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Dilgar Imperium



A Call to Arms
Babylon 5 Space Combat

Babylon 5 Created by J. Michael Straczynski



An empire founded by war has to maintain itself by war.

Baron de Montesquieu



DILGAR IMPERIUM

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INTRODUCTION

A brutal, militaristic race for whom might is right and the victor is the righteous, the Dilgar rule an Imperium built on the broken backs of their slain enemies, raised up by slaves worked unto death. Its borders are marked by frightened and cowed peoples, thankful only to have not yet drawn the Dilgar's relentless aggression and unflinching xenophobia.

The Dilgar are a race totally lacking in any of the common morality that otherwise unites the myriad races of the galaxy. They are also a race hiding a terrible secret...

Omelos, the star around which the Dilgar's homeworld orbits, is soon to die, to become supernova, and a fiery fate awaits the Dilgar. To seek the aid of others is not their way, and so the Dilgar seek salvation by conquest – a desperate attempt to claim a new homeworld, a sanctuary far from their dying star.

This military migration would come to be known as the Dilgar War – its beginnings a prelude to humanity's long-awaited emergence onto the galactic stage and a war so senseless

that in defeat its perpetrators will be all but erased from history.

This book provides everything you need to use the Dilgar in games of A Call to Arms, the spaceship combat game set in the universe of Babylon 5. The book covers the Dilgar race, their long history of war, the Dilgar War and, of course, all the ships of their mighty fleet.



THE DILGAR

EARLY HISTORY

The Dilgar are not alone in that their world was once populated by a myriad of counterpart species, closely related, descended from a common ancestor and all occupying a similar evolutionary niche. Indeed, humanity's own homeworld of Earth was once home to numerous species of humanoid, all apparent cousins of humans themselves. Yet on Earth, such species vanished in pre-history, wiped out by competition with man's distant ancestors.

What makes the Dilgar perhaps unique is that many of their close relatives survived well into the Dilgar's own recorded history. Thus the early cultures of that world were founded not by one, but by perhaps a dozen species.

All these creatures were 'Dilgar' of a sort – in the way that a human is an ape – but were known by a variety of other names. There were tall, rangy nomads occupying a vast, but largely unpopulated stretch of desert plain crossing two of the world's southern continents; muscular mountain-dwellers who had reverted partially to quadrupedal motion. There were creatures physically identical to the Dilgar themselves, yet with a skull of twice the thickness and half the capacity and there were creatures who used their unbelievable cunning to hide away in the secret places of the world, yet possessed bodies so frail as to be prey to all others. There were these and many more, united only in their suffering at the hands of the Dilgar.

No matter the specialisations with which their evolution had gifted them, none of these Dilgarid species possessed the social skills of the true Dilgar, did not form the complex social hierarchies and tribal allegiances which the Dilgar developed even before the advent of simple technologies.

The Dilgar were unified and communicative, and would not willingly compete with one another when desperately needed resources could instead be plundered from their unfortunate neighbours. As such, Dilgar history is an endless account of war between the Dilgar and their cousin species and, almost invariably, a similarly endless account of the Dilgar's merciless extermination of these same relatives.

The Dilgar were powerful, doubtless the most advanced of all the Dilgarid species, though by no means entirely dominant and several distinct species survived side-by-side for thousands of years, albeit in a state of near-perpetual conflict. These species remained in their enclaves, even as the Dilgar discovered powered motion, aviation and a host of other advanced technologies. Such discoveries were, as always with the Dilgar, put to use in their endless wars of conquest.

Inevitably, the Dilgar soon thereafter made their first few steps towards space exploration. The other Dilgarid races never developed technology of anywhere near this level and so the Dilgar's domination was complete. What had begun as competition for resources now became a calculated programme of extinction by the Dilgar, obliterating any trace of their planet's

other species. Just two-hundred years after the Dilgar's first successful launch into space, their world was subdued utterly and the last non-Dilgar eradicated from it.

THE CONQUEST OF THE ONE RACE

With their planet now completely their own, the Dilgar underwent a rapid and alarming shift in cultural perspective. The eradication of the other Dilgarid species came to be seen by the Dilgar as the completion of the first stage of their divine duty – to rule the galaxy as a single, unified race, allowing nothing else to prosper or even survive.

Revisionist myths surfaced, blending the Dilgar's sciences with all manner of older religions and mystic doctrines, creating a dangerous new mythos which cast the Dilgar's homeworld as a battleground. A world onto which dozens of species were placed in contest, destined to fight one another until only one remained. The Dilgar perceived themselves the winners in this infernal contest and, with their victory complete, considered that it was now their duty to repeat this feat in the wider galaxy. This new Dilgar ideology was known as the Conquest of the One Race and would govern all their actions for the remainder of their history.

Dilgar exploration of space increased exponentially but since this was the Dilgar, these exploratory fleets were from earliest days armed, with corps of fighting troops stationed aboard.

Like all sentient races, the Dilgar anticipated contact with other races and set out to achieve just that. The Dilgar were single-minded in their ambition, uniquely driven in the pursuit of glory and so their advances were rapid. Quite how they obtained jump gate technology is impossible to know, though however they did, they did so relatively early in their development and were soon encountering the races which populated the borders of Dilgar-space.

The Dilgar were, at first, cautious with those races who also possessed interstellar technology, for they were not yet sure of the practicalities of war in space. When the Dilgar discovered races lacking such technology, they exercised no such caution and invariably invaded the worlds of these helpless races, cleansing them – as the Dilgar would describe their genocides – and taking them for their own.

Over several centuries, a vast Imperium was created. This covered not merely those unpopulated planets which surrounded the Dilgar homeworld but also the former homes of fully a dozen sentient races, all extinguished in the Dilgar's bloody pursuit of the Conquest of the One Race.

The Dilgar were aggressive by nature, but not foolish. They avoided self-destructive wars with older, more powerful races and did not needlessly attack those of a similar technological level. Where they did initiate hostilities, the Dilgar inevitably went to lengths to fabricate trade disputes, territorial claims or other such escalations of tension which would, if not justifying their actions, at least persuade other races to keep well out of the matter.

This would all change with the perhaps unexpected formation of the League of

Non-Aligned Worlds. In the League, the Dilgar found an organisation which actively involved itself in all manner of diplomatic affairs, seeking to intervene in just the kind of trade or border disputes with which the Dilgar typically masked their wars of conquest.

The Dilgar continued their campaigning, often constructing elaborate political ploys by which to circumvent the League's interference or going to great efforts to make it appear that they had exhausted all possible efforts and were forced to resort to a military option. Nonetheless, with the vigilant League close by, the Dilgar's wars of conquest were dramatically reduced, and so for a time their Imperium remained of a relatively constant size, no longer the rapidly expanding domain it had once been.

