

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

RAID					EARTH ALLIANCE					NOVA Class Dreadnought				
Hull	5				Service Date	2220+				Name	Crew Quality	Ship XP		
Damage	36/9	Crew		45/12	Craft:									
Troops	2				4 STARFURY FLIGHTS									
Speed	6				Special:									
Turns	1/45°	1/45°	1/45°	1/45°	INTERCEPTORS 2, JUMP POINT									

Hull Damage				5					10					15					20					25					
Crippled				30					35																				
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**Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose interceptors, 50% to lose each other special trait.**

Hits	d6	ENGINE CRITICALS [1-2]	Dam.	Crew	Effect	Hits	d6	REACTOR CRITICALS [3]	Dam.	Crew	Effect
	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED		1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED		4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED		6	REACTOR EXPLOSION	+3	+4	SPEED 0, NO SPECIAL ACTIONS
	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS						

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Laser/Pulse Array	F	8/12	---	4/8	---	Laser: AP, Beam or Pulse: Twin-Linked
Laser/Pulse Array	P	8/12	---	6/12	---	Laser: AP, Beam or Pulse: Twin-Linked
Laser/Pulse Array	S	8/12	---	6/12	---	Laser: AP, Beam or Pulse: Twin-Linked
Laser/Pulse Array	A	8/12	---	4/8	---	Laser: AP, Beam or Pulse: Twin-Linked

Hits	d6	WEAPON CRITICALS [4]	Dam.	Crew	Effect	WEAPON FIRE ARCS		
	1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1 AD (MIN 0)			
	4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE			
	5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC			
	6	CATASTROPHIC AMMUNITION EXPLOSION	+3	+4	NO WEAPONS MAY FIRE			

Crew Casualties				5					10					15					20					25					30		
Skeleton Crew				35					40					45																	
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Skeleton Crew				35					40					45																	
Crew Casualties				5					10					15					20					25					30		
Skeleton Crew				35					40					45																	

**Skeleton Crew: No special orders allowed, only one weapon system per turn may be fired, all DC checks at -2.**

Hits	d6	CREW CRITICALS [5]	Dam.	Crew	Effect	Hits	d6	VITAL SYSTEMS CRITICALS [6]	Dam.	Crew	Effect
	1-2	FIRE	+0	+2	-		1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
	3-4	MULTIPLE FIRES	+0	+3	-		2	ENGINEERING	+4	+3	NO DAMAGE CONTROL PERMITTED
	5	LOCALISED DECOMPRESSION	+1	+3	-		3	WEAPONS CONTROL	+4	+4	NO FIRING OUT OF ONE RANDOM ARC
	6	HULL BREACH	+2	+4	-		4	SECONDARY EXPLOSIONS	+106	+106	-
<p align="center">*** VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED ***</p>							5	REACTOR IMPLOSION	+206	+406	-
							6	CATASTROPHIC EXPLOSION	+406	+206	-

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