

Babylon 5 Created by J. Michael Straczynski

BATTLE		NARN REGIME			LISTENING POST		
Hull	5	Service Date	2230+	Name	Crew Quality	Location	
Speed	-	Craft:			Military (4)		
Turns	-	6 FRAZI FLIGHTS					
Crew	-	Special:					
Damage	1000 / 500 / 250	CARRIER 2, COMMAND 1, DEFENSE NETWORK 6, IMMOBILE, 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	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	455	460	465	470	475	480	485
490	495	500								
Heavily Damaged		505	510	515	520	525	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	705	710
715	720	725	730	735	740	745	750			
Crippled		755	760	765	770	775	780	785	790	795
800	805	810	815	820	825	830	835	840	845	850
855	860	865	870	875	880	885	890	895	900	905
910	915	920	925	930	935	940	945	950	955	960
965	970	975	980	985	990	995	1000			

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

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

Troops	5	10	15	20	25	30	35	40
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WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Heavy Laser Cannon	--	30	---	1	---	Beam, Double Damage, Super AP
Light Pulse Cannon	--	20	---	8	---	

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