The Dilgar greatly begrudged such interference but had no wish to initiate a war in which they would be outnumbered and so never openly went against the League. Deep within the Imperium they laboured endlessly, developing new elements of their warfleet and their ever increasing military strength.

Perhaps the Dilgar plotted secretly to one day seek war with the League, or to divide its strength with attacks on individual members. Doubtless the Dilgar's ambitions had not faded away, yet when their Conquest of the One Race was again begun in earnest, it was due to circumstances beyond even the Dilgar's control.

Omelos, the star at the centre of the Dilgar's home system was close to the end of its life-cycle and would soon go supernova. The Dilgar homeworld would be destroyed and left uninhabitable. The Dilgar

possessed many colony worlds, but most were in remote, barely habitable regions of space, while those more habitable biospheres the Dilgar had seized from other races were already densely populated. For the vast population of the Dilgar homeworld, and the systems other planets, to be evacuated, the Imperium would have to grow considerably.

With no time to waste, the Dilgar set out to do just that...

THE DILGAR WAR

A New Empire

For the Dilgar, salvation could only be sought through the destruction of others, and so with the discovery that Omelos would soon go supernova, they set out to carve themselves a new Imperium, far from their doomed star, where the One Race could live on in glory. Their civilisation had been built on the backs of the Dilgarids, their Imperium on the bones of a dozen defeated races. For the Dilgar, this genocidal war of conquest was nothing new, but for the galaxy it would be a time of savagery on a scale never before seen.

In early 2230, the Dilgar War began in earnest. The Dilgar made their first strikes at targets to the galactic southwest of Omelos, moderately developed worlds which had previously escaped destruction at the Dilgar's hands. Many were just simple outposts or colony planets held by League members but a handful were independent worlds, without colonies or allies on which to call.

Many of these initial targets had battled the Dilgar before but, possessing at least a modest fleet, had managed to discourage the Dilgar, who had favoured less well defended targets in the first instance. The scrutiny of the League had also done much to discourage the Dilgar from attacking these outlying worlds but now the Dilgar returned with a reinvigorated fleet. Hulking dreadnoughts, vessels designed specifically for the conquest of the habitable worlds the Dilgar sought were brought forward in great number, surrounded by the established vessels of the Dilgar warfleet. New classes of assault ship and an upgraded Thorun

dartfighter also added considerably to the fleet's potency.

Eight simultaneous actions made the Dilgar's intentions clear – to capture a corridor of territory leading directly to the heart of League space. A Hyach colony on Beresa IV was the very first to fall, followed only hours later by two Gaim outposts plus those belonging to the Alacans, Balosian Underdwellers and Markab.

One of the Gaim outposts in particular was a notably bold target, since it housed not only Gaim but also a sizeable Narn minority, resident there since arriving as refugees from Centauri occupation. For the Dilgar to attack the Narn, albeit indirectly, was an early indicator of their intent.

To the League

Even these substantial first gains were but staging posts. The Dilgar fleet moved out of the Imperium wholesale, occupying their new gains and from there launching savage assaults on their real targets – the prime, habitable worlds of sectors 24, 39, 58 and 64, deep within League space.

Meanwhile, the capture of vast numbers of survivors from the defeated colonies allowed the Dilgar general Sah Bha'Tur to begin his long dreamt of prisoner program. Dozens of experimentation facilities and labour camps were created to make use of the captives. Bha'Tur's work was at first considered eccentric by many Dilgar, though soon found favour. The dedicated Jha'Dur was quick to pick up on the usefulness of such research and in the next stage of attacks initiated the first of many Dilgar atrocities.

Taking the lead from Bha'Tur's research programs, Jha'Dur developed the deadly Stafford plague, unleashing it on Latig 4, wiping out the population utterly. Subsequent attacks followed on Hilak 7 and Balus, and Jha'Dur's reputation as 'Deathwalker' was assured.

Elsewhere the Dilgar also made substantial gains, capturing numerous worlds, obliterating others to disrupt the enemy and prevent any danger of encirclement. Each new victory led to yet more hostages and so the importance of the Dilgar's chemical and biological weapons research grew rapidly. Soon it would be their favoured method, almost to the exclusion of all else.

Now faced with the more organised, if not greatly powerful fleets of the League, the Dilgar unveiled yet more dread new creations. The Garasoch heavy carrier and a sleek new strike cruiser made their first appearances in a series of battles which took the Dilgar deep into League space, seemingly unstoppable in their assault. It was during one of these encounters that the Dilgar inadvertently destroyed the visiting *EAS Persephone*. The vessel was merely returning from preliminary talks with a number of League races and, seeing little need to outrage the humans unnecessarily, the Dilgar at once apologised, taking the opportunity to placate human concerns about reports of brutality emerging from League worlds at the same time.



Human Intervention?

Response to the destruction of the Persephone was mixed and EarthDome came under considerable pressure to retaliate. News of the Dilgar's alleged atrocities had yet to reach the public at large, however, and so most of the calls for vengeance were written off as the bloodthirsty demands of a few militaristic extremists. Privately, EarthForce began serious investigation of the Dilgar's war practices and offered protection to numerous League worlds. In doing so, EarthForce knew full well their entry to the war was close at hand.

Where the destruction of the Persephone had been entirely accidental, the Dilgar's next assault on Earth Alliance forces would not be. Moving in-system at Malax, the Dilgar discovered the system defended not merely by its own native inhabitants but also by a considerable EA contingent. Earth policy was cautious and voice contact was made with the

Dilgar, offering them the chance to declare their intent. The Dilgar did so by opening fire and in a haze of bolter fire, humankind had entered its first intergalactic war.

As 2231 dawned, the Earth Alliance no longer merely protected those handful of League worlds with whom agreement had been reached but now actively engaged the Dilgar. The Dilgar fleet remained powerful, and rapid victories for them came at Tirolus, Comac 4 and Malax.

Earth took a two-pronged approach to dealing with the crisis. Firstly, they provided forces to reinforce those worlds suffering Dilgar aggression while at the same time attacking a number of worlds already held by the Dilgar in the hope of liberating them.

It was a measure of Dilgar cruelty that EarthForce rapidly abandoned this liberation strategy. On those worlds they did succeed in driving the Dilgar from, EarthForce invariably found no survivors, merely evidence of appalling

mass genocides. There could be no liberation from Dilgar rule, for those defeated simply did not survive.

Instead, EarthForce redoubled its efforts in protecting worlds in the path of Dilgar attack. The Markab were identified as particularly vulnerable and soon a strategy for their defence was constructed, to be implemented by Admiral Hamato.

