

BABYLON **Earth Alliance** **2244+**

Aurora-class Starfury

Turns: SM Hull: 4
Speed: 12 Troops: --

Special: Afterburner, Dodge 2, Fighter

Dogfight: +2



Weapon Arc Range AD Special

Uni-Pulse Cannon T 2 2 Twin-Linked

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	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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4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
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1-2	Fire	+0	+2	--
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BABYLON **Earth Alliance** **2259+**

Thunderbolt-class Starfury

Turns: SM Hull: 5
Speed: 10 Troops: --

Special: Afterburner, Dodge 2, Fighter

Dogfight: +1



Weapon Arc Range AD Special

Gattling Pulse Cannon T 2 2
Missile Rack T 4 2 AP

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	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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