SKIRMISH

VORLON EMPIRE

VORLON TRANSPORT

Hull	4			
Damage	35	Crew	--	
Troops	--			
Speed	8			
Turns	1/90°	1/45°	1/45°	1/45°

Service Date	-2261

Craft:

NONE

Special:

ADAPTIVE ARMOR, ADVANCED JUMP POINT, FLIGHT COMPUTER, SELF REPAIRING 2

Name	Crew Quality	Ship XP

Hull Damage 5 10 15 20 25 30 35

Hull Damage 5 10 15 20 25 30 35

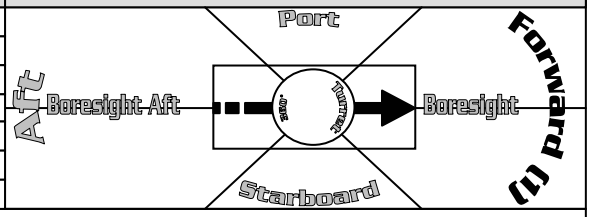
Hull Damage 5 10 15 20 25 30 35

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Discharge Gun	F	12	__ __ __	3	__ __ __	AP, Beam, Double Damage, Precise
			__ __ __		__ __ __	

VORLON 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

WEAPON FIRE ARCS



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

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