Smaller fleets guarded worlds outlying Markab and held them firmly, no matter what, forcing the Dilgar into a frontal attack rather than their favoured tactic of encirclement. The battle itself was perilously close to Markab, with a combined force of EarthForce warships led by the *EAS Potemkin* and vessels from a dozen League races opposing the Dilgar. EarthForce committed sufficient resources that defeat would almost certainly have ended the war in the Dilgar's favour; indeed such a defeat would in all likelihood have left Earth itself defenceless.

It was not to be. Horrified by the Dilgar's brutality, Markab's defenders fought stoically and the Dilgar were scattered. Their attempted retreat was chaotic, since fleeing was the one act of war at which the Dilgar did not excel and the slower assault ships were easy pickings for the jubilant victors. The warfleet proper did make good its escape but a firm pursuit was underway and a dozen running battles over the next month sealed the Dilgar's fate. Their once mighty fleet consisted of nothing more than a few battered survivors, crewed by the walking wounded once it made its return to the doomed system of Omelos.



Dilgar ships engage the Earth Alliance

Still, few thought the war was over. League and EA forces still pursued the Dilgar, rooting out survivors and pursuing them wherever they fled. It seemed only a matter of time before this pursuit would lead them to Omelos...

To Omelos?

The Earth Alliance was increasingly powerful and, buoyed by their earlier victories, there was a great appetite to push on and take the fight to the Dilgar homeworld itself. However, despite their newfound power, the Earth Alliance would need dramatic support from League members to do so. This would not be easy to achieve.

The Earth Alliance's rapid, and in many ways unexpected, emergence onto the galactic stage caught many races unawares and so, as horrified as they may have been by the Dilgar's genocide, many were equally unsure of these upstart humans. Uncertainty over human ambitions – particularly whether they were genuine liberators or rather intended to keep their gains

in League space for themselves – meant many races only cautiously welcomed their entering of the war and even evidence of the Dilgar's systematic enslavement and extermination of defeated populations could not convince some governments to back the Earth Alliance wholeheartedly.

Many of the worlds who had felt the Dilgar's cruelty did indeed enthusiastically support Earth in their planned invasion of the Omelos system, but others were sick of war and wished only to rebuild. Some, though supporting the notion, had been so butchered by the Dilgar that they could offer no military contribution whatsoever.

A few League worlds did take the moral high ground and assert that the Dilgar's crimes could not go unpunished. Others, who had been fortunate enough to escape the Dilgar's predations, viewed this as a war averted and did not wish to invite further hostilities by attacking Omelos directly and so Earth Alliance was reluctantly forced to conclude that a full-scale

invasion of the Dilgar homeworld was beyond them.

Earth Alliance's propaganda machine instantly spun into action. A great victory had been won, the Dilgar had been driven out of League space entirely and, indeed, deprived off much of the territory that had once formed their Imperium. They were confined now to their ancestral homeworld and the half dozen colonies sharing the system.

There was no talk in the League or Earth Alliance space of the planned invasion of Omelos that never was, or the lack of any meaningful settlement of reparation for Dilgar crimes. The Earth Alliance leaders who so reluctantly allowed the Dilgar to seek refuge in their home system, free from retribution, could little have imagined that in doing so they in actual fact condemned the Dilgar to death, one and all. Even in defeat the Dilgar could not find the humility to confess their peril, and just months after the end of the war Omelos went supernova, to the complete surprise of Earth Alliance and the League worlds, erasing the Dilgar from history.

DILGAR HEROES

He'el A'Mar Tikrit

The rigid castes of the Minbari or the human fascination with skin colour are concepts quite alien to the Dilgar. To the Dilgar, the superiority of one's own species is all that counts and to discriminate on any other basis is quite simply nonsensical. Subsequently, males and females of the Dilgar race have stood on equal terms from the very beginning of their history.

He'el A'Mar Tikrit was one such Dilgar female, a heroine from the earliest times. Tikrit was the war leader of one of the early Dilgar tribes, deified for her bloodthirsty crusading against the enemies of her people. Yet her name was all but forgotten for much of the intervening centuries of Dilgar history. She had once been worshipped by a minor Dilgar cult, no doubt descended from her own tribe, but found her place in obscurity during the inevitable rise of secularism experienced by the Dilgar, as by most races, during their eventual technological age.

Tikrit would have remained in obscurity had circumstances not spectacularly revived her status and brought her a zealous new following. The greatest episode of Tikrit's saga came when her people were exiled, made suddenly homeless by a cataclysmic volcanic eruption and the subsequent destruction of their ancient tribal lands. Many died in the lava flows and perilous ash storms which ensued, but the survivors – or the strongest, as Tikrit saw them, escaped under her leadership.

Homeless, Tikrit's tribe attacked their neighbours with newfound zeal. The haphazard mix of evolutionary counterparts and remnant ancestor populations which still survived in the wild places around her tribal homelands felt Tikrit's wrath like never before, and one by one all non-Dilgar within a thousand miles of that terrible volcano were obliterated as completely as much of her own tribe had been.

Tikrit and her people colonised this newly conquered realm and in barely a generation the tribe came to exceed its size prior to the cataclysm. The volcano at their empire's heart came to be viewed as a god – a fiery deity, displeased with its creations and thus bringing doom to them in order to inspire even more incredible acts of conquest. Tikrit's own body was cast into this chasm upon her death, and so she herself was deified.

There her story would have ended, once the Dilgar's first steps into space and the ensuing Conquest of the One-Race diminished differences between the Dilgar tribes and such minor deities were lost. There her story would have ended, were it not for the discovery that Omelos would soon go supernova. Those few Dilgar who still remembered Tikrit's tale at once popularised it, drawing comparison between the threat of Omelos' imminent destruction and Tikrit's success in leading her people to future greatness in the shadow of that terrible eruption.

Tikrit's cult spread far and wide, taking on a new significance, and she herself became a powerful totem spirit of the Dilgar War. The Dilgar

scientists preparing for the coming war honoured this revival with the naming of a new heavy cruiser, the Tikrit, in her honour, though ultimately, such vessels could not emulate her own notable victory and Tikrit was once more condemned to anonymity, this time by the extinction of her very race.

Sukhtar

Sukhtar was a man whose name most Dilgar never knew, yet his place in their history is perhaps the most significant. A scientist, it was Sukhtar who found conclusive proof of Omelos' coming supernova. The response from his military superiors was predictable – ill-informed panic.

Some of those present seemed desperate to at once announce this coming catastrophe, not knowing what else to do. Such an announcement, Sukhtar argued, could only throw open the gates to mass hysteria, confusion and division amongst the Dilgar. No one would be served by such panic.

Similarly, the Dilgar had resisted most attempts at galactic diplomacy but that did not mean they were unknown to the other races. Their secrecy had done little to mask their militarism and their aggression was well known. Should the other races discover the threat with which the Dilgar were confronted, many might well anticipate their coming attack.

