

Earth Alliance (Third Age) - War	Name / Crew Quality																	
Babylon 5 Diplomatic Station (post 2259)	Troops																	
	40																	
Service date 2259-2281 Hull 4 Craft Starfury Flight (12) Special Carrier 4 Command +2 Defence Network 10 Immobile Interceptors 14 Space Station Targets 5	Hull Damage																	
	800 / 400 / 200																	
<table border="1"> <thead> <tr> <th>WEAPON NAME</th> <th>RANGE</th> <th>AD</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>Heavy Pulse Cannon</td> <td>28</td> <td>10</td> <td></td> </tr> <tr> <td>Quad Particle Beams</td> <td>24</td> <td>8</td> <td>TL</td> </tr> <tr> <td>Particle Beams</td> <td>18</td> <td>8</td> <td></td> </tr> </tbody> </table>			WEAPON NAME	RANGE	AD	SPECIAL	Heavy Pulse Cannon	28	10		Quad Particle Beams	24	8	TL	Particle Beams	18	8	
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<p>Mine Launchers: Nominate two 12" by 12" squares on the table - they may not overlap each other. An enemy ship will automatically suffer an AP attack of 4AD during every End Phase in which it remains in these areas.</p>																		
CRITICAL HITS																		
1-2	ENGINE CRITICALS	Dam.	Crew	Effect														
1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED														
3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED														
5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED														
6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS														
3	REACTOR CRITICALS	Dam.	Crew	Effect														
1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED														
4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS														
6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS														
4	WEAPON CRITICALS	Dam.	Crew	Effect														
1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD														
4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE														
5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC														
6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE														
5	CREW CRITICALS	Dam.	Crew	Effect														
1-2	FIRE	+0	+2	-														
3-4	MULTIPLE FIRES	+0	+3	-														
5	LOCALIZED DECOMPRESSION	+1	+3	-														
6	HULL BREACH	+2	+4	-														
6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect														
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS														
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL														
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC														
4	SECONDARY EXPLOSIONS	+106	+106	-														
5	REACTOR IMPLOSION	+206	+406	-														
6	CATASTROPHIC EXPLOSION	406	+206	-														
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																		
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