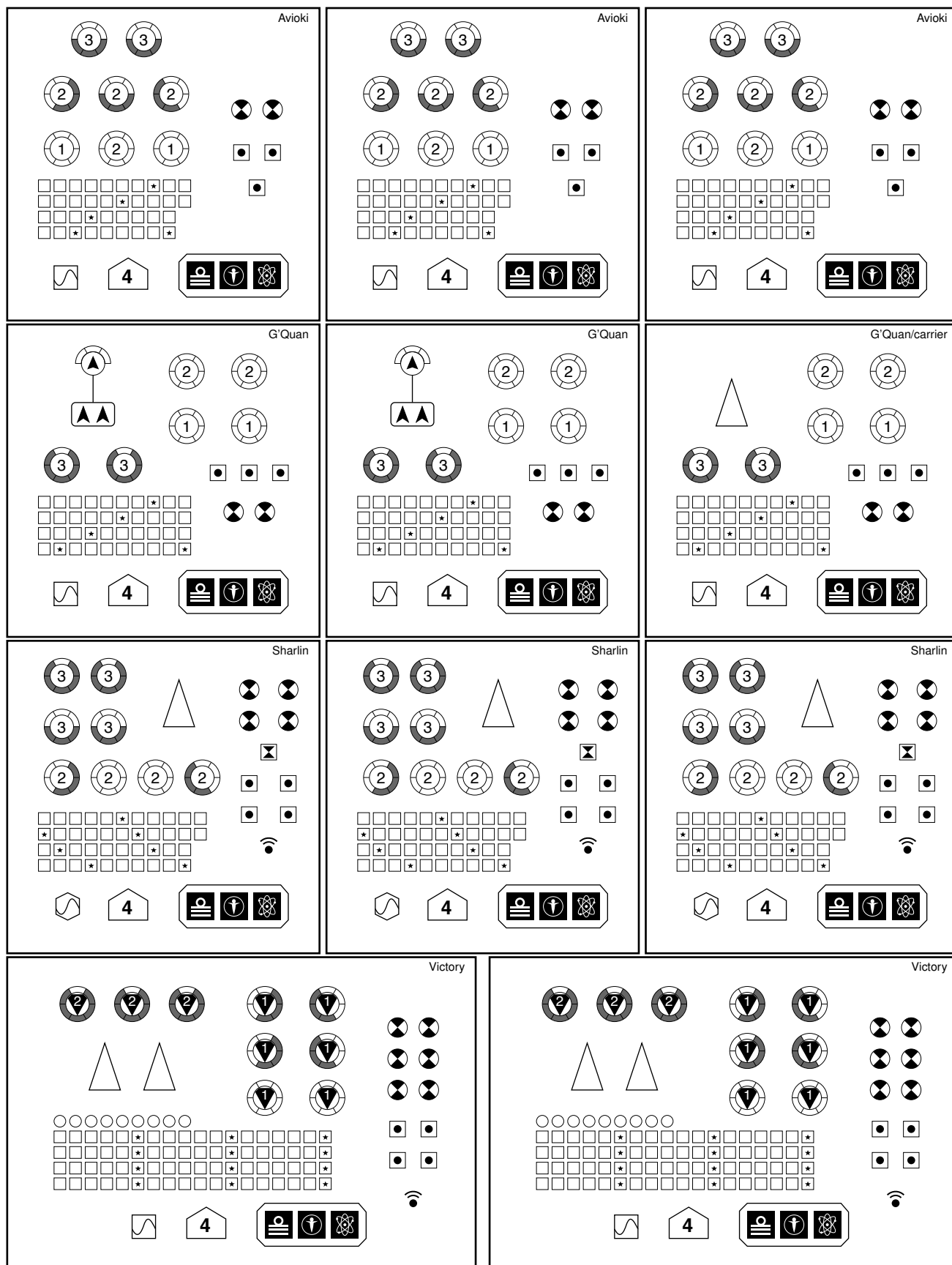
Viewed from the top or bottom the Vorlon planet killer would be the fifth largest asteroid in our solar system and this is how it should be represented in FULL THRUST.







For a scenario the Vorlon fleet defends a plate, cardboard disc, or perhaps table edge representing the planet killer. The attacking fleet treats it as an asteroid (unscreened and unarmoured) with no hull boxes or systems, just a running total of damage received. If the attackers manage to inflict 1,000 points on the planet killer, the Vorlons have to call off the operation to run maintenance checks.