Sukhtar argued for, and implemented, a policy of utmost secrecy in the initial stages of planning for the war. Preparations were made, forces strengthened and training greatly increased. Indeed, Sukhtar even

showed the cunning to enter the Dilgar into alien relations for the first time, sending modest embassies to half a dozen nearby races. Such delegations served to mislead the Dilgar's neighbours and create the impression of a reformed, less-threatening Dilgar, but in truth these groups were nothing more than spies. As their neighbours took a more relaxed approach to the Dilgar, their ambassadors harvested masses of invaluable information on the unfortunate neighbours who would soon become their victims.

At last, with preparations complete, Dilgar society at large was made aware of the threat they faced and the propaganda war began. Yet it was not Sukhtar who would make such an announcement, but rather Jha'Dur, already chosen to lead many of the planned war efforts and so the wily scientist slunk back once more into the shadowy interior of the Dilgar war machine, regaining the comfortable obscurity he knew best.

Sah Bha'Tur

In the conquering of worlds fit for habitation, the Dilgar were creating for themselves a new empire, one they could inhabit as their parent star died. For this reason, the Dilgar had little wish to see these conquered worlds turned into charnel houses, and so most of the survivors amongst a defeated enemy were customarily shipped off world. A number of terrible fates awaited these unfortunates, often simply being left to drift through space in sealed container vessels.

Simply disposing of them seemed wasteful to Sah Bha'Tur and his infamy was born when he made it his personal goal to find a more fitting 'use' for each and every one of these captured enemy. The xenophobia of most Dilgar was so extreme that any interaction with other

species (even slavery) was repulsive and many believed all non-Dilgar should be destroyed instantly upon contact so as to preserve the galactic purity of the One Race. Subsequently, Sah Bha'Tur's plans met with considerable opposition in the early stages.

His first stroke of genius was to play upon this mindless xenophobia. Creating for himself a role in overseeing the use of captives, the seasoned general implemented several new policies. The first of these was that any Dilgar fighter or unit deemed to have acted with insufficient zeal was placed on prisoner detail, forced to man labour camps, crew transport ships and otherwise come into contact with alien captives (a duty the Dilgar loathed). At the same time, Sah Bha'Tur disseminated a rumour amongst the captives that any prisoner who killed a Dilgar guard would be set free at once. This inevitably created a culture of violence amongst the prisoners, though one that also kept the Dilgar guards on their toes.

With prisoner detail such a horrendous prospect, Sah Bha'Tur reasoned, every fighter would do all he could to avoid such duty and so performance of the Dilgar's own forces would increase considerably. The brutal guile of Sah Bha'Tur's plan was well pleasing to the other generals and so, despite initial doubts, he was allowed to continue with his plans.

Sah Bha'Tur then began a vast program of slave labour, living-subject experimentation and a dozen other unbearably gruesome duties to which he pressed the Dilgar's unfortunate captives. Sah Bha'Tur was, to the Dilgar mind, a genius, but the calculated cruelty for which his own people adulated him would ultimately prove their downfall. It was only a matter of time before the Dilgar's enemies

uncovered evidence of the terrible fate which met those taken captive by the Dilgar. At once the Dilgar earned the hatred of every reasoning race in the galaxy, drawing many of them into the war and ultimately forming an alliance which the Dilgar themselves could not hope to defeat. This was Sah Bha'Tur's doing.

Jha'Dur



Jha'Dur was the most infamous leader of the Dilgar War and her exploits in the war alone would take hours to repeat, for those that could bear to listen. Warmaster Jha'Dur was a specialist in biochemical, biogenetic, and cyber-organic weaponry, and was responsible for many of the atrocities committed by the Dilgar during the war, having personally conducted some of the horrific experiments. These activities earned her the title 'Deathwalker'. Yet it is not her role in that conflict for which Jha'Dur earns the greatest infamy, for she alone survived to earn the hatred of other races beyond the war's end.

Unknown to the Dilgar's enemies, Jha'Dur survived and was sheltered by the Wind Swords, a militant clan of Minbari warriors, in exchange for her services as a weapons expert.



The Wind Swords concealed Jha'Dur's existence from the other races until 2258, when she left Minbar and travelled to Babylon 5 with one of the fruits of her research: an experimental drug that retarded the aging process in humanoids, conferring immortality on whoever used it. Jha'Dur intended to offer the drug to the Earth Alliance, presumably in hope of an amnesty, but was recognised the moment she arrived on the station. A diplomatic crisis ensued, with the League governments demanding that she be tried for her crimes while Earth sought to obtain the drug and Jha'Dur's assistance in developing it.

Jha'Dur's presence threatened to throw Babylon 5's crucial diplomatic role into jeopardy and few of the parties involved were happy to see her return, yet the prize she possessed was too great to be ignored. A deal was brokered, in which Jha'Dur would go to Earth and work with scientists to develop the drug for distribution to all races, after which she would be handed over to the League for trial.

Whether or not Jha'Dur truly hoped for amnesty from the bargain, she had

also made plans for revenge. A key ingredient in the drug was impossible to synthesise and could only be produced by extraction from living beings – a process which invariably proved fatal for the donor and useless when attempted on the dead or dying.

It was Jha'Dur's dream that, no matter this horrendous cost – a life for a life – the lure of immortality would prove too great and the other races would fall upon one another like wolves. The resulting genocidal wars would be her

vengeance on Earth and the League for the extinction of her people.

Perhaps none knew of this dark side of the elixir promised by Jha'Dur or perhaps, as she hoped, those that knew simply could not resist the lure. Whether such a serum could ever be justified was a question none would have to debate, however, as Jha'Dur's ship was destroyed and with it, all traces of the drug.

It was the Vorlons who were responsible – one of their powerful warships materialising for just a second to destroy Jha'Dur's vessel before vanishing with equal mystery. The Vorlons, it would seem, had decided that the younger races were not yet ready for immortality, yet in protecting them, it was ultimately the Vorlons who finally erased all trace of the Dilgar from the galaxy. A puzzling act by a puzzling race.



Dilgar Imperium

Fleet List

The Dilgar Imperium Fleet List

The following forms the entire fleet list for the Dilgar Imperium.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Jashakar-class Scout Ship
Thorun Dartfighter Wing (3 flights)

Priority Level: Skirmish

Ochlavita-class Destroyer
Omelos-class Light Cruiser

Priority Level: Raid

Rohric-class Assault Ship
Targrath-class Strike Cruiser

Priority Level: Battle

Garasoch-class Heavy Carrier
Kahtrik-class Assault Ship
Tikrit-class Heavy Cruiser
Wahant-class Heavy Assault Ship

Priority Level: War

Mankhat-class Dreadnought
Mishakur-class Dreadnought

Auxiliary Craft

Flights of smaller craft may be purchased separately and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Thorun flights may replace any number of them for Breaching Pods. Breaching Pods swapped in this way will carry a Troop from the ship – they do not include Troops of their own in the way Breaching Pod Wings do.

