

Babylon 5 Created By J. Michael Straczynski

THE SHADOWS - PATROL				Ship or Wing Name	No. / Losses	Ship or Wing Name	No. / Losses	Ship or Wing Name	No. / Losses
SHADOW FIGHTER Flight (Wing of 3)					/		/		/
Service Date -2061					/		/		/
Speed 12					/		/		/
Hull 4					/		/		/
Turns SM					/		/		/
Dogfight +0					/		/		/
Troops --					/		/		/
Special ADVANCED JUMP POINT					/		/		/
DODGE 3					/		/		/
FIGHTER					/		/		/
WEAPON NAME	RANGE	AD	SPECIAL		/		/		/
Turret 360°					/		/		/
Polarity Cannon	2	2	AP/DD		/		/		/
					/		/		/
					/		/		/
					/		/		/
					/		/		/
					/		/		/
					/		/		/
					/		/		/
					/		/		/
For more information, see Babylon 5: A Call to Arms Tournament Pack and Sky Full of Stars									

THE SHADOWS - RAID				Name / Crew Quality			
				4		4	4
SHADOW SCOUT				Speed			
				9	9	9	
Service Date -2261				Hull Damage			
Hull 5				5	10	5	10
Turns SM				15	20	15	20
Craft NONE				25	30	25	30
				35	40	35	40
				45	50	45	50
				55	60	55	60
Special ADVANCED JUMP POINT FLIGHT COMPUTER SCOUT SELF REPAIR 1D6 STEALTH 4				65	70	65	70
				75		75	
WEAPON NAME				RANGE	AD	SPECIAL	
Forward							
Phasing Pulse Cannon				8	6	AF/DD/SAP	
SHADOW DAMAGE TABLE							
d6	TYPE			EFFECT			
1	SOLID HIT			1 POINT OF DAMAGE			
2	SOLID HIT			2 POINTS OF DAMAGE			
3	SOLID HIT			3 POINTS OF DAMAGE			
4	SOLID HIT			4 POINTS OF DAMAGE			
5	SOLID HIT			5 POINTS OF DAMAGE			
6	SOLID HIT			6 POINTS OF DAMAGE			
7	CRITICAL HIT			D6+6 POINTS OF DAMAGE			
THE SHADOWS - RAID				Name / Crew Quality			
				4		4	4
SHADOW SCOUT				Speed			
				9	9	9	
Service Date -2261				Hull Damage			
Hull 5				5	10	5	10
Turns SM				15	20	15	20
Craft NONE				25	30	25	30
				35	40	35	40
				45	50	45	50
				55	60	55	60
Special ADVANCED JUMP POINT FLIGHT COMPUTER SCOUT SELF REPAIR 1D6 STEALTH 4				65	70	65	70
				75		75	
WEAPON NAME				RANGE	AD	SPECIAL	
Forward							
Phasing Pulse Cannon				8	6	AF/DD/SAP	
SHADOW DAMAGE TABLE							
d6	TYPE			EFFECT			
1	SOLID HIT			1 POINT OF DAMAGE			
2	SOLID HIT			2 POINTS OF DAMAGE			
3	SOLID HIT			3 POINTS OF DAMAGE			
4	SOLID HIT			4 POINTS OF DAMAGE			
5	SOLID HIT			5 POINTS OF DAMAGE			
6	SOLID HIT			6 POINTS OF DAMAGE			
7	CRITICAL HIT			D6+6 POINTS OF DAMAGE			