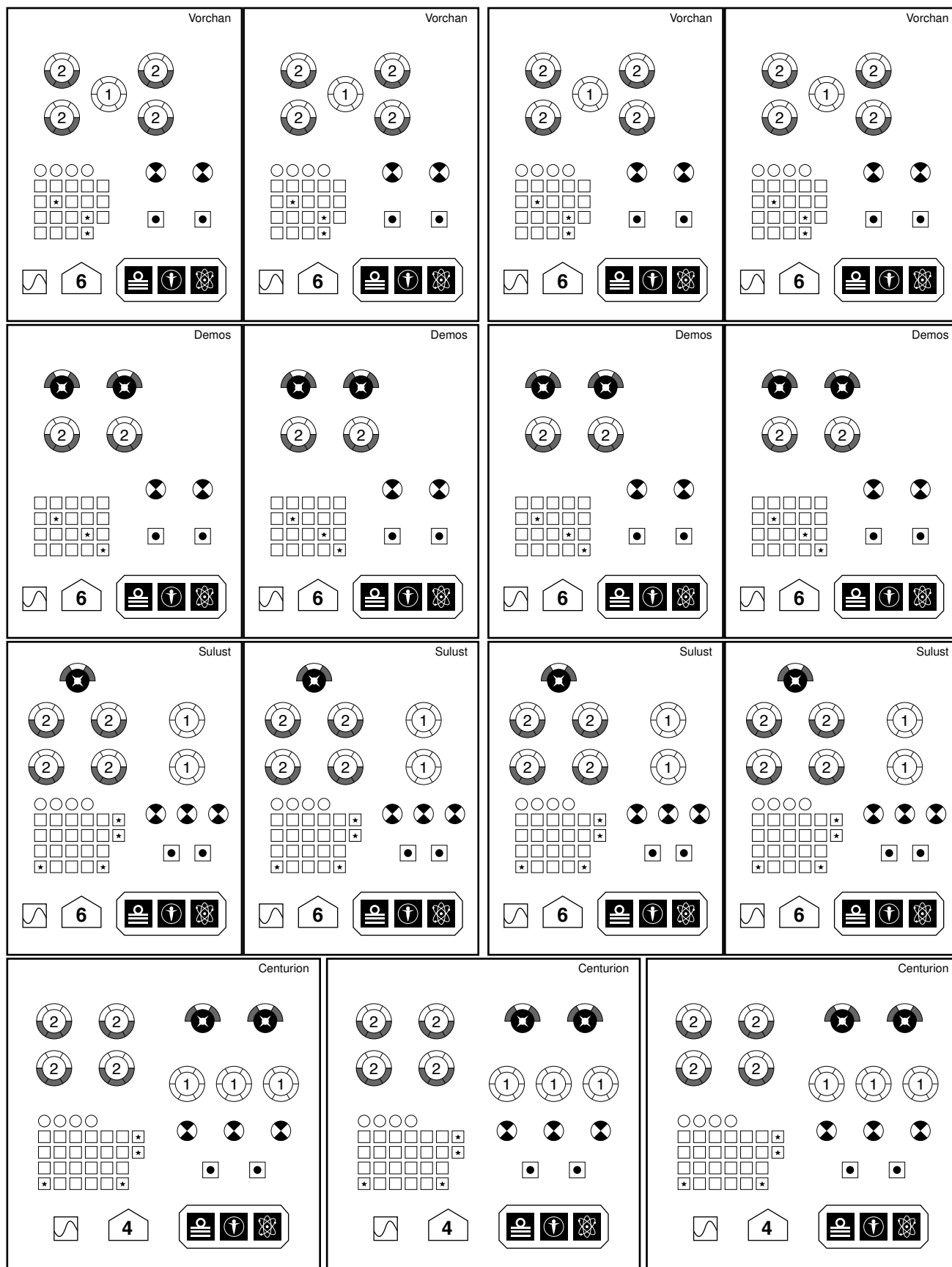


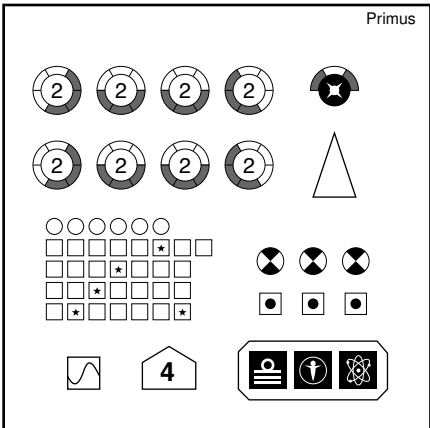
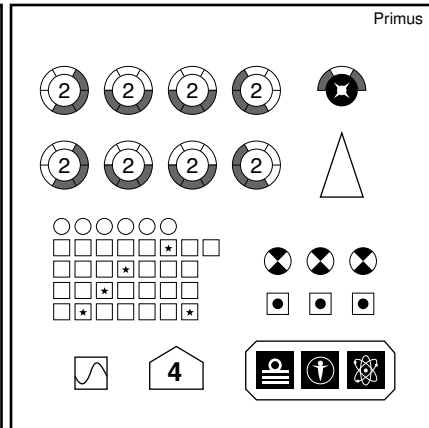
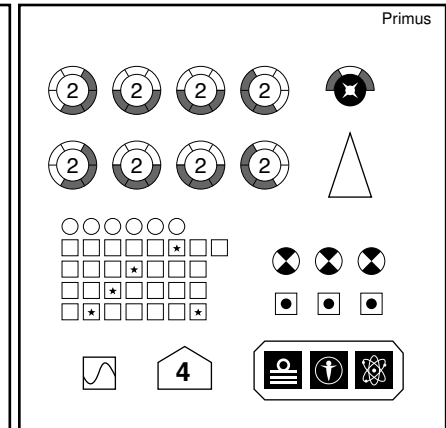
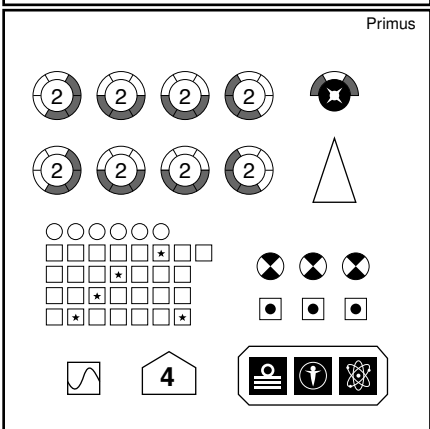
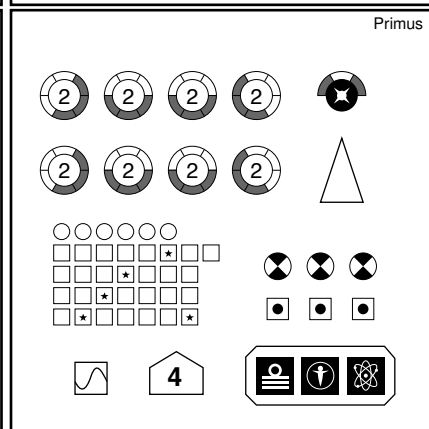
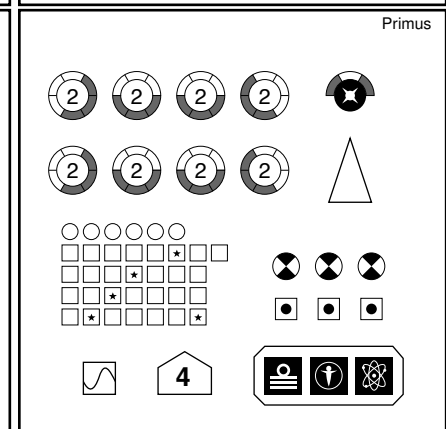
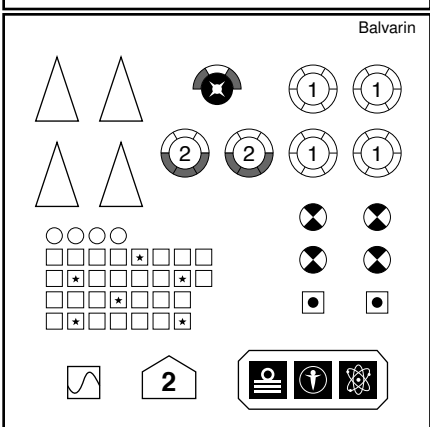
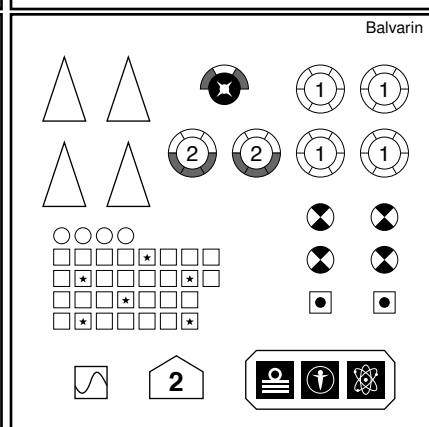
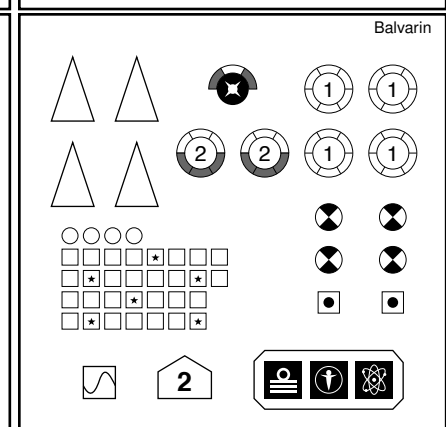
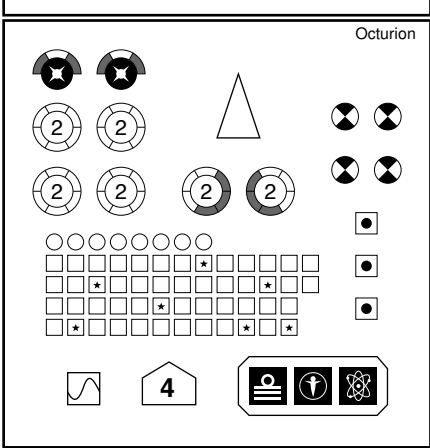
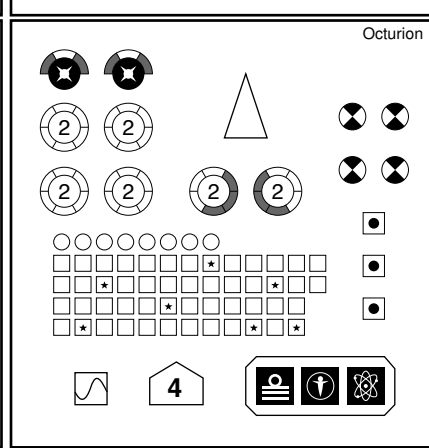
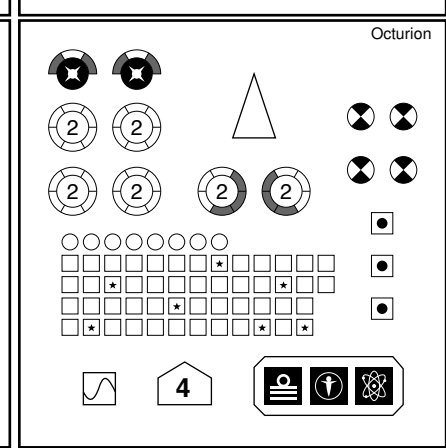
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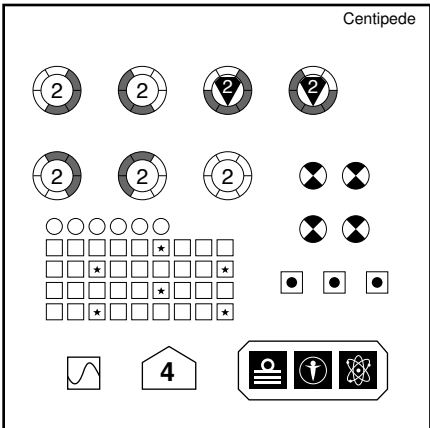
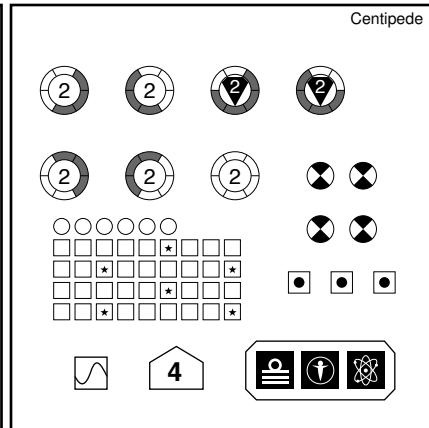
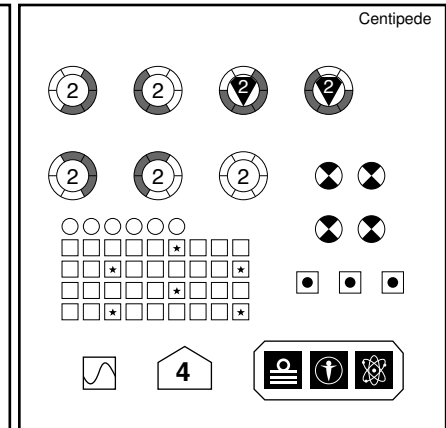
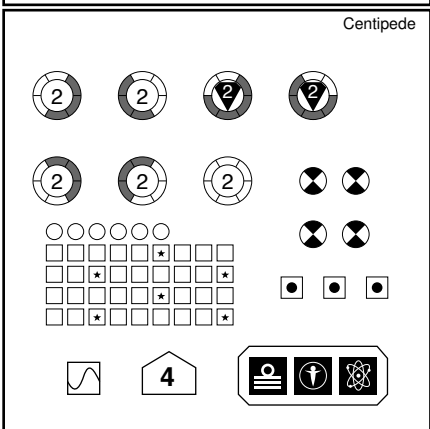
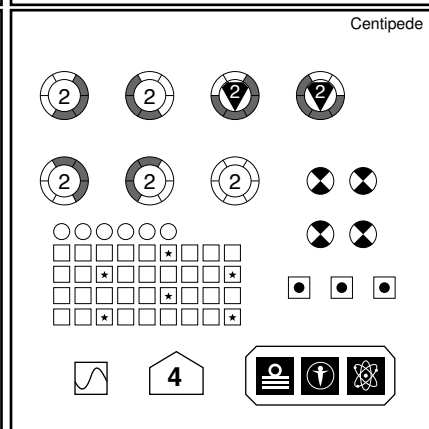
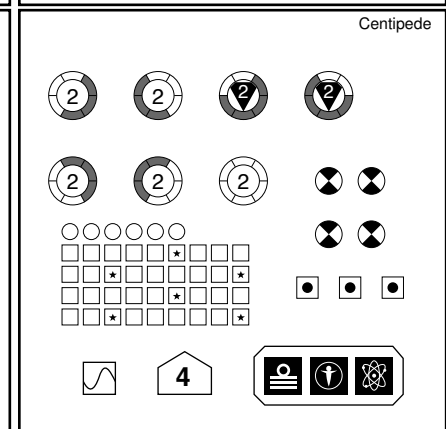
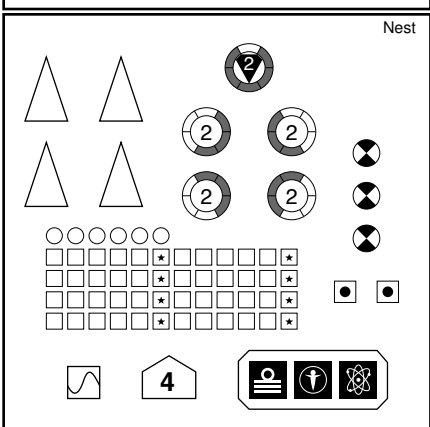
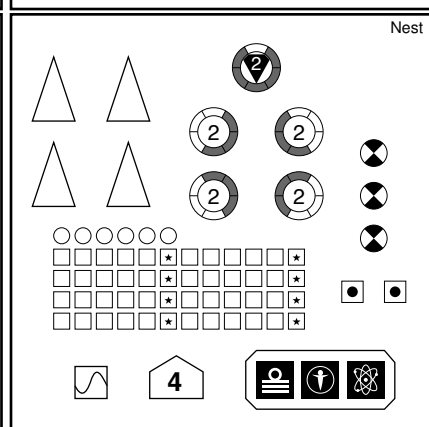
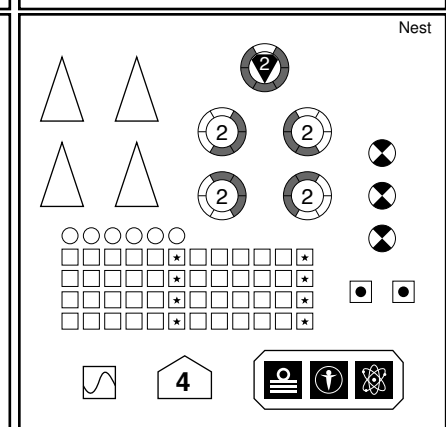
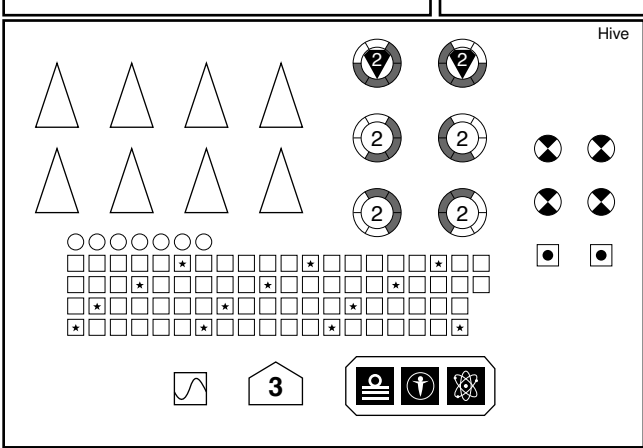
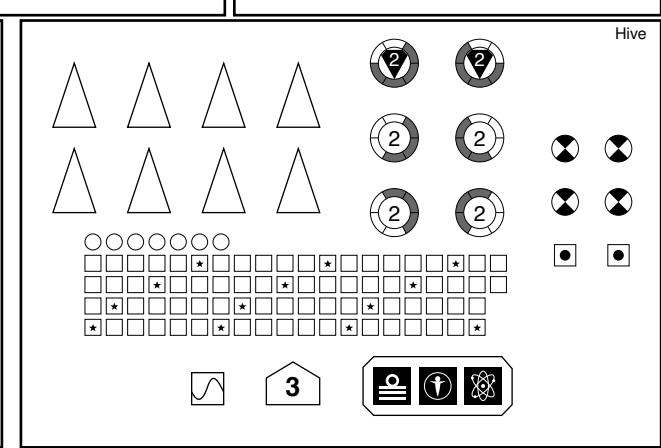