Dilgar Imperium Fleet Special Rules

The following special rules apply to all Dilgar Imperium fleets.

Pentacon Formations: Dilgar can form squadrons of up to six ships, following all the normal rules for squadrons. A squadron of four to six ships is known as a Pentacon, a specialised formation used by well-trained Dilgar pilots to support one another in battle. The Dilgar player can select a Pentacon whenever it is his turn to move a ship but, instead of moving it as normal, he can force an enemy ship to move instead. Each Pentacon can only be 'skipped' once like this in each turn and it must be moved by the end of the turn.

Fighter Support: Dilgar fighters also adopt a very loose form of the Pentacon formation, allowing them to support one another very effectively. Any flight of Dilgar fighters may support a dogfight happening within 2" of their position as if they were in base contact with it, so long as the Dilgar fighter actually dogfighting moved into contact with the enemy this turn and not vice

versa. They may not attack normally while doing this and count as being involved in the dogfight, following the usual rules.

Mass Drivers: This is a new weapon trait. A Mass Driver weapon may only be fired at planetary targets, space stations and ships that are Immobile or have not moved during the turn in which the Mass Driver is fired.

Orbital Bomb: This is a new weapon trait. An Orbital Bomb weapon may only be fired at planetary targets.

Masters of Destruction: The Dilgar excel at displays of terribly destructive power, tearing apart enemy vessels as much for the gesture as to earn victory. Many Dilgar weapons are designed specifically for this purpose.

Any hits from any Dilgar bolter (light bolters, bolters, heavy bolters) which score a critical hit cause triple damage to the target, exactly as if the weapon had the Triple Damage trait. All other hits are resolved normally (typically, this will mean Double Damage); only those hits which inflict a critical cause triple damage.

A similar rule applies to Dilgar pulsars (light pulsars included). Any hits from Dilgar pulsars which score a critical hit cause double damage to the target, exactly as if the weapon had the Double Damage trait. All other hits are resolved normally.

Dilgar Initiative: +2

Breaching Pod (Wing)

Patrol

The Dilgar's brutal approach to warfare make them one of the most enthusiastic proponents of the breaching pod. It is a common aim of Dilgar admirals to cripple enemy vessels and leave them immobile, where the Dilgar's deadly mass drivers can be brought to bear. Breaching pods provide a further option for dealing with immobilised enemies – boarding them and taking hostages.

Speed: 6 **Damage:** – **Craft:** –
Turn: SM **Crew:** – **Special Rules:** Breaching Pod, Dodge 5+
Hull: 6 **Troops:** 1 **In Service:** 2199-2232

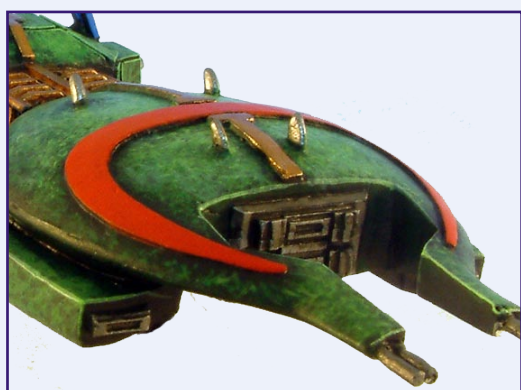
Garasoch-class Heavy Carrier

Battle

The Garasoch was, like the dreadnought classes and many of the Dilgar's other latter day vessels, designed specifically with their aim of conquest of a new homeworld in mind. The Garasoch offers everything that could possibly be required for full scale planetary assault – masses of dartfighters and hordes of troops. In the short time the Garasoch was in service before the Dilgar's demise, it acquitted itself admirably, proving its worth time and again.

Speed: 4 **Damage:** 54/8 **Craft:** 10 Thorun Dartfighter Flights
Turn: 1/45° **Crew:** 60/10 **Special Rules:** Carrier 2, Jump Point
Hull: 5 **Troops:** 8 **In Service:** 2230-2232

Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	4	AP, Double Damage
Pulsars	10	F	8	—
Light Pulsars	8	F	4	—
Light Pulsars	8	A	4	—
Light Pulsars	8	P	4	—
Light Pulsars	8	S	4	—



Garasoch Hull Detail



Garasoch

Jashakar-class Scout Ship

Patrol

The Jashakar is easily the most distinctive ship in the Dilgar fleet, leading to much speculation over its origin. It is commonly thought to represent technology acquired by the Dilgar, almost certainly during one of their earlier conflicts, perhaps in the first years of their imperialistic expansion. The Jashakar is used as a scout vessel, ranging ahead of the Dilgar fleet to seek out potential targets and gain what intel it can on them. However, it is powerful and aggressive for a scout, carrying troops and a relatively heavy armament – the Dilgar are never knowingly underpowered.

Speed: 12 **Damage:** 14/2 **Craft:** None
Turn: 2/45° **Crew:** 16/4 **Special Rules:** JumpPoint, Scout
Hull: 4 **Troops:** 2 **In Service:** 2218-2232

Weapon	Range	Arc	AD	Special
Light Bolters	5	F	6	Double Damage
Light Bolters	5	A	2	Double Damage



Jashakar



Kahtrik

Kahtrik-class Assault Ship

Battle

Traditionally, Dilgar assault ships – the Wahant and its defunct predecessors – had always been amongst the largest ships in the Dilgar fleet. It had always been assumed that their heavy weaponry and highly destructive role required vast, bulky vessels. While the Wahant and ships of its size had certainly proven their worth, the discovery that Omelos was about to go supernova and the Dilgar's subsequent decision to ensure their survival by conquest created the need for a much enlarged fleet. The larger assault ships were necessarily slow to make, and so by necessity a new class of assault vessel was designed, smaller and quicker to manufacture. The result was the Kahtrik.

