

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		
WEAPON NAME	RANGE	AD SPECIAL	
Heavy Pulse Cannon	28	10	
Quad Particle Beams	24	8 TL	
Particle Beams	18	8	
<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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