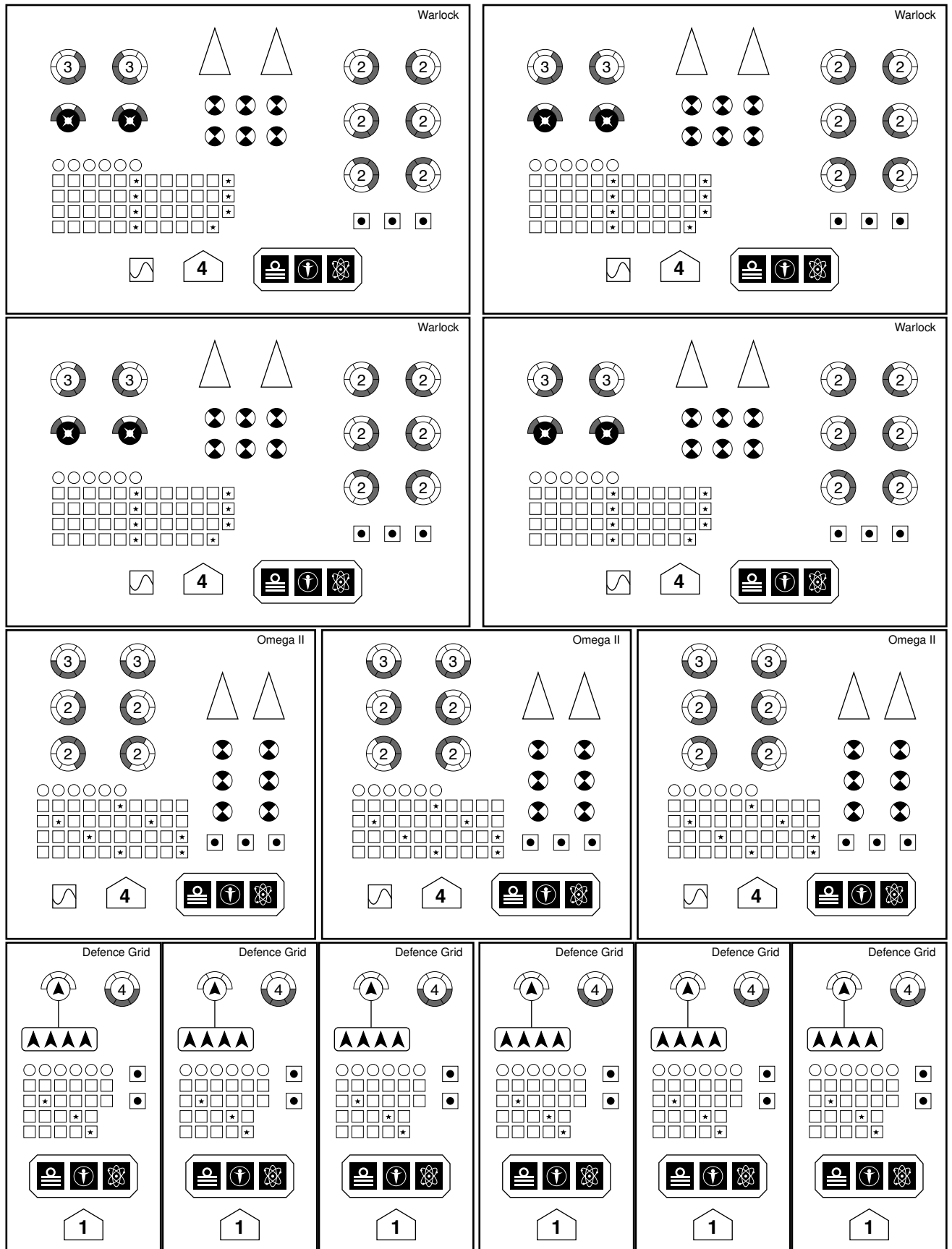
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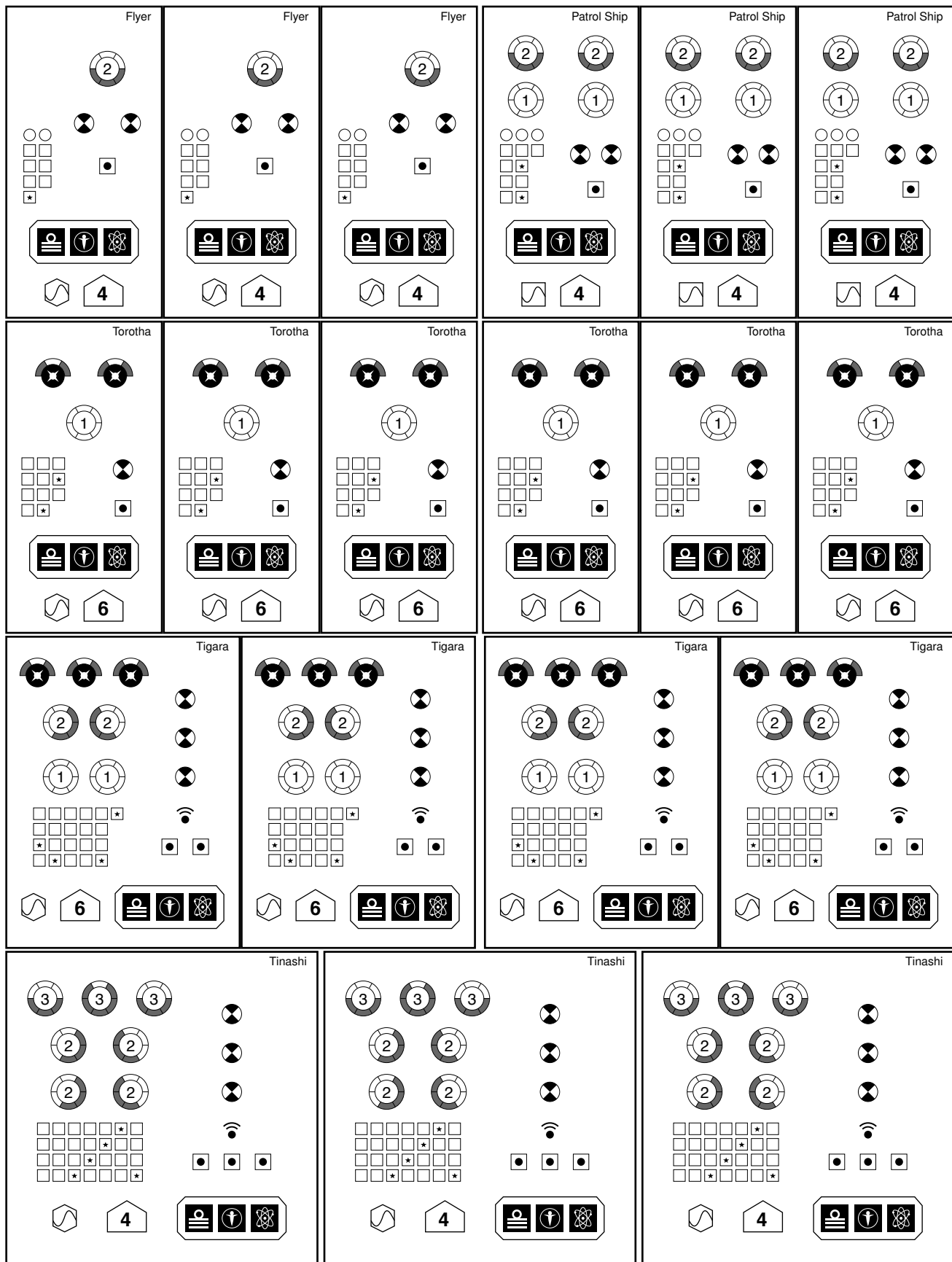
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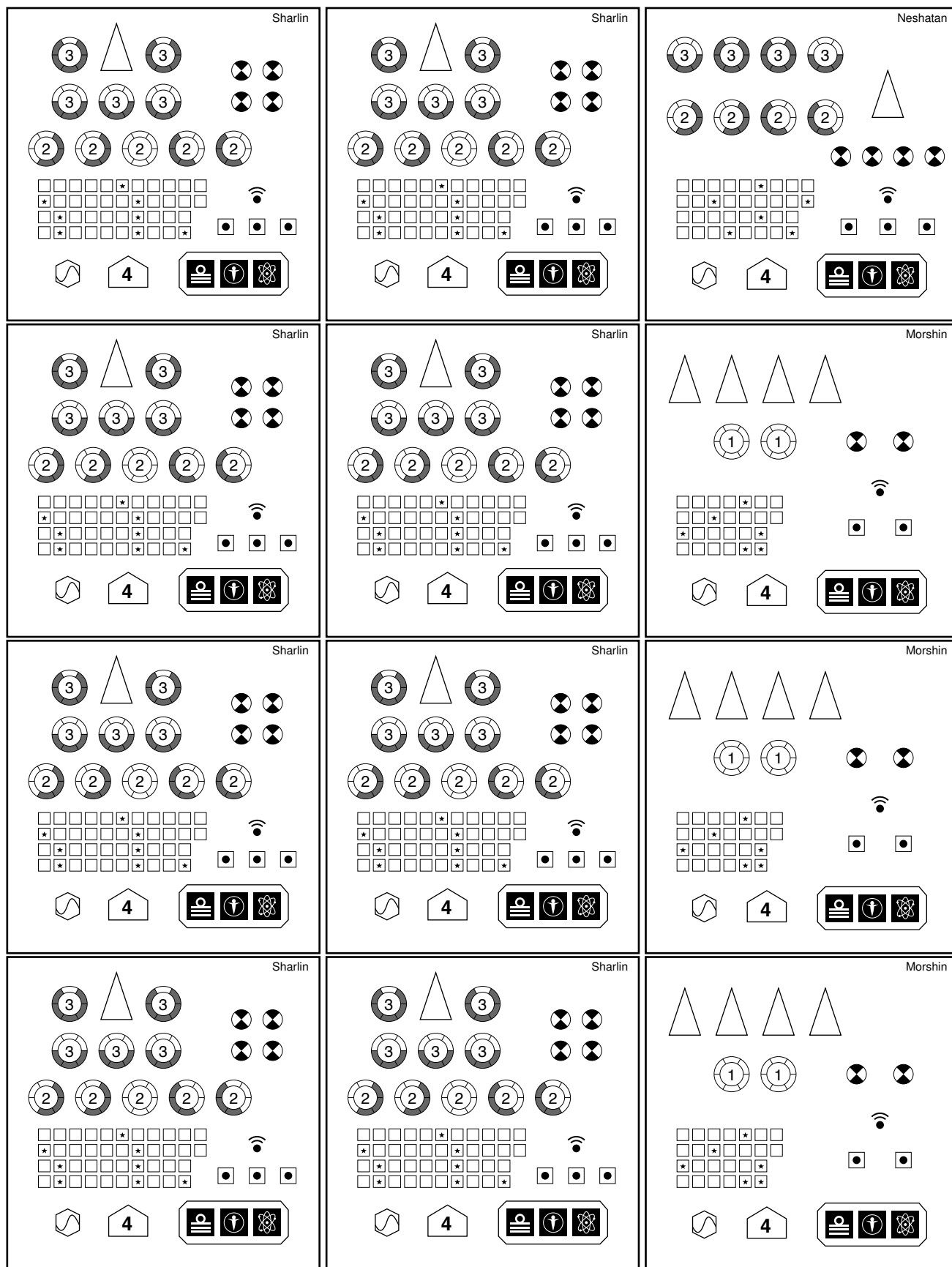
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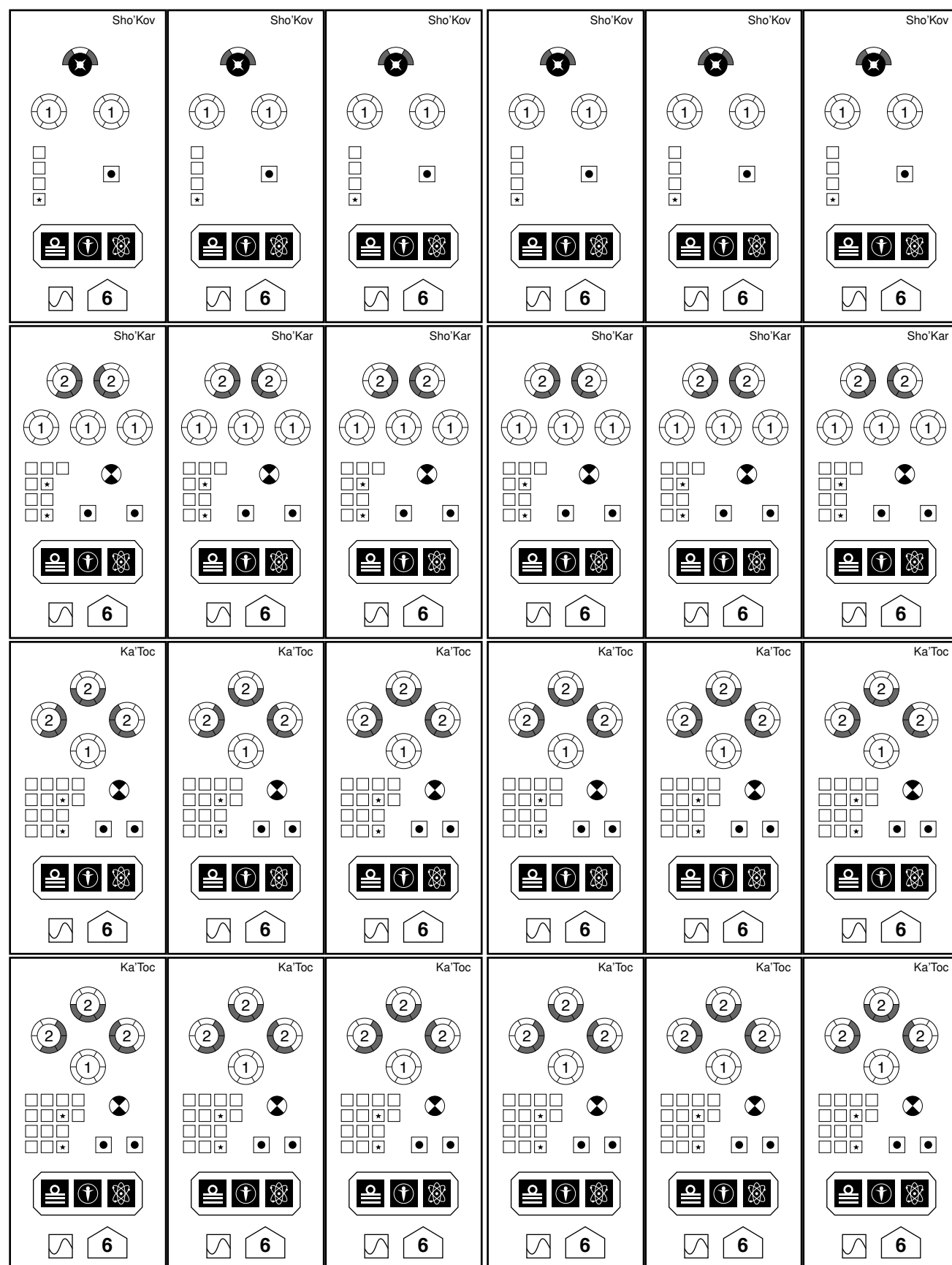