Speed: 4 **Damage:** 48/7 **Craft:** 2 Thorun Dartfighter Flights
Turn: 1/45° **Crew:** 50/8 **Special Rules:** None
Hull: 6 **Troops:** 8 **In Service:** 2226-2232

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Heavy Bolters	15	F	10	AP, Double Damage
Pulsars	10	F	6	—
Light Pulsars	8	F	6	—
Light Pulsars	8	A	6	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Disruptor Torpedoes	20	F	4	AP, Double Damage, Slow-Loading
Disruptor Torpedoes	20	F	4	AP, Double Damage, Slow-Loading

Mankhat-class Dreadnought

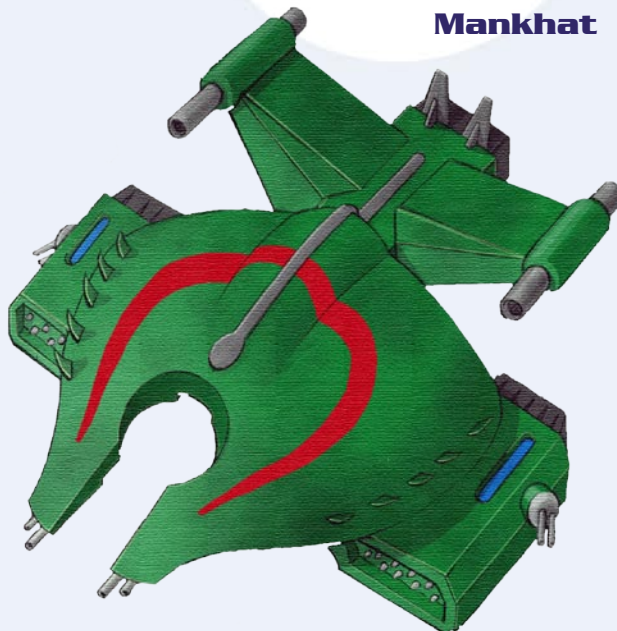
War

As soon as the Dilgar discovered their star would soon die, they made preparations for war. They had long ago earned a reputation as a warlike and aggressive race, yet they had seldom fought a war of conquest. This time would be different. Assault ships had long formed a part of the Dilgar fleet but these were designed primarily to devastate enemy worlds (on occasion, even making them entirely uninhabitable) as part of the horrifying displays of force the Dilgar customarily used to batter the enemy into a surrender. The need to deliver vast numbers of troops to the surface and support them from orbit was new, and so the dreadnought class vessels were developed. The first was the Mankhat, and while possessing shuttles for troop deployment, the vessel was still terrifyingly destructive, mounting both mass drivers and virus bombs.

Speed: 7 **Damage:** 54/6 **Craft:** None
Turn: 1/45° **Crew:** 56/8 **Special Rules:** Jump Point, Shuttles 2
Hull: 6 **Troops:** 8 **In Service:** 2224-2232

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Heavy Bolters	15	F	10	AP, Double Damage
Heavy Bolters	15	A	10	AP, Double Damage
Heavy Bolters	15	P	10	AP, Double Damage
Heavy Bolters	15	S	10	AP, Double Damage
Light Pulsars	8	F	6	—
Light Pulsars	8	A	6	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Virus Bomb Racks	6	T	8	Orbital Bomb
Disruptor Torpedoes	20	F	8	AP, Double Damage, Slow-Loading

Mankhat



Mishakur-class Dreadnought

War

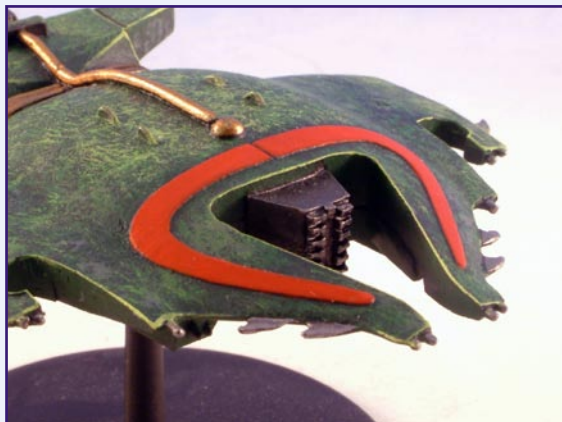
With the coming of the Dilgar War, the Dilgar faced new challenges. They now needed to not only subdue their enemies, devastate their worlds and garner their surrender, but also to fight a war of occupation, taking worlds for their own on which their race could survive. The dreadnought class was the answer to this. Unleashed just months after the Mankhat, the Mishakur was a companion dreadnought, tailored specifically to troop landings and incorporating several specialised command centres from which terrestrial efforts could be co-ordinated. It remained highly destructive, with mass drivers and heavy bolters, but disposed of the virus bomb racks – no doubt a reassuring feature to the thousands of Dilgar soldiers deployed from such vessels!

Speed: 8 **Damage:** 45/6 **Craft:** None
Turn: 1/45° **Crew:** 52/8 **Special Rules:** Command +1, Jump Point, Shuttles 2
Hull: 6 **Troops:** 8 **In Service:** 2224-2232

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Heavy Bolters	15	F	12	AP, Double Damage
Heavy Bolters	15	A	6	AP, Double Damage
Pulsars	10	F	12	—
Light Pulsars	8	F	6	—
Light Pulsars	8	A	6	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Disruptor Torpedoes	20	F	6	AP, Double Damage, Slow-Loading



Mishakur



Mishakur Hull Detail

Ochlavita-class Destroyer

Skirmish

Developed as a destroyer, the Ochlavita actually laid the groundwork for the Dilgar's later strike cruisers and heavy cruisers. The Ochlavita's greatest achievement was the sheer variety of weapon systems encased within its relatively slender hull. Pulsars, laser cannons, the Dilgar's trademark heavy bolters and anti-fighter measures were all incorporated, making the Ochlavita a consummate all-rounder.

Speed: 10 **Damage:** 22/4 **Craft:** None
Turn: 2/45° **Crew:** 18/4 **Special Rules:** None
Hull: 5 **Troops:** 3 **In Service:** 2228-2232

Weapon	Range	Arc	AD	Special
Quad Pulsars	8	F	8	Twin-Linked
Laser Cannon	20	B	1	Beam, Double Damage, Super AP
Energy Pulsars	10	F	4	Twin-Linked
Bolters	10	A	2	AP, Double Damage
Scatter Pulsars	2	T	4	Anti-Fighter



Ochlavita



Omelos

Omelos-class Light Cruiser

Skirmish

The Omelos was the original Dilgar cruiser. While the vessel was capable of great speeds, its relatively light armament ran counter to Dilgar methodology of the time and its speed was normally restricted to that of the slower assault ships which it commonly accompanied. Lacking a specialised role was seen by some as making the Omelos redundant. Others countered with the suggestion that the Dilgar's original enemies may in fact have been small, isolated worlds, whose native races possessed only limited space travel capabilities (these races presumably being now extinct, victims of the Dilgar's relentless xenocide). Such a suggestion would make sense and if indeed this was the Omelos' original role it would explain the class's renewed usefulness during the Dilgar War.

