

Babylon 5 Created by J. Michael Straczynski

BATTLE					THE SHADOWS			SHADOW HUNTER				
Hull	5				Service Date	Unknown		Name	Crew Quality	Ship XP		
Damage	100	Crew		--	Craft: Space for 3 SHADOW FIGHTERS							
Troops	--											
Speed	7				Special: Advanced Jump Point, Flight Computer, Self Repairing 106							
Turns	SM	SM	SM	SM								

Hull Damage				5				10				15				20				25				30				35				40				45			
	50			55				60				65				70				75				80				85				90				95			100
Hull Damage				5				10				15				20				25				30				35				40				45			
	50			55				60				65				70				75				80				85				90				95			100
Hull Damage				5				10				15				20				25				30				35				40				45			
	50			55				60				65				70				75				80				85				90				95			100

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Molecular Slicer Beam	F	12	---	4	---	Beam, Super AP, Triple Damage
Fighter Dispersal Tube	T	30	---	**	---	Special Rules

SHADOW DAMAGE TABLE			WEAPON FIRE ARCS	
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		

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