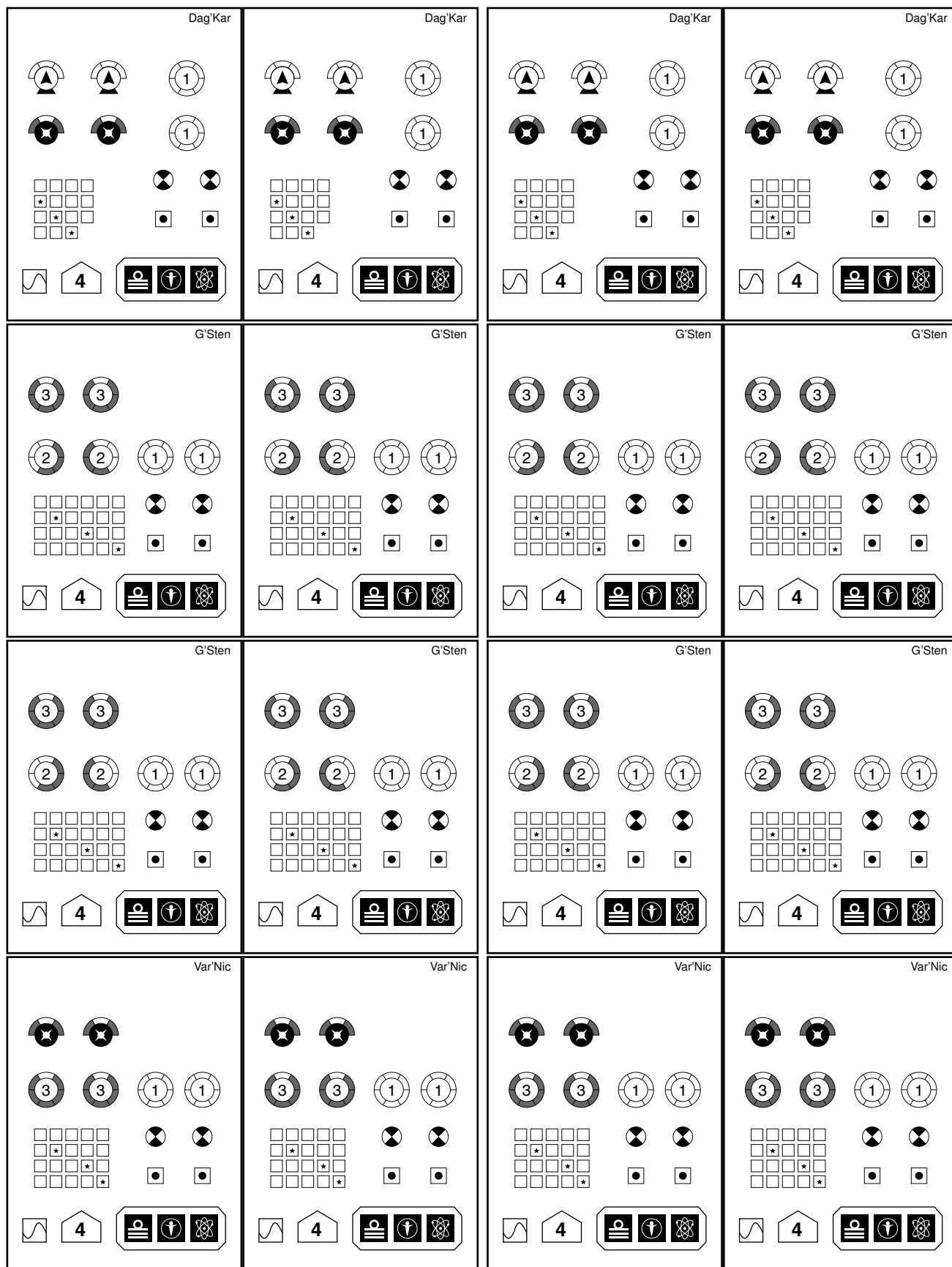
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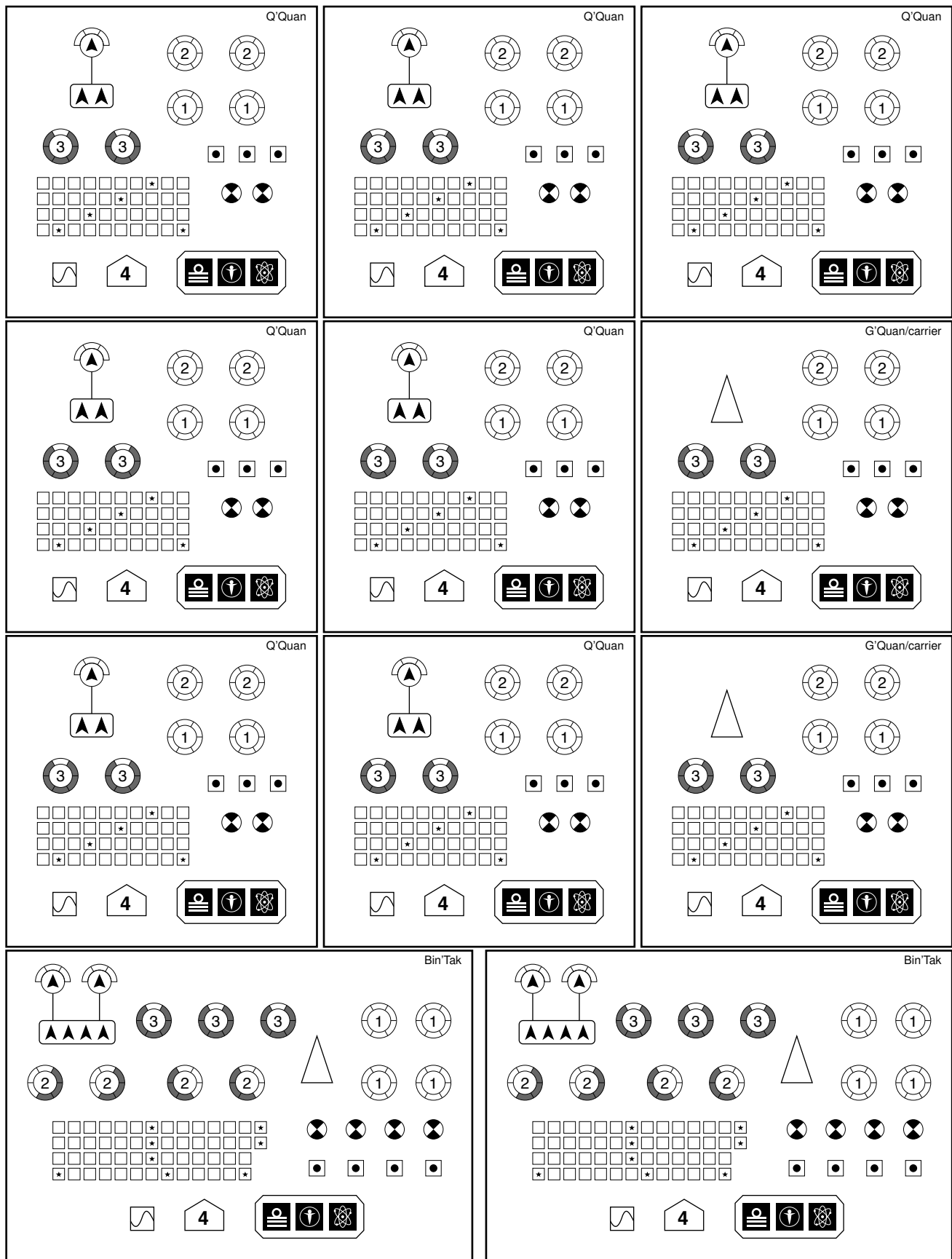


