

It follows than as certain as that night succeeds the day, that without a decisive naval force we can do nothing definitive, and with it, everything honorable and glorious.

George Washington



Sky Full of Stars

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A detailed LEGO Star Wars UCS Millennium Falcon is shown in a dynamic pose against a dark space background with stars and nebulae. The ship is constructed from grey, tan, and orange bricks. Various markings are visible on its hull, including 'CHURCH' on the upper right, 'ROA' on the left, and a large 'M' on the bottom left. A bright orange and yellow flame effect is visible near the top right. The ship is framed by a grey border with red lights and a small '3' in the top right corner.

PART I: RULES

INTRODUCTION

SINCE ITS RELEASE in the summer of 2004, the basic box set of *A Call to Arms* has grown, developed and gained a large number of devoted fans. With the help of the online community on the Mongoose web site forums, we have introduced new ships, rules and scenarios which were either released for free download on our web site or published in the three Rules Supplements. We have also finally released miniatures for all the ships in the game, bringing an entirely new dimension to the tabletop.

Sky Full of Stars is the culmination of all this work and has been heavily influenced by the fans of *A Call to Arms*. All the rules tweaks and additions you read here, all the revised ships in the advanced fleet lists and all the scenarios have been shaped by the comments made by the online community, after they had the chance to playtest each one, making *A Call to Arms* the most extensively playtested game released by Mongoose Publishing thus far.

This book also sets the scene for future developments of the game. Future supplements will bring new fleets into the game (such as the Drakh and Dilgar, both supported by new miniatures) and add new scenarios for you to practise your tactics, while others will look at specific conflicts in the Babylon 5 universe, such as the Earth/Minbari War.

Part One of *Sky Full of Stars* covers numerous rules tweaks and changes that have been suggested by the fans of the

game. This updates the first printing of the basic box set and the changes here have already been incorporated into the second and subsequent printings of the box. You can identify which box set you have immediately by looking on the top near the bar code. If there is a label there stating which printing it is, you have one of the updated box sets. If you just see the price and bar code, you have the first printing. Worry not though, as by using this book, you will have access to the very latest version of *A Call to Arms*.

Part One of *Sky Full of Stars* also introduces new advanced rules that will expand your games in many different directions. While each adds a degree of complexity to the game, none are essential – that is, none are required for every game you play. Instead, you will have the option of bringing these rules into your games as and when they are required. For example, not every game you play will feature a planetary assault but the rules are there when your Centauri need to give that Narn world a good pounding. At the same time, not every game will feature fleet carriers but the rules are there, ready and waiting, whenever you make that choice on your fleet list. The aim of these rules is to expand *A Call to Arms* in new directions and make it a much more comprehensive fleet battle game.

Part Two takes the lion's share of pages in *Sky Full of Stars*, providing advanced fleet lists for every race in the game. You will find new and revised ships as well as all new fleet rules that will change

the way you play each race. These fleet lists completely replace those in Book Two of the basic box set and should be used from now on.

Part Three provides you with a veritable fleet's worth of scenarios, both 'general' and historical, based on actual events in the Babylon 5 universe. Though I suspect that most players use campaigns for extended sessions of *A Call to Arms*, these scenarios will give you new things to try out in your games and extend your tactical capabilities.

Additionally, Part Three introduces a new set of advanced campaign rules to your games. Campaigns in *A Call to Arms* have proven very popular and seem to be the 'default' way of playing in clubs and among friends. These new rules provide a great deal more depth compared to those presented in Book One of the basic box set but will not take much longer to play through – as always, simplicity is a hallmark of *A Call to Arms*.

Throughout *Sky Full of Stars*, we have also included various bits and pieces designed to enhance the way you play the game and appreciate the setting behind Babylon 5. You will find background pieces on various battles, technologies and characters, as well as painting guides and the odd tactical hint.

Sky Full of Stars takes your games of *A Call to Arms* to the next level and sets the scene for some truly awesome conflicts in the galaxy.

