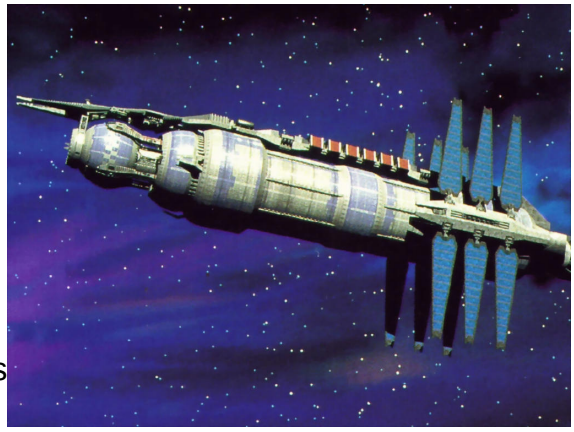
Starships D6 / Babylon 5



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, dissapeared shortly after becoming operational. Babylon 5 survived the curse of the Babylon series space stations and lived to serve its intended role.

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