

Babylon 5 Created by J. Michael Straczynski

WAR		VORLON EMPIRE			VORLON OBSERVATION POST		
Hull	5	Service Date	2240+	Name	Crew Quality	Location	
Speed	-	Craft:			Military (4)		
Turns	-	6 VORLON FIGHTER FLIGHTS					
Crew	-	Special:					
Damage	600 / 300 / 150	ADAPTIVE ARMOR, CARRIER 2, DEFENSE NETWORK 6, IMMOBILE, SELF REPAIRING 2D6, SPACE STATION, TARGETS 4					

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					
Heavily Damaged		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		
Crippled		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		

Heavily Damaged: Reduce Defense Network to 3, Targets to 3, 50% each lose special traits Adaptive Armor, Carrier, and Self Repairing.

Crippled: Reduce Defense Network to 1, Targets to 2, 50% each to lose special traits Adaptive Armor, Carrier, and Self Repairing.

Troops

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Lightning Cannon	--	24	---	1	---	Beam, Precise, Super AP, Triple Damage
Discharge Gun	--	15	---	4	---	AP, Beam, Double Damage, Precise

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