

Babylon 5 Created by J. Michael Straczynski

WAR					THE SHADOWS					SHADOW SHIP				
Hull	6				Service Date	-2261				Name	Crew Quality		Ship XP	
Damage	150	Crew		--	Craft:									
Troops	--				Space for 6 SHADOW FIGHTERS									
Speed	6				Special:									
Turns	SM	SM	SM	SM	Advanced Jump Point, Flight Computer, Self Repairing 2D6									

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					45				
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WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Molecular Slicer Beam	T	18	---	5	---	Beam, Precise, Super AP, Triple Damage
Jump Point Disrupter	T	18	---	**	---	Special Rules
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*