RULES & UPDATES

THE FOLLOWING RULES are changes and updates to the first printing of *A Call to Arms* (see the Introduction for details on identifying which printing of the game you currently own). All subsequent printings of *A Call to Arms* already have these changes integrated into their rules sets.

All changes here are to be considered 'official' and should be used in preference to those presented in the first printing of the game.

Attack Phase

The following changes are made to the Attack Phase, detailed on pages 8–10 in Book One.

Attack Dice

For every successful hit on a target, roll 1d6 on the following table.

1d6	Effect
1	Bulkhead Hit: No damage.
2–5	Solid Hit: –1 Damage, –1 Crew to target ship
6	Critical Hit: As Solid Hit but also roll on the Critical Hit Location table.

This replaces the 2d6 table for resolving damage.

Vital Systems Critical Hits

Replace the table for resolving Critical Hits to Vital Systems with the one below.

1d6	Area	Damage	Crew	Effect
1	Bridge Hit	+0	+1	No Special Actions permitted
2	Engineering	+4	+3	Do Damage Control permitted
3	Weapons Control	+4	+4	No firing out of one random arc
4	Secondary Explosions	+1d6	+1d6	—
5	Reactor Implosion	+2d6	+4d6	—
6	Catastrophic Explosion	+4d6	+2d6	—

Resolving Random Fire Arcs

Two Critical Hits (on the Weapons and Vital Systems tables) will stop a ship from firing out of one random arc. Up to now, we have left this to players to resolve from themselves but we have been using a system here in our office campaigns that is quick to use and can quickly end any disputes.

When your ship suffers from one of these critical hits, simply consult your ship's entry in the fleet lists. From the top of the weapon descriptions, count down all the unique fire arcs (Turret and Boresight arcs count for this!). The Earth Alliance Olympus is a good example – reading from top to bottom it has Turret, Fore, Port and Starboard arcs. Roll one dice and count downwards for every unique arc. For example, in the case of the Olympus, a roll of 1 would result in the Turret arc being knocked out, a 2 the Fore weapons, a 3 the Port weapons and a 4 the Starboard weapons. Rolls of 5 or 6 should be re-rolled.

Ships such as the Hyperion are even easier to work out – if you look carefully, you will see that it has six possible fire arcs, meaning that you will not have to roll dice again if you roll too high.

Note that some ships (notably those of the Drazi) have just one fire arc and so will lose all weapons on these Critical Hits – this is an intentional and built in weakness!

Dogfights

Auxiliary Craft now use the Advanced Auxiliary Craft rules found on page 10.

End Phase

The following changes are made to the End Phase, detailed on page 11 in Book One.

Damage Control

Critical Hits are now repaired with a Crew Quality check needing a 9 or more.

Special Actions

The following changes are made to Special Actions, detailed on pages 12–14 in Book One.

All Hands to Deck!

The Crew Quality check for this Special Action is now 9.

All Stop!

No turns may be made while performing All Stop!

Come About!

The Crew Quality check for this Special Action is now 9.

Run Silent!

The Crew Quality check for this Special Action is now 10.

Special Traits

The following changes are made to Special Traits, detailed on pages 15–16 in Book One.

Adaptive Armour

Adaptive Armour will now halve hits on both Damage and Crew. An attack is defined as the Attack Dice rolled by a single weapons system (the Heavy Pulse Cannon and Heavy Laser Cannon of an Earth Alliance Omega would therefore count as two separate attacks).

Interceptors X

Interceptors may not be used against weapons with the Beam, Mini-Beam or Energy Mine traits. In addition, they may not be used against exploding ships or opening Jump Points.

Self-Repairing X

The ship will regain a number of Damage Points equal to the score listed after the Self-Repairing trait.

Energy Mine

Weapons with this trait will now ignore Interceptors but suffer a -1 penalty to all rolls made on the Attack Dice table (meaning that they cannot inflict critical hits). As a clarification, Energy Mine weapons cannot split fire to create multiple area effects.