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THE SHADOWS - BATTLE				Name / Crew Quality											
				4			4			4					
SHADOW HUNTER				Speed											
				7			7			7					
Service Date -2261 Hull 6 Turns SM Craft 3 SHADOW FIGHTER FLIGHTS (not included) Special ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 2D6				Hull Damage											
				5	10	5	10	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100	95	100	95	100
				105	110	105	110	105	110	105	110	105	110	105	110
				115	120	115	120	115	120	115	120	115	120	115	120
				125	130	125	130	125	130	125	130	125	130	125	130
				135	140	135	140	135	140	135	140	135	140	135	140
145	150	145	150	145	150	145	150	145	150	145	150				
WEAPON NAME				RANGE	AD	SPECIAL									
Forward															
Molecular Slicer	15	5	B/P/SAP/TD												
Fighter Dispersal Tube	30														
SHADOW DAMAGE TABLE															
d6	TYPE					EFFECT									
1	SOLID HIT					1 POINT OF DAMAGE									
2	SOLID HIT					2 POINTS OF DAMAGE									
3	SOLID HIT					3 POINTS OF DAMAGE									
4	SOLID HIT					4 POINTS OF DAMAGE									
5	SOLID HIT					5 POINTS OF DAMAGE									
6	SOLID HIT					6 POINTS OF DAMAGE									
7	CRITICAL HIT					D6+6 POINTS OF DAMAGE									
THE SHADOWS - BATTLE				Name / Crew Quality											
				4			4			4					
SHADOW HUNTER				Speed											
				7			7			7					
Service Date -2261 Hull 6 Turns SM Craft 3 SHADOW FIGHTER FLIGHTS (not included) Special ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 2D6				Hull Damage											
				5	10	5	10	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100	95	100	95	100
				105	110	105	110	105	110	105	110	105	110	105	110
				115	120	115	120	115	120	115	120	115	120	115	120
				125	130	125	130	125	130	125	130	125	130	125	130
				135	140	135	140	135	140	135	140	135	140	135	140
145	150	145	150	145	150	145	150	145	150	145	150				
WEAPON NAME				RANGE	AD	SPECIAL									
Forward															
Molecular Slicer	15	5	B/P/SAP/TD												
Fighter Dispersal Tube	30														
SHADOW DAMAGE TABLE															
d6	TYPE					EFFECT									
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2	SOLID HIT					2 POINTS OF DAMAGE									
3	SOLID HIT					3 POINTS OF DAMAGE									
4	SOLID HIT					4 POINTS OF DAMAGE									
5	SOLID HIT					5 POINTS OF DAMAGE									
6	SOLID HIT					6 POINTS OF DAMAGE									
7	CRITICAL HIT					D6+6 POINTS OF DAMAGE									

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THE SHADOWS - WAR				Name / Crew Quality							
				4			4	4			
SHADOW SHIP				Speed							
				6			6	6			
Service Date -2261 Hull 6 Turns 5M Craft 6 SHADOW FIGHTER Flights (not included) Special ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 3D6				Hull Damage							
				5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100
				105	110	105	110	105	110	105	110
				115	120	115	120	115	120	115	120
				125	130	125	130	125	130	125	130
				135	140	135	140	135	140	135	140
				145	150	145	150	145	150	145	150
				155	160	155	160	155	160	155	160
				165	170	165	170	165	170	165	170
				175	180	175	180	175	180	175	180
				185	190	185	190	185	190	185	190
195	200	195	200	195	200	195	200				
WEAPON NAME				RANGE	AD	SPECIAL					
Turret 360°											
Molecular Slicer				18	6	B/P/SAP/TD					
Jump Point Disrupter				18							
Fighter Dispersal Tube				30							
SHADOW DAMAGE TABLE											
d6	TYPE			EFFECT							
1	SOLID HIT			1 POINT OF DAMAGE							
2	SOLID HIT			2 POINTS OF DAMAGE							
3	SOLID HIT			3 POINTS OF DAMAGE							
4	SOLID HIT			4 POINTS OF DAMAGE							
5	SOLID HIT			5 POINTS OF DAMAGE							
6	SOLID HIT			6 POINTS OF DAMAGE							
7	CRITICAL HIT			D6+6 POINTS OF DAMAGE							

THE SHADOWS - WAR				Name / Crew Quality							
				4			4	4			
SHADOW SHIP				Speed							
				6			6	6			
Service Date -2261 Hull 6 Turns 5M Craft 6 SHADOW FIGHTER Flights (not included) Special ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 3D6				Hull Damage							
				5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40
				45	50	45	50	45	50	45	50
				55	60	55	60	55	60	55	60
				65	70	65	70	65	70	65	70
				75	80	75	80	75	80	75	80
				85	90	85	90	85	90	85	90
				95	100	95	100	95	100	95	100
				105	110	105	110	105	110	105	110
				115	120	115	120	115	120	115	120
				125	130	125	130	125	130	125	130
				135	140	135	140	135	140	135	140
				145	150	145	150	145	150	145	150
				155	160	155	160	155	160	155	160
				165	170	165	170	165	170	165	170
				175	180	175	180	175	180	175	180
				185	190	185	190	185	190	185	190
195	200	195	200	195	200	195	200				
WEAPON NAME				RANGE	AD	SPECIAL					
Turret 360°											
Molecular Slicer				18	6	B/P/SAP/TD					
Jump Point Disrupter				18							
Fighter Dispersal Tube				30							
SHADOW DAMAGE TABLE											
d6	TYPE			EFFECT							
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3	SOLID HIT			3 POINTS OF DAMAGE							
4	SOLID HIT			4 POINTS OF DAMAGE							
5	SOLID HIT			5 POINTS OF DAMAGE							
6	SOLID HIT			6 POINTS OF DAMAGE							
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