

<b>Earth Alliance (Third Age) - Battle</b>	Name / Crew Quality													
<b>Babylon 5 Diplomatic Station (pre 2259)</b>	Troops													
	<b>25</b>													
<b>Service date 2257-2259</b> <b>Hull 4</b> <b>Craft Starfury Flight (12)</b> <b>Special Carrier 4</b> <b>Command +1</b> <b>Defence Network 6</b> <b>Immobile</b> <b>Interceptors 10</b> <b>Space Station</b> <b>Targets 3</b>	Hull Damage													
	<b>800 / 400 / 200</b>													
<table border="1"> <thead> <tr> <th>WEAPON NAME</th> <th>RANGE</th> <th>AD</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>Quad Particle Beams</td> <td>24</td> <td>8</td> <td>TL</td> </tr> <tr> <td>Particle Beams</td> <td>5</td> <td>6</td> <td></td> </tr> </tbody> </table>			WEAPON NAME	RANGE	AD	SPECIAL	Quad Particle Beams	24	8	TL	Particle Beams	5	6	
WEAPON NAME	RANGE	AD	SPECIAL											
Quad Particle Beams	24	8	TL											
Particle Beams	5	6												
<b>CRITICAL HITS</b>														
1-2	<b>ENGINE CRITICALS</b>	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	-										
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>														