Speed: 12 **Damage:** 20/4 **Craft:** None
Turn: 2/45° **Crew:** 22/5 **Special Rules:** None
Hull: 5 **Troops:** 3 **In Service:** 2202-2232

Weapon	Range	Arc	AD	Special
Pulsars	10	F	8	—
Light Pulsars	8	F	6	—
Light Pulsars	8	A	6	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Disruptor Torpedoes	20	F	4	AP, Double Damage, Slow-Loading

Rohric-class Assault Ship

Raid

Following on from the success of the Kahtrik, production of assault ships was stepped up considerably. The discovery that, even when based on these smaller hulls, the assault ships' basic weaponry proved effective was a revelation, and the development of new classes was hastily undertaken. The result was the Rohric, an even smaller class of assault vessel, yet one still possessing the powerful hull exostructure required to mount mass drivers and virus bomb racks. Indeed, with the Rohric's smaller size, the Dilgar were even able to incorporate some dynamic improvements into the ship's design, creating the first assault ship to veer away from the utilitarian, blocky look of its predecessors and larger counterparts.

Speed: 5 **Damage:** 28/5 **Craft:** 1 Thorun Dartfighter Flight
Turn: 2/45° **Crew:** 32/6 **Special Rules:** None
Hull: 6 **Troops:** 6 **In Service:** 2230-2232

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Heavy Bolters	15	F	8	AP, Double Damage
Light Pulsars	8	F	5	—
Light Pulsars	8	A	5	—
Light Pulsars	8	P	5	—
Light Pulsars	8	S	5	—
Virus Bomb Racks	6	T	4	Orbital Bomb
Disruptor Torpedoes	20	F	6	AP, Double Damage, Slow-Loading



Rohric



Targrath

Targrath-class Strike Cruiser

Raid

The strike cruisers were the very last addition to the Dilgar war machine, stemming from the need for a faster ship, able to capture vital space lanes or potential territory ahead of assault by the main fleet. Traditionally, the Dilgar had fought slow but savagely bloody wars, advancing their borders like a meat grinder as assault ships, supported by fighters and light cruisers overwhelmed worlds in their path, one by one. Omelos' imminent destruction allowed the Dilgar no time for such gradual expansion and instead they were forced to race outwards in all directions, grabbing quite literally any territory. The faster strike cruisers allowed this, though the vessels still packed a considerable punch. The first such strike cruiser deployed was the Targrath, followed shortly thereafter by the heavier Tikrit.

Speed: 12 **Damage:** 32/6 **Craft:** None
Turn: 2/45° **Crew:** 34/6 **Special Rules:** Jump Point
Hull: 5 **Troops:** 4 **In Service:** 2230-2232

Weapon	Range	Arc	AD	Special
Bolters	10	F	12	AP, Double Damage
Energy Pulsars	10	A	4	Twin-Linked
Disruption Torpedoes	20	F	4	AP, Double Damage, Slow-Loading
Light Pulsars	8	T	6	—

Thorun Dartfighter (Wing)

Patrol

The sight of Dartfighter wings arrayed in their loose Pentacon formations came to be one of the most common sights of the Dilgar War – often preceding that other dread sight of massed assault ships slowly converging in a planet's orbit. Dartfighters are not exceptional craft by design, but the skill of their pilots makes them a wonder in combat. Combining the powerful support aspects of the Pentacon formation with the fighter's inherent agility and speed, Dilgar pilots specialise in mobbing an enemy, striking out at enemy vessels and drawing them into a dogfight whereupon the rest of the pilots in these highly-coordinated wings will instantly bring their weapons to bear as well.

Speed: 16 **Damage:** – **Craft:** – **Dogfighting:** +0
Turn: SM **Crew:** – **Special Rules:** Afterburner, Dodge 2+, Fighter
Hull: 4 **Troops:** – **In Service:** 2228-2232

Weapon	Range	Arc	AD	Special
Twin Bolt Cannon	2	T	1	Double Damage, Twin-Linked



**Thorun
Dartfighters**



Tikrit

Tikrit-class Heavy Cruiser

Battle

If the Dilgar questioned one aspect of their newly developed strike cruisers, it was their destructive force. They were not weak vessels by any means, but to the Dilgar, brute force is always better and so the heavy cruiser was developed, offering a mass of heavy bolters for only a modest reduction in speed. The Tikrit was, however, the last new ship ever deployed by the Dilgar (though rumours of two planned, if not built, further heavy cruisers persist) and it enjoyed only a few months of action before the Dilgar's eventual defeat. The Tikrit was, however, prized by the Dilgar and so despite its relative youth and short tenure, the ship was seen in considerable numbers during some of the bloodiest engagements of the war.

Speed: 10 **Damage:** 40/4 **Craft:** None
Turn: 1/45° **Crew:** 44/5 **Special Rules:** Jump Point
Hull: 6 **Troops:** 5 **In Service:** 2231-2232

Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	12	AP, Double Damage
Heavy Bolters	15	A	4	AP, Double Damage
Light Pulsars	8	T	8	–

Wahant-class Heavy Assault Ship

Battle

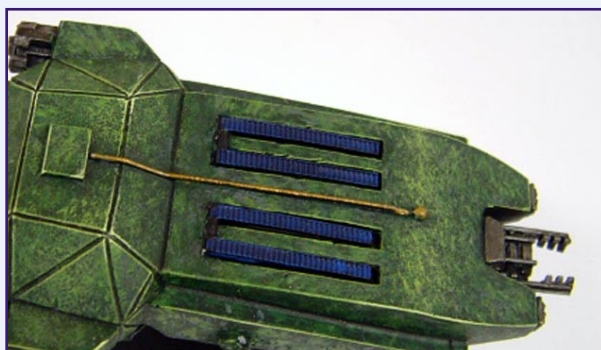
Assault ships have long formed part of the Dilgar fleet. Their lethal, ultra-destructive arsenal forms a key element of the Dilgar fleet. Assault ships are designed to subdue enemy worlds, or installations such as orbital stations. Often the Dilgar will decimate these targets simply to force the enemy into surrender, perhaps allowing the Dilgar to take hostages from those enemy fighters and civilians trying to flee the devastated world. Prior to the onset of the Dilgar War, the Dilgar seldom used assault ships for occupation and so the discovery that the Dilgar's home system was threatened by supernova called for a subtle change in tactics, resulting in the development of several new assault ship classes and the refitting of almost all the Wahants to the current configuration.

Speed: 4 **Damage:** 50/8 **Craft:** 2 Thorun Dartfighter Flights

Turn: 1/45° **Crew:** 56/8 **Special Rules:** Jump Point

Hull: 6 **Troops:** 8 **In Service:** 2211-2232

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Mass Driver	10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage
Light Pulsars	8	F	10	—
Light Pulsars	8	A	10	—
Light Pulsars	8	P	10	—
Light Pulsars	8	S	10	—
Virus Bomb Racks	6	T	6	Orbital Bomb
Disruptor Torpedoes	20	F	8	AP, Double Damage, Slow-Loading
Disruptor Torpedoes	20	A	8	AP, Double Damage, Slow-Loading
Heavy Bolters	15	F	10	AP, Double Damage, Slow-Loading



Wahant Hull Detail



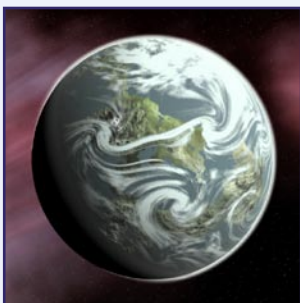
Wahant

Campaigns: Refits and Other Duties

Dilgar Imperium Fleets use the following tables for Refits and Other Duties when playing campaign games.