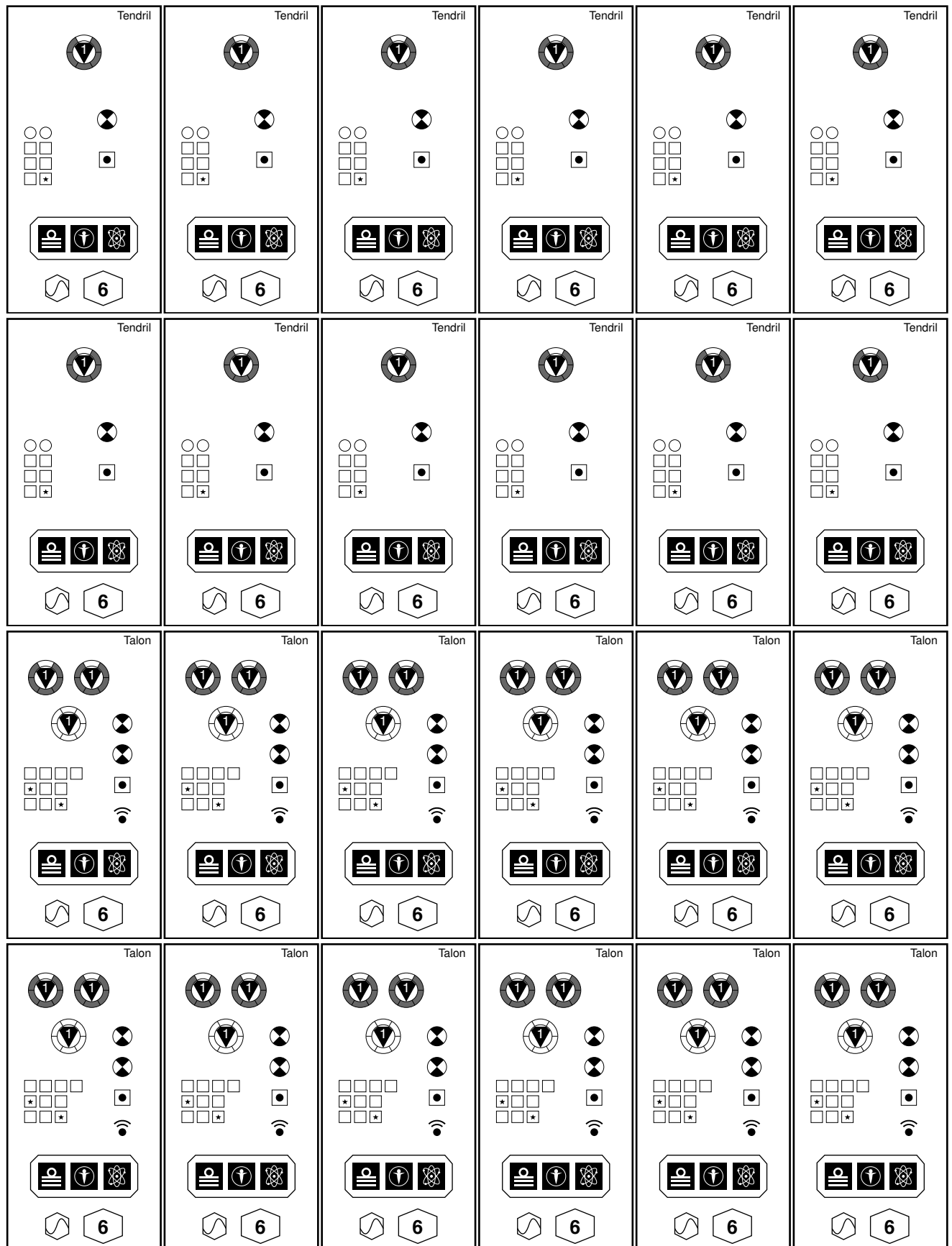


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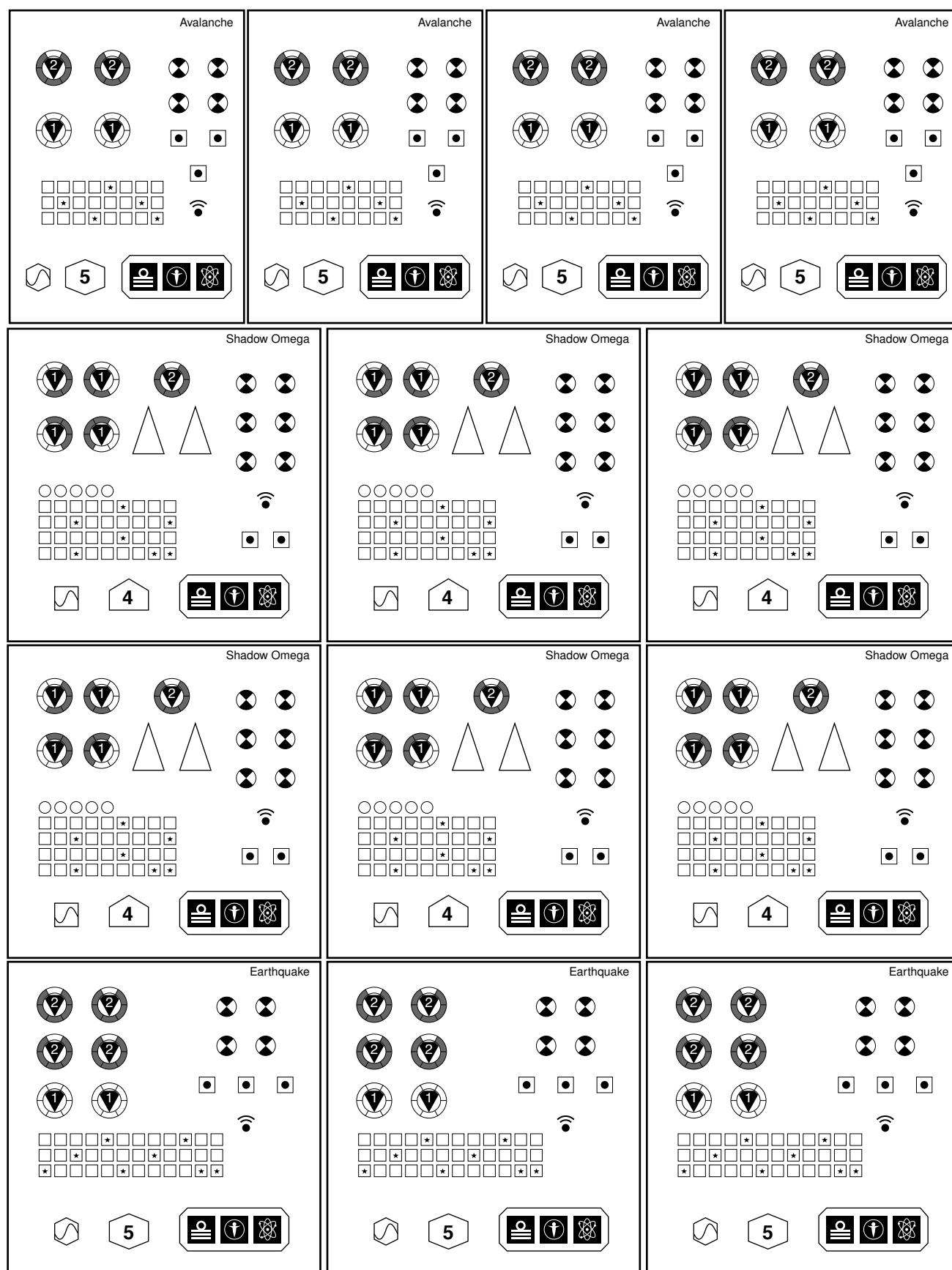


