

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

<b>WAR</b>		<b>EARTH ALLIANCE</b>			<b>BABYLON 5 Diplomatic Station</b>		
<b>Hull</b>	<b>4</b>	<b>Service Date</b>	<b>2259-2281</b>	<b>Name</b>	<b>Crew Quality</b>	<b>Location</b>	
<b>Speed</b>	<b>-</b>	<b>Craft:</b>		<b>Babylon 5</b>	<b>Military (4)</b>	<b>Epsilon Eridani</b>	
<b>Turns</b>	<b>-</b>	<b>12 STARFURY FLIGHTS</b>					
<b>Crew</b>	<b>-</b>	<b>Special:</b>					
<b>Damage</b>	<b>800 / 400 / 200</b>	<b>CARRIER 4, COMMAND 2, DEFENSE NETWORK 10, IMMOBILE, INTERCEPTORS 14, SPACE STATION, TARGETS 5</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			355			360			365			370			375			
380				385			390			395			400																					
<b>Heavily Damaged</b>						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			530			535			540			545			550			555
				560			565			570			575			580			585			590			595			600						
<b>Crippled</b>						605			610			615			620			625			630			635			640			645				
650				655			660			665			670			675			680			685			690			695			700			
705				710			715			720			725			730			735			740			745			750			755			
760				765			770			775			780			785			790			795			800									

**Heavily Damaged: Reduce to Interceptors to 7, Defense Network to 5, Targets to 4, 50% each lose special traits Carrier and Command.**

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

<b>Troops</b>				5			10			15			20			25			30			35			40						
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<b>WEAPON NAME</b>	<b>ARC</b>	<b>RANGE</b>	<b>MOD</b>	<b>AD</b>	<b>MOD</b>	<b>SPECIAL</b>
<b>Heavy Pulse Cannon</b>	--	28	---	10	---	
<b>Quad Particle Beams</b>	--	24	---	8	---	<b>Twin-Linked</b>
<b>Particle Beams</b>	--	18	---	8	---	
<b>Mine Launchers</b>	**	**	---	**	---	<b>Special Rules</b>

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