Precise

Grants a +1 bonus to all rolls made on the Attack Dice table.

Advanced Rules

The following changes are made to Advanced Rules, detailed on pages 17–21 in Book One.

Auxiliary Craft

These rules are now replaced by the Advanced Auxiliary Craft rules found on page 10.

Squadrons

You may choose to break a squadron apart at any time by simply declaring your intentions during the Movement Phase and moving your ships so they end up more than 6" apart. You may choose to break off just one ship in this manner, leaving the rest of the squadron intact.

Stellar Debris

Unless otherwise stated, you can a) target a ship in the same Stellar Debris you are in and b) not target a ship if it cannot target you because of Stellar Debris.

Tactical Withdrawals

Once a ship leaves the battle by exiting through a jump point or jumpgate, it may not return and counts as performing a tactical withdrawal.

Victory Point Calculation

The following method is now used for calculating Victory Points (VP).

Destroying an enemy ship: Gain VP equal to the value detailed on the table below.

Difference in Priority Level of Ship and Scenario	Victory Points
Ship is same as Priority Level of scenario	10
Ship is one Priority Level higher than scenario	20
Ship is two Priority Levels higher than scenario	30
Ship is one Priority Level lower than scenario	5
Ship is two Priority Levels lower than scenario	3
Ship is three Priority Levels lower than scenario	2
Ship is four Priority Levels lower than scenario	1

Forcing an enemy ship to surrender: Gain VP equal to double the value listed on the table above. The ship must still be in a surrendered state at the end of the battle for these points to be gained.

For each enemy ship that executes a Tactical Withdrawal: Gain VP equal to one-quarter of the ship's value on the table above, rounding up. You will gain 1 VP for every four Auxiliary Craft (or part of) that make a Tactical Withdrawal.

For each ship that is Crippled or reduced to a Skeleton Crew: Gain VP equal to one-quarter of the ship's value on the table above, rounding up.

For Holding Ground: If you have at least one ship or Auxiliary Craft on the table but your opponent does not, gain 5 VP. This does not apply in Blockade, Convoy Duty and Flee to Jump Gate scenarios.

Auxiliary Craft & VP's: Auxiliary craft included in a game as the onboard complement of fighters for a capital ship do not give VP's for being destroyed – the VP's awarded for the mothership factor in the fighters already. For every wing or part thereof of auxiliary craft destroyed that was bought for a fleet separately from any carrier, VP's are awarded as for destroying a ship of the same Priority Level as the auxiliary craft wing. For example, if an Earth Alliance player bought 18 Starfuries for his fleet as 6 Starfury wings and during the game his opponent destroyed 11 of those, the opponent would be awarded VP's as if he had destroyed 4 Patrol-level ships.

TRAITS & SPECIAL ACTIONS

THE NEW FLEEC lists in this book introduce a number of new traits for both ships and weapons that are needed to handle all the new and wonderful technologies you can now use. These new traits are all listed here, though some also involve more advanced rules that are found further within this part of the book.

Ship Traits

The following new traits are used by ships in *A Call to Arms*.

Atmospheric: Though most auxiliary craft are designed purely for combat in space, a few are capable of entering an atmosphere and making attacks on ground targets. See Planetary Assaults on page 15 for more details.

Breaching Pod: These are large Auxiliary Craft designed to carry troops to enemy ships and space stations and force an entry straight through the hull. The Breaching Pod counts as if it had the Fighter trait. However, it will automatically lose any Dogfight and cannot be used in planetary assaults (see page 15). Each Breaching Pod carries one Troop. If the Breaching Pod moves into base contact with a ship or space station, the Troop it carries will fight first in the boarding action (see page 20).

