

Starships D6 / Babylon 5

Babylon 5

Craft: Earth Alliance Babylon 5

Type: Diplomatic station

Scale: Death Star

Length: 5,300 meters

Diameter: 1,000 meters

Crew: 1,145 (officers and support staff); Skeleton: 540/+10

Crew Skill: Capital Ship Gunnery 5D, Capital Ship Shields 5D

Communications 5D, Sensors 5D+2, Starship Gunnery 5D

Passengers: 5,670 (enlisted), 200,000+ (civilians, ambassadors, etc)

Cargo Capacity: 50 million metric tons

Consumables: 5 years

Hull: 6D

Sensors:

Passive: 200/1D

Scan: 500/2D

Search: 800/3D

Focus: 20/6D

Weapons:

30 Pulse Driver Batteries

Fire Arc: 5 front, 10 left, 10 right, 5 back

Crew: None (computer controlled)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

10 Missile Batteries

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: None (computer controlled)

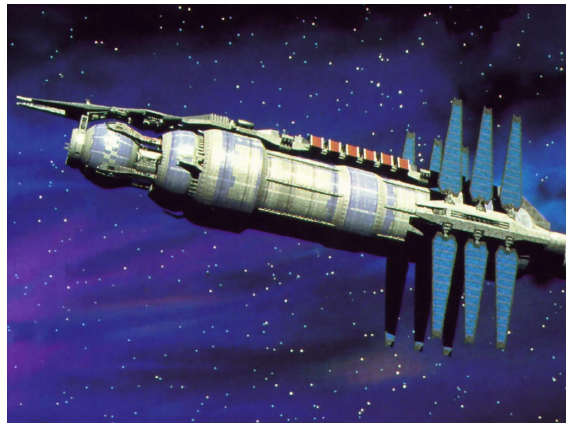
Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D



25 Anti-Starfighter Batteries

Fire Arc: Turret

Crew: None (computer controlled)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 5D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D

Starfighter Complement: 6 squadrons (usually EA Starfuries (mixture of all four known variants))

The Babylon project was created as the galaxy's last, best hope for peace. The first three Babylon stations were destroyed during construction (blamed on terrorists) and the fourth, and largest, Babylon 4, disappeared shortly after becoming operational. Babylon 5 survived the curse of the Babylon series space stations and lived to serve its intended role.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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