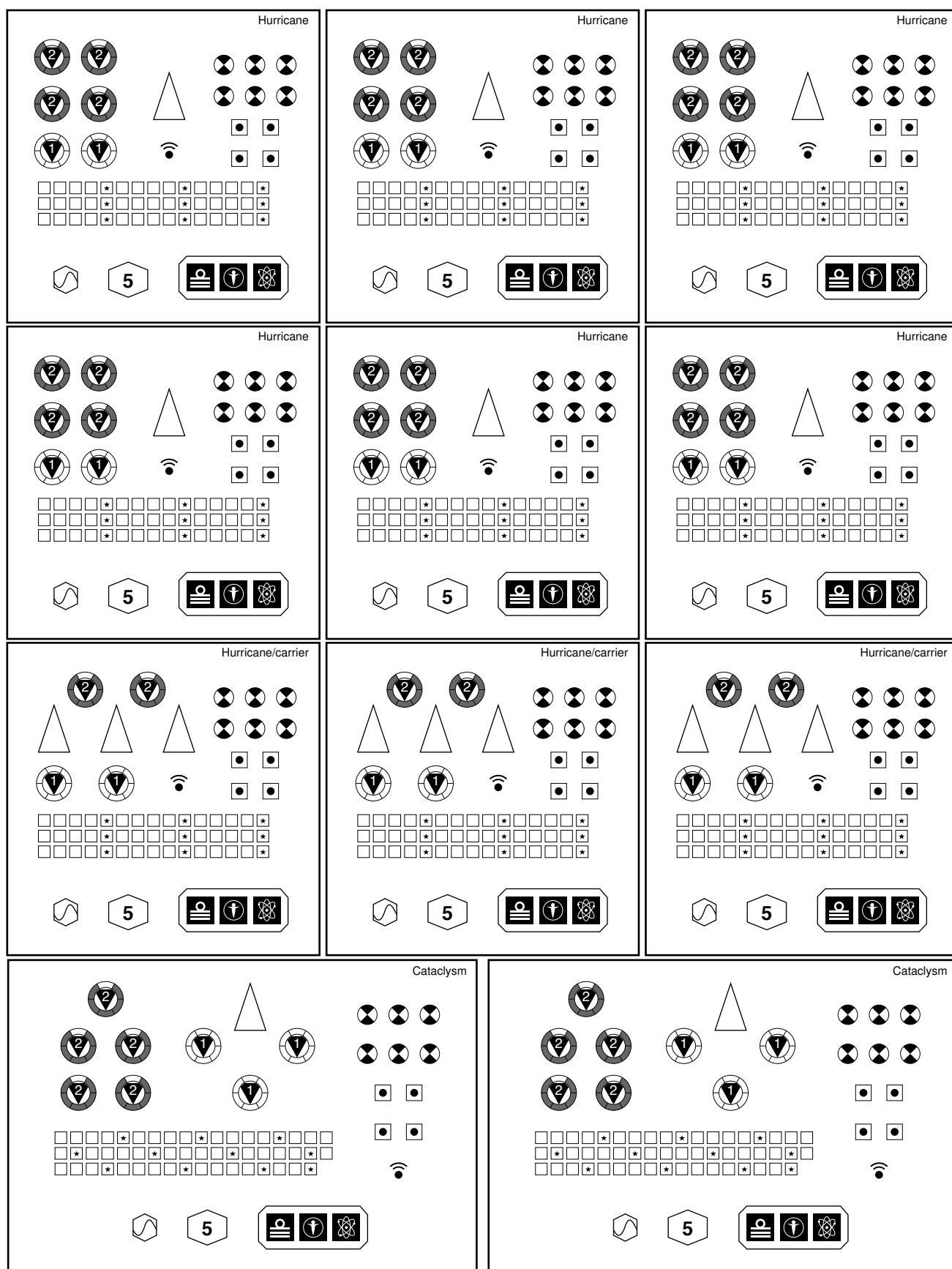




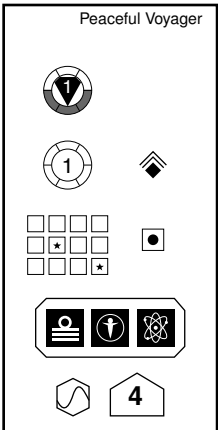
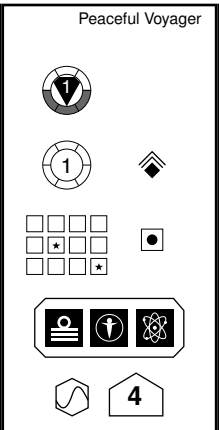
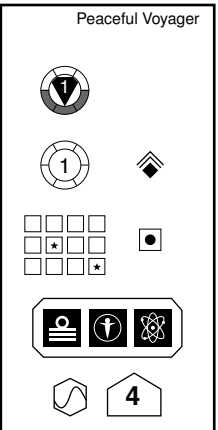
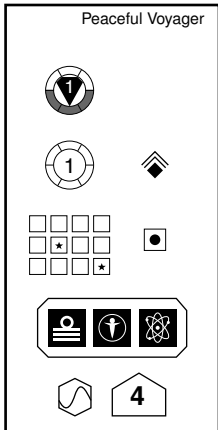
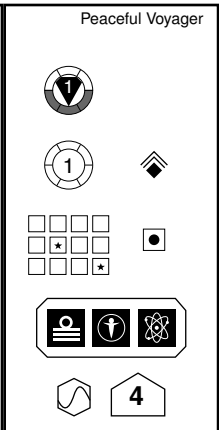
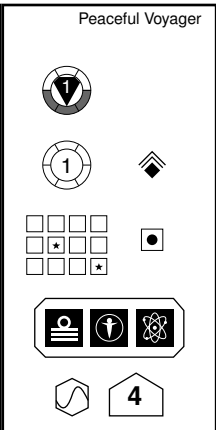
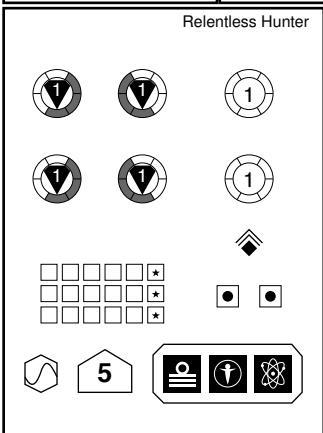
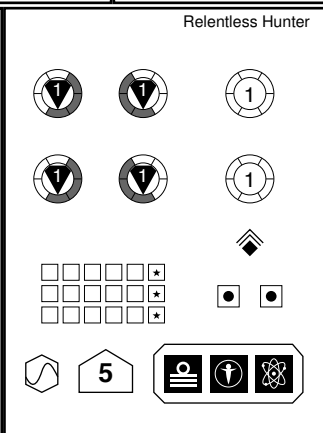
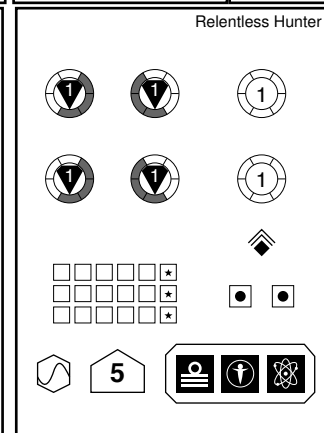
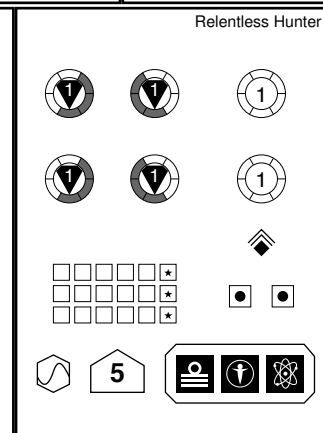
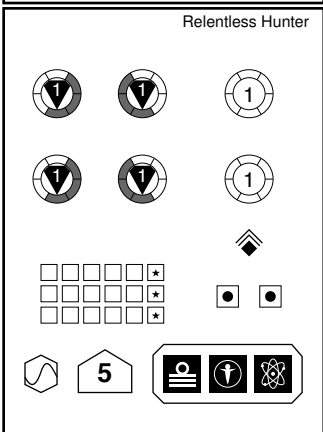
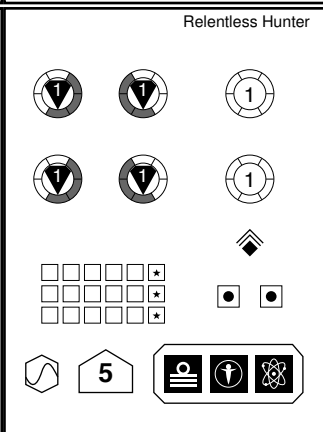
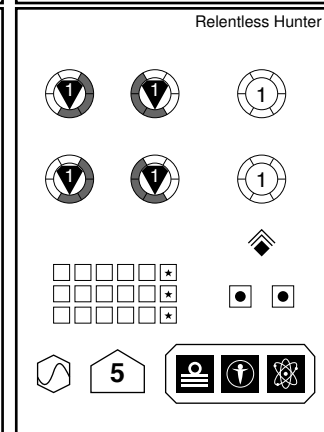
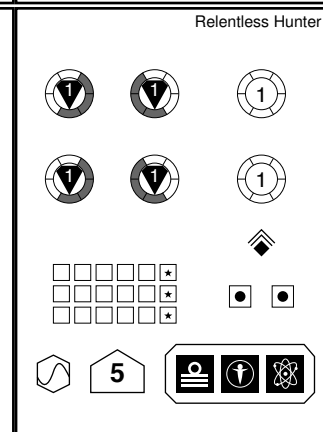
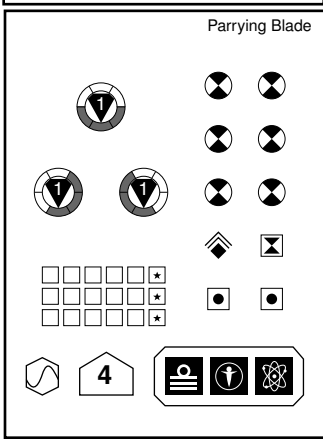
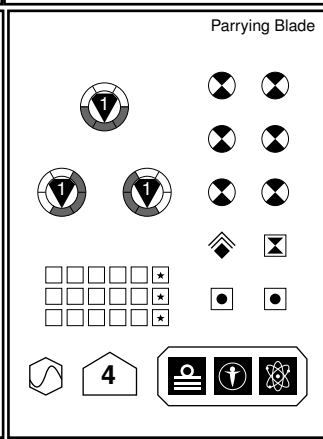
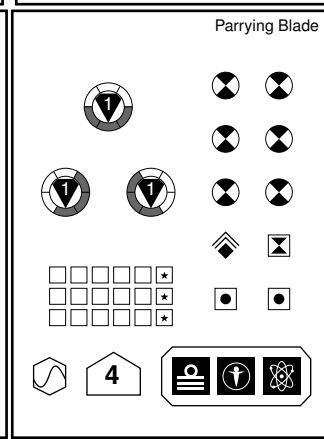
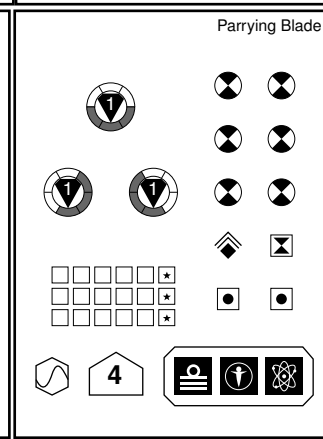