Command +X: A ship with this trait is equipped with advanced communications systems and is usually crewed by high-ranking officers who use it as a flagship, dictating the actions of an entire fleet. So long as the ship is on the table and not Crippled or reduced to a Skeleton Crew, the owning player gains an extra bonus to his Initiative

rolls equal to the Command score in the ship's description. This is not cumulative and may not be added to the bonus granted by other ships with the Command trait.

Defence Network X: The Defence Network score of a space station represents the banks of close-range antifighter weaponry that it carries for fending off fighter waves. The Defence Network score represents a 'pool' of dice that a player can assign for use against auxiliary craft. As well as firing normally using the Targets trait, the space station can fire on auxiliary craft using its Defence Network, effectively a Turret-mounted weapon system with a 4" range and the antifighter trait. It can target a number of auxiliary craft up to its Defence Network score, attacking each with 1AD.

Fleet Carrier: The ship is not a mere carrier of auxiliary craft – it is the centre of an entire fleet, providing support for countless other ships. A fleet carrier may always deploy two flights before the start of a battle.

In addition, so long as the fleet carrier remains on the table, every auxiliary craft flight in the fleet is granted a +1 bonus to its Dogfight dice, giving them a slight edge in combat, as ranks of fighter controllers on board give them detailed and explicit instructions when engaging the enemy.

Finally, whenever you remove an auxiliary craft counter within 30" of your fleet carrier, roll one dice. On a 5 or 6, the flight was not completely destroyed and managed to struggle back to the fleet carrier. It will be available next turn for launch, completely revitalised

and ready for battle. If an enemy ship (not auxiliary craft counter) was within 4" of the counter when it was removed or if it was removed during a dogfight, apply a -1 penalty to this dice roll. A +1 bonus to the roll is granted if the flight was within 10" of the fleet carrier. If you roll lower than this, the flight is completely destroyed or scattered and will not reappear.

A fleet carrier may only repair and replenish craft that it could normally carry, so it will be unable to use this special ability on craft from allied fleets.

The effects of this trait are lost once the fleet carrier becomes Crippled or goes down to a Skeleton Crew.

Scout: This ship has been designed specifically for gathering intelligence on enemy fleets and relaying it back to friendly ships. The presence of just one scout ship can therefore make an entire fleet fight far more effectively. A ship with the Scout trait can perform a number of duties during a battle.

So long as you have more ships with the Scout trait than the enemy fleet, you may re-roll Initiative for both setting up and the first turn, so long as the scenario allows these rolls in the first place.

So long as it is within 24" of a ship with the Stealth trait, it may make a Crew Quality check at the start of the Attack Phase. If it rolls an 8 or more, the target ship will have its Stealth score reduced by one for the remainder of the turn. This ability cannot affect a target more than once in a turn, so the Stealth score can only ever be reduced by one.

Instead of reducing the target's Stealth score, the scout ship may try to redirect attacks aimed against the enemy ship. Make a Crew Quality check. If the result is 9 or more, you may choose any one weapon system on any ship attacking the enemy target. You may re-roll all Attack Dice for that weapon system that fail to hit the target.

Neither of the above abilities can be used if the scout ship is using a Special Action this turn.

Shuttles X: Ships designed for planetary assaults carry many shuttles or have some other method of transporting large numbers of troops quickly and safely to the surface of a world. The Shuttles score of a ship shows how many Troops it can land on a planet in one turn. See Planetary Assaults on page 15 for more details.

Space Station: These are huge structures, outposts and military stations designed to provide a permanent presence in space for their builders. The full rules for Space Stations can be found on page 13.

Targets X: The Targets score of a space station is the maximum

number of targets it can engage with its weapons in each turn. If more than one target is in range, then the space station may attack each available target, up to its Targets maximum, once with each of its listed weapon systems.

Special Actions

This supplement is designed to expand your games of *A Call to Arms* and bring new options to the tabletop. The new Special Actions presented here will add a couple of new tactics to the arsenal of your fleets should you be in a position to use them effectively.

The following new Special Actions may be used by ships in *A Call to Arms*.