Dilgar Imperium Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If not, roll again. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	City Levellers: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Quick Loading Missiles: If the ship has disruptor torpedoes, it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its disruptor torpedo attack dice reduced by half, rounding up. If the ship has no torpedoes, roll again.
5	Mass Drivers: If the ship has Mass Drivers, add two AD. If not, the ship gains Mass Drivers, with 2AD, a range of 10, a forward fire arc and the traits AP, Mass Driver, Slow-Loading, Triple Damage.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 6 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score. Assault ships and dreadnoughts may not have this, and must roll again.
11	Extra Hanger: The ship immediately gains a hanger and a Thorun Dartfighter flight, regardless of whether it possesses one already or not.
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.



Omelos



Dilgar Imperium Duties

2d6	Other Duty
2	Their Presence Brings Death: The enemy are terrified by the Dilgar's unrivalled reputation for cruelty and desertions occurs. Pick one ship (or wing) of Skirmish or lower Priority level in the enemy fleet. This ship or wing may take no part in the battle whatsoever. Neither player receives Victory Points for it.
3	War Hero: A war hero takes command of the vessel – a highly decorated, even legendary leader. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Predations: The Dilgar destroy all they can and capture all they defeat leaving their enemies woefully short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
5	Captor: The ship's captain is an ally of the scientist Sah Bha'Tur and knows full well the many uses to which captured enemies can be put. Any Victory points earned by this ship (and this ship alone) for forcing an enemy ship to surrender are tripled.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on this ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Crucial Effort: The ship's mission is crucial to the greater war effort and so considerable resources are put behind it. The entire fleet immediately gains 2d6 RR points.
8	Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Terror Reigns: The Dilgar's motives for invasion are not yet clear and some races respond by retreating from the conflict, believing that if they do not attack the Dilgar will not attack them. Pick one enemy fleet. The chosen fleet may not attack any Strategic Targets held by the Dilgar in their next campaign turn.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Point available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Experimental Vessel: Behind the scenes, Dilgar scientists and engineers work endlessly to add new ships to the war effort. New, experimental classes are constantly in development, awaiting their launch. Your fleet is rewarded with one such experimental vessel. Your fleet may include up to one ship whose 'In Service' dates fall outside the date agreed for the game. The ship must be paid for in the normal manner.

CATALOGUE



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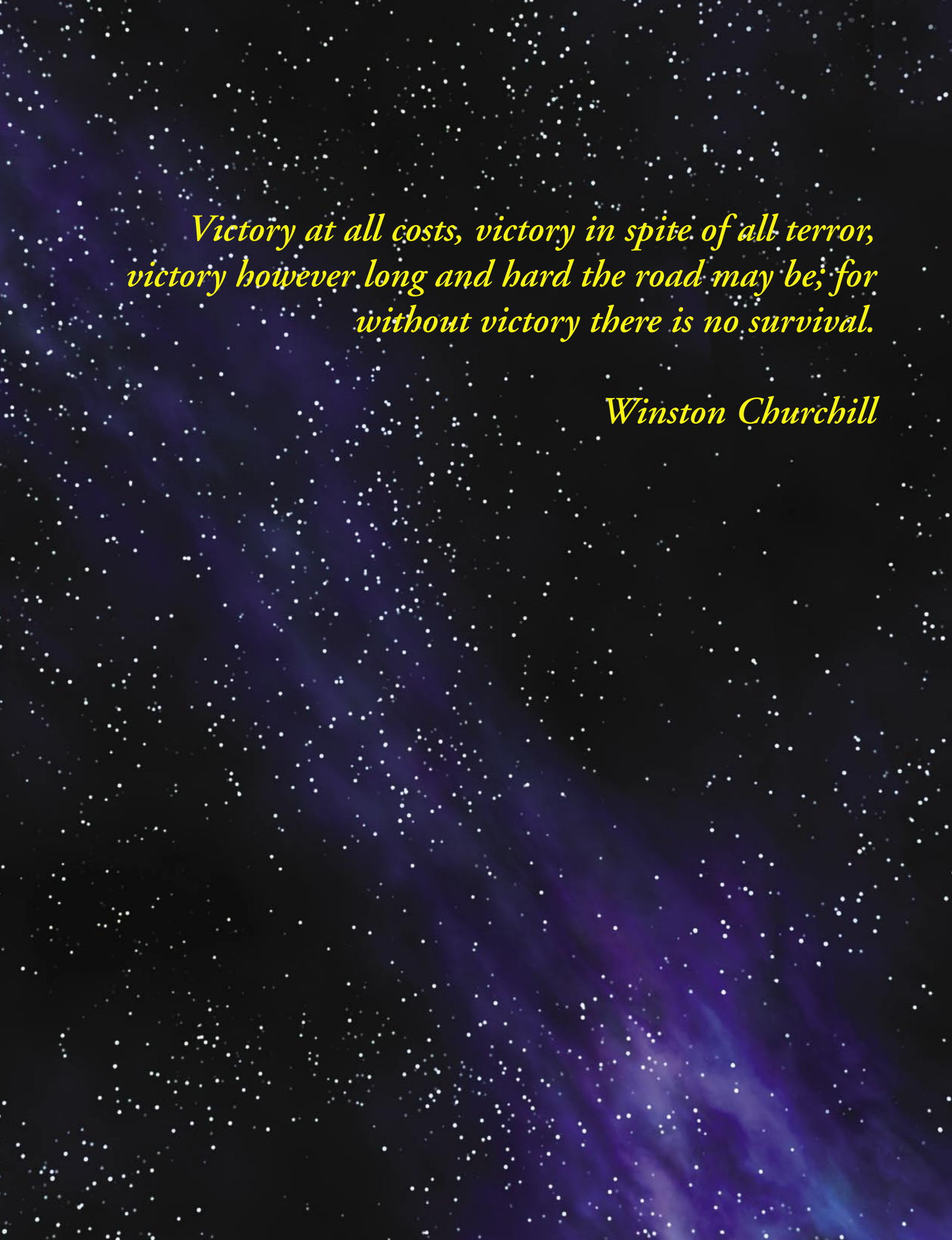
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*Victory at all costs, victory in spite of all terror,
victory however long and hard the road may be; for
without victory there is no survival.*

Winston Churchill

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Dilgar Imperium

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