


BABYLON Narn Regime **2240+**

Dag'Kar-class Missile Frigate

Turns: 1/45° Hull: 4
 Speed: 5 Troops: 4
 Special: None

Craft: None



Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Dag'Kar-class Missile Frigate

Weapon	Arc	Range	AD	Special
F			4	
F			4	
F			4	
F			4	
F	20	2		Energy Mine
F	30	2		Precise, Super AP

Or Short Charge Ion Torpedo

Damage: 30 / 6

Crew: 38 / 8

Notes:

None

Weapon Arc Range AD Special


Name: Crew Quality:

BABYLON Narn Regime **2172+**

Breaching Pod

Turns: SM Hull: 6
 Speed: 6 Troops: 1
 Special: Breaching Pod, Dodge 5

Dogfight: --



Notes:

None

Weapon Arc Range AD Special

Name: Crew Quality:

A Call To Arms Critical Hit Table

1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--

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