All Stop & Pivot!

Crew Quality Check: Automatic

Effect: So long as the ship used the All Stop! Special Action in its last turn, you may use All Stop and Pivot! in its current turn. The ship may not be moved any distance and it may not attack any target. You may turn the ship any amount, in any direction.

Launch Breaching Pods & Shuttles!

Crew Quality Check: Automatic

Effect: Using this Special Action, you may use any and all Troops on board your ship to launch a boarding action on a nearby enemy ship. No one may attack the ship you are targeting for the boarding action in the following Attack Phase and the ship must be within 4" of your own. In addition, the enemy ship must be stationary, either through damage suffered, inherent immobility or the All Stop! and All Stop and Pivot! Special Actions. If all these conditions are met, a boarding action may be launched in the Attack Phase of this turn. See page 20 for the full rules on conducting boarding actions.

Scramble! Scramble!

Crew Quality Check: 7

Effect: Using this Special Action, the ship can launch two flights of auxiliary craft at the end of its movement. If the ship has the Carrier trait, it may launch one more flight than normal. Note that this is an exception to the normal rule that a ship cannot launch auxiliary craft if it uses a Special Action.

ADVANCED AUXILIARY CRAFT

THE FIGHTERS in Babylon 5, from the lethal Nial to the solid Thunderbolt, often played an intrinsic tactical part in battles of the TV series, even within huge fleet engagements. The following rules are designed to force more tactical choices onto players who enjoy using them in large numbers.

Deployment

A ship may only deploy one flight before the start of a battle. This is optional and represents a patrolling flight being used to safeguard the ship while in hostile territory, a fairly normal procedure. The one exception to this is during the Ambush scenario, where the attacker is free to deploy all of his fighters before the start of the battle.

When a flight is launched from a ship, it is now placed touching the counter or base of the ship rather than within 3". Equally, for a ship to recover a flight of auxiliary craft, the flight must be touching its counter or base.

Wings bought separately may be deployed outside of ships as normal.

Movement Phase

As stated in Book One of *A Call to Arms*, all auxiliary craft are moved after every ship on the table has been moved. The player who won the Initiative in the current turn chooses whether to move all his auxiliary craft first or force his opponent to do so. Every auxiliary craft in the fleet is moved at the same time.

As you will soon see, the player who has the Initiative must now choose between seeing what his opponent's intentions are and being able to strike first without getting caught up in a dogfight.

Attack Phase

Every auxiliary craft in your fleet will attack at the same time, after every ship on the table has had a chance to attack. The player who won the Initiative will attack with all of his auxiliary craft first, followed by the player who lost the Initiative.

In this way, every auxiliary craft will attack at the same time, no matter where on the table they are. Simply nominate targets for each flight of auxiliary craft and then resolve their attacks, as if you were nominating targets for a ship's weapon systems against different targets.

If you decide to attack an auxiliary craft flight or ship with your own flight, resolve the attack as described in Book One. You will make an ordinary attack and targets will receive any Dodge applicable. However, if you are in base contact with an enemy flight, then you are considered to be engaged in a dogfight – see the rules below.

Dogfighting

When auxiliary craft launch their normal attacks, they are considered to be engaging at long ranges. This is why other auxiliary craft still retain their Dodge trait against such attacks – at these ranges, they are fairly easy to avoid for a trained fighter pilot. If you want to ensure the job is done right, you

must close range and start dogfighting! These rules replace the Dogfighting rules detailed on p9 of Book One.

Moving into a Dogfight

Once you move a flight into base contact with an enemy flight of auxiliary craft, you are considered to be dogfighting and will then follow these rules. Auxiliary craft may only conduct dogfights against other flights, not ships.

A dogfight develops automatically by one flight moving into base contact with another and neither may move until the enemy has been destroyed – this is why it can be very important to retain the Initiative when moving your fighters.

Firing into Dogfights

Dogfighting flights may not be fired upon by either side