

Babylon 5 Created by J. Michael Straczynski

WAR		THE SHADOWS			SHADOW CLOUD		
Hull	5	Service Date	-2261	Name	Crew Quality	Location	
Speed	-	Craft:			Military (4)		
Turns	-	Space For 16 SHADOW FIGHTERS					
Crew	-	Special:					
Damage	800 / 400 / 200	CARRIER 4, DEFENSE NETWORK 6, IMMOBILE*, INTERCEPTORS 14, 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						
Heavily Damaged		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		
Crippled		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 3, Targets to 2, 50% each lose special trait Carrier.

Crippled: Reduce Interceptors to 3, Defense Network to 1, Targets to 1, 50% each to lose special trait Carrier.

SHADOW DAMAGE TABLE

d6	TYPE	EFFECT
1	SOLID HIT	1 POINT OF DAMAGE
2	SOLID HIT	2 POINTS OF DAMAGE
3	SOLID HIT	3 POINTS OF DAMAGE
4	SOLID HIT	4 POINTS OF DAMAGE
5	SOLID HIT	5 POINTS OF DAMAGE
6	SOLID HIT	6 POINTS OF DAMAGE
7	CRITICAL HIT	D6+6 POINTS OF DAMAGE

*In most scenarios, the Shadow Cloud will be at rest, immovable as the work of the Shadows nears completion. When attacking in Planetary Assault scenarios, the Shadow Cloud will automatically move 4" towards the target planet in every end phase. Once it has been in contact with the planet for three consecutive turns, its missiles will have disrupted the planet's core enough for all life to have been wiped out on its surface. The scenario will be a victory for the Shadows.

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Molecular Slicer Beam	--	24		2		Beam, Precise, Super AP, Triple Damage
Thermonuclear Missiles	--	30		2		Precise, Super AP, Triple Damage

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