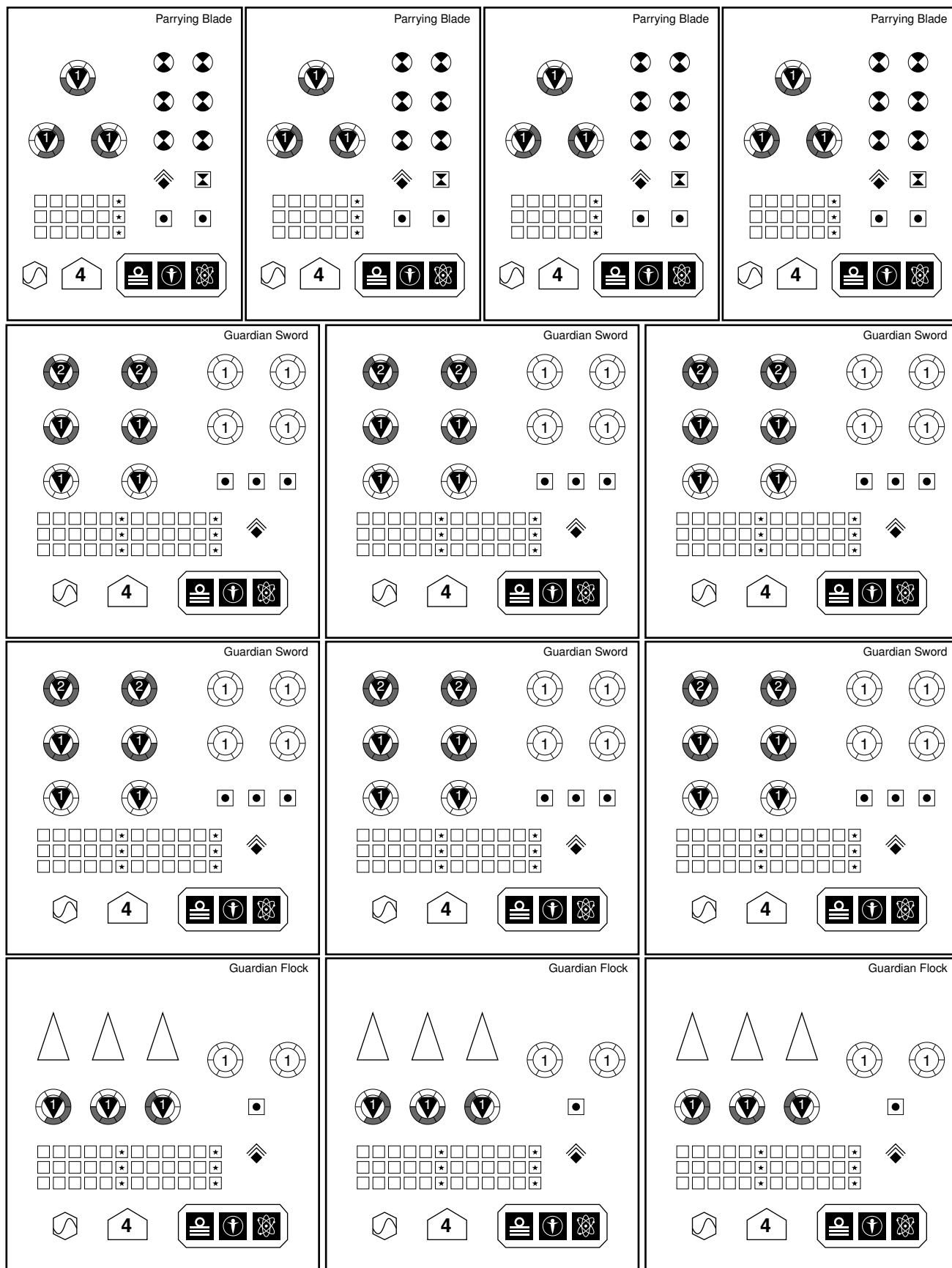
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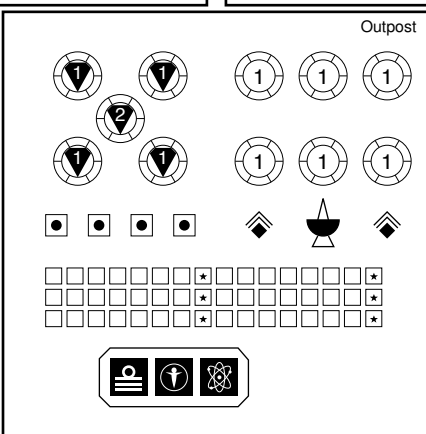
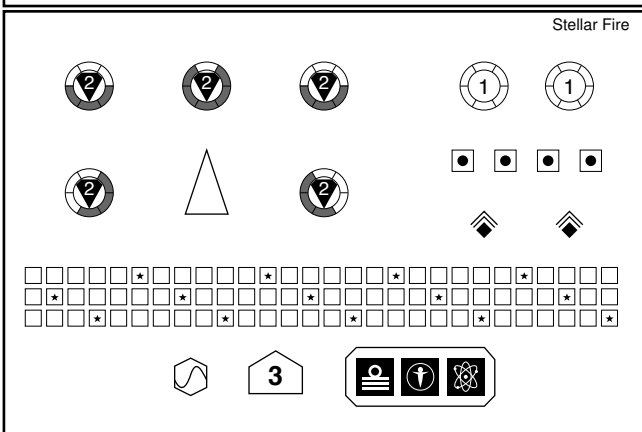
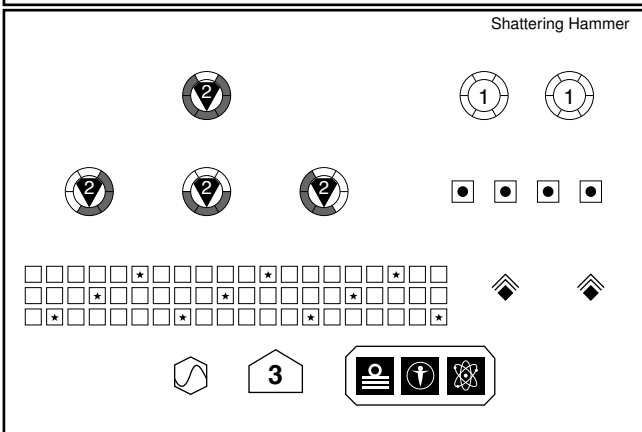
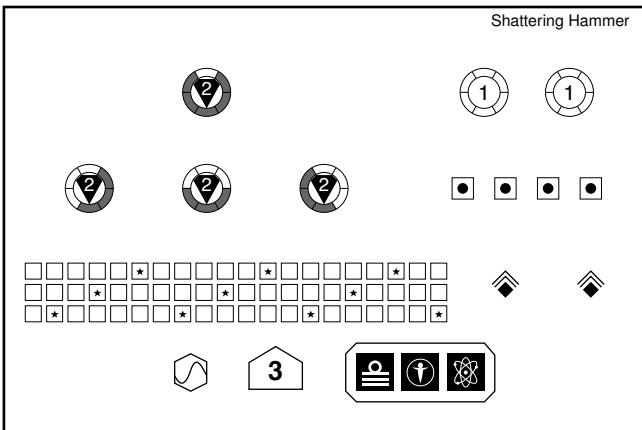


