

Babylon 5 Created by J. Michael Straczynski

BATTLE		EARTH ALLIANCE			ORION Starbase		
Hull	5	Service Date	2240+	Name	Crew Quality	Location	
Speed	-	Craft:			Military (4)		
Turns	-	8 STARFURY FLIGHTS					
Crew	-	Special:					
Damage	600 / 300 / 150	CARRIER 2, COMMAND 1, DEFENSE NETWORK 6, IMMOBILE, INTERCEPTORS 8, SPACE STATION, TARGETS 3					

Hull Damage				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															
Heavily Damaged							305			310			315			320			325			330			335			340			345			
				350			355			360			365			370			375			380			385			390			395			400
				405			410			415			420			425			430			435			440			445			450			
Crippled										455			460			465			470			475			480			485			490			495
				500			505			510			515			520			525			530			535			540			545			550
				555			560			565			570			575			580			585			590			595			600			

Heavily Damaged: Reduce to Interceptors to 4, Defense Network to 3, Targets to 2, 50% each lose special traits Carrier and Command.

Crippled: Reduce Interceptors to 2, Defense Network to 1, Targets to 1, 50% each to lose special traits Carrier and Command.

Troops				5			10			15			20			25			30			35
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WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Heavy Pulse Cannon	--	24	---	8	---	Twin-Linked
Railguns	--	20	---	4	---	AP, Double Damage
Missile Rack	--	40	---	2	---	Precise, Slow-Loading, Super AP

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