

**Babylon 5 Created by J. Michael Straczynski**

<b>BATTLE</b>		<b>DRAZI FREEHOLD</b>				<b>BROSTILLI WARBASE</b>			
<b>Hull</b>	<b>5</b>	<b>Service Date</b>	<b>2234+</b>	<b>Name</b>		<b>Crew Quality</b>		<b>Location</b>	
<b>Speed</b>	<b>-</b>	<b>Craft:</b>				<b>Military (4)</b>			
<b>Turns</b>	<b>-</b>	<b>12 STAR SNAKES</b> <b>6 SKY SERPENTS</b>							
<b>Crew</b>	<b>-</b>	<b>Special:</b>							
<b>Damage</b>	<b>700 / 350 / 175</b>	<b>CARRIER 6, DEFENSE NETWORK 6, IMMOBILE, INTERCEPTORS 6, SPACE STATION, TARGETS 3</b>							

<b>Hull Damage</b>		5	10	15	20	25	30	35	40	45
50	55	60	65	70	75	80	85	90	95	100
105	110	115	120	125	130	135	140	145	150	155
160	165	170	175	180	185	190	195	200	205	210
215	220	225	230	235	240	245	250	255	260	265
270	275	280	285	290	295	300	305	310	315	320
325	330	335	340	345	350					
<b>Heavily Damaged</b>		355	360	365	370	375	380	385	390	395
400	405	410	415	420	425	430	435	440	445	450
455	460	465	470	475	480	485	490	495	500	505
510	515	520	525							
<b>Crippled</b>		530	535	540	545	550	555	560	565	570
575	580	585	590	595	600	605	610	615	620	625
630	635	640	645	650	655	660	665	670	675	680
685	690	695	700							

**Heavily Damaged: Reduce Defense Network to 3, Interceptors to 3, Targets to 2, 50% each lose special traits Carrier.**

**Crippled: Reduce Defense Network to 1, Interceptors to 1, Targets to 1, 50% each to lose special trait Carrier.**

<b>Troops</b>		5	10	15	20	25	30	35	40	45
50										

<b>WEAPON NAME</b>	<b>ARC</b>	<b>RANGE</b>	<b>MOD</b>	<b>AD</b>	<b>MOD</b>	<b>SPECIAL</b>
Heavy Particle Cannon	--	24	---	2	---	Beam, Double Damage, Super AP
Particle Cannon	--	20	---	4	---	Beam, Super AP
Particle Blaster	--	15	---	6	---	Twin-Linked

**For more information regarding FORTRESSES OF LIGHT, see  
Babylon 5: A Call to Arms Advanced Rules and Updates in *Sky Full of Stars***