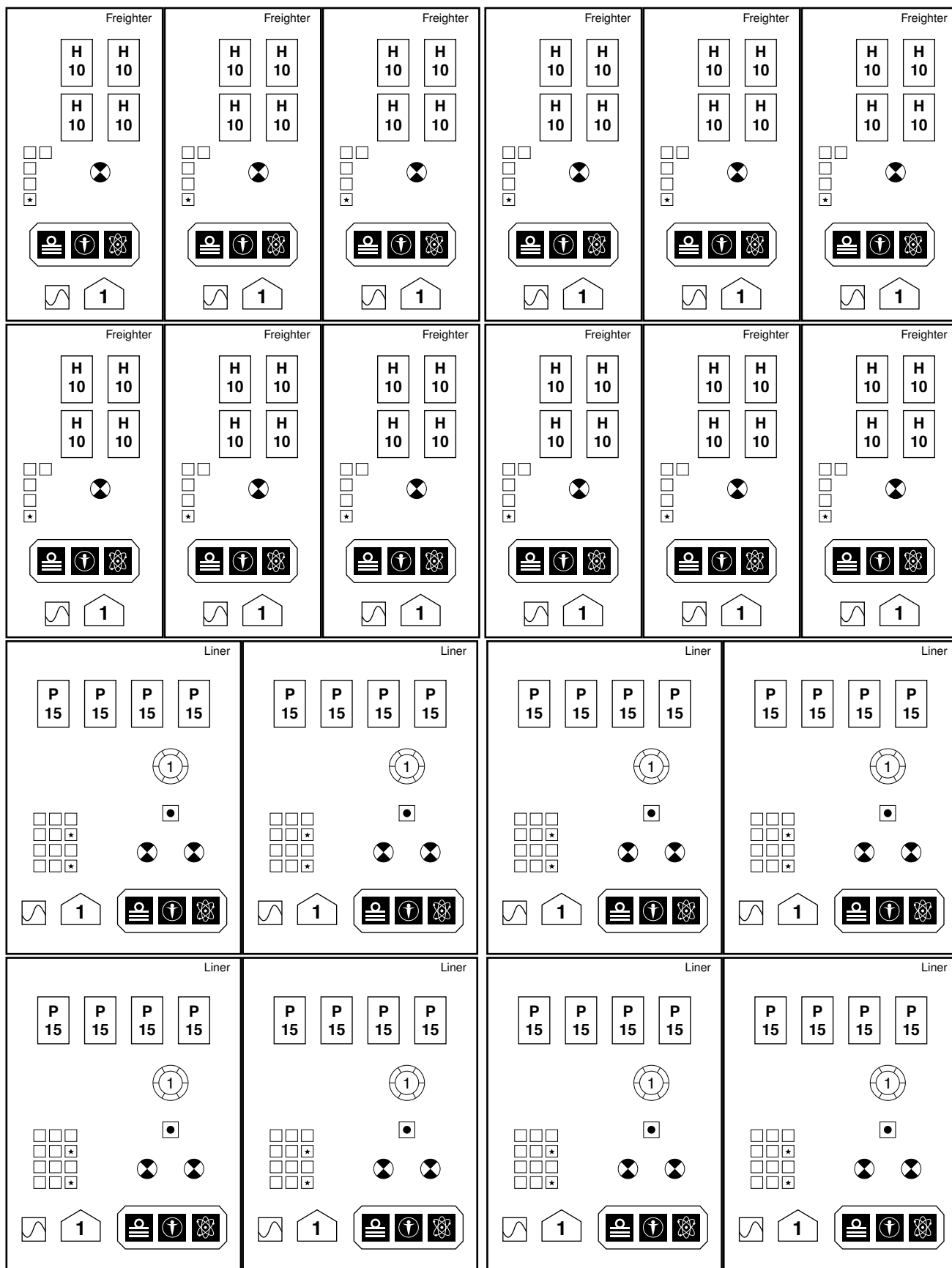
Vorlon ships

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<p>Relentless Hunter</p>  <p>Relentless Hunter</p>  <p>Relentless Hunter</p>  <p>Relentless Hunter</p> 
<p>Relentless Hunter</p>  <p>Relentless Hunter</p>  <p>Relentless Hunter</p>  <p>Relentless Hunter</p> 
<p>Parrying Blade</p>  <p>Parrying Blade</p>  <p>Parrying Blade</p>  <p>Parrying Blade</p> 

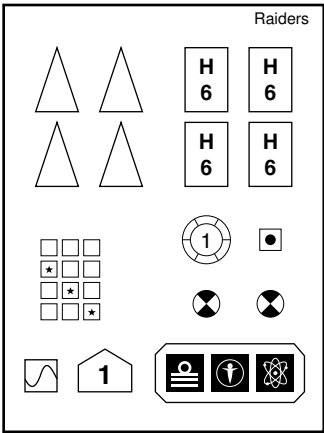
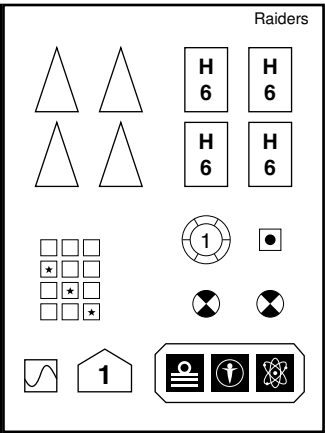
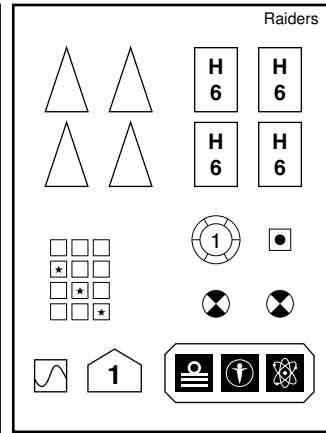
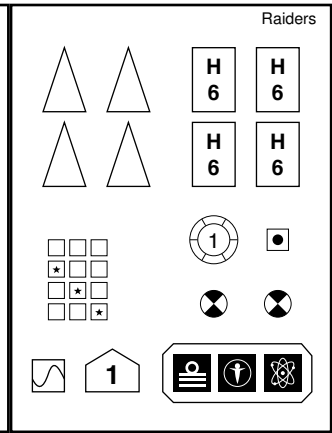
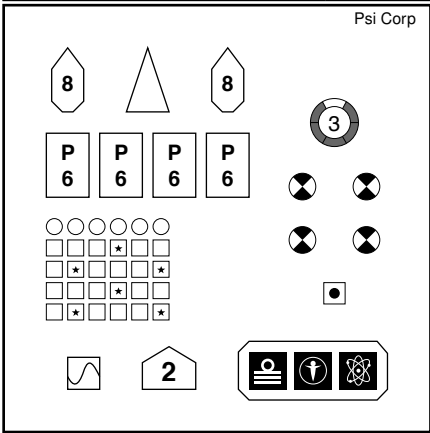
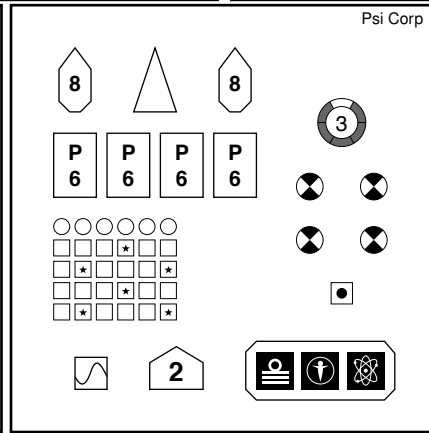
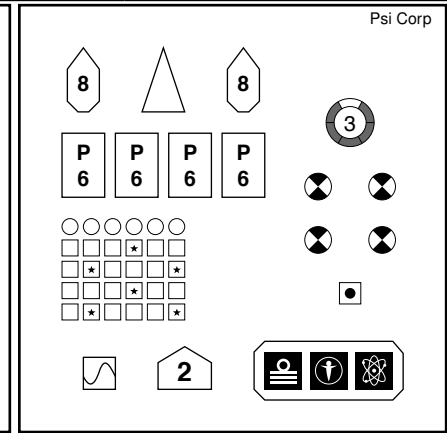
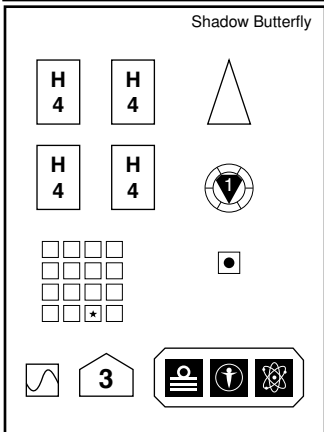
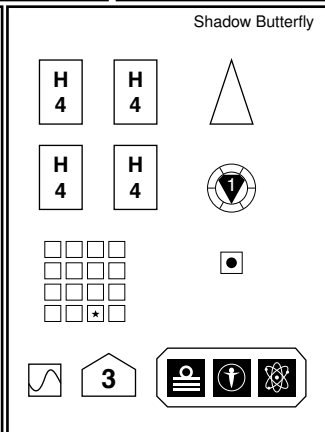
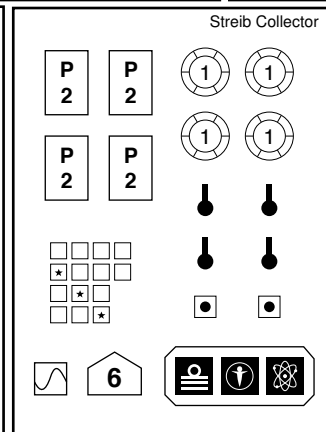
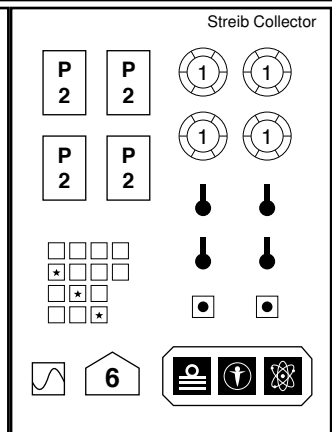
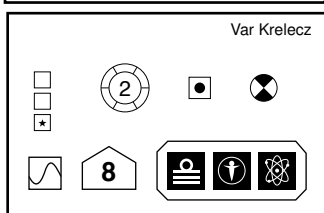
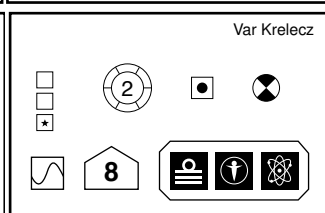
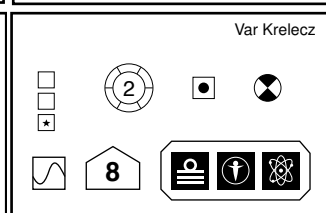
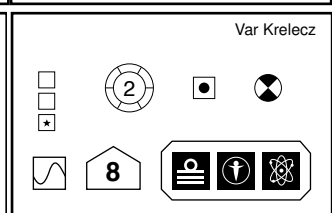
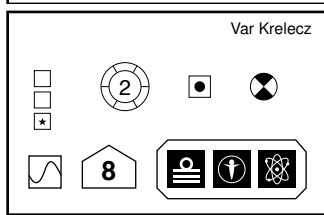
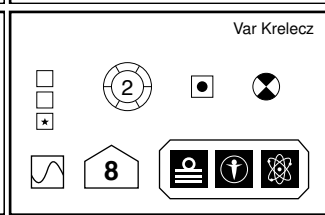
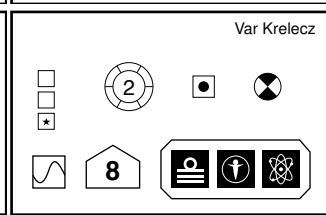


Vorlon ships





Miscellaneous ships

<p>Raiders</p> 	<p>Raiders</p> 	<p>Raiders</p> 	<p>Raiders</p> 
<p>Psi Corp</p> 	<p>Psi Corp</p> 	<p>Psi Corp</p> 	
<p>Shadow Butterfly</p> 	<p>Shadow Butterfly</p> 	<p>Streib Collector</p> 	<p>Streib Collector</p> 
<p>Var Krelec</p> 	<p>Var Krelec</p> 	<p>Var Krelec</p> 	<p>Var Krelec</p> 
<p>Var Krelec</p> 	<p>Var Krelec</p> 	<p>Var Krelec</p> 	<p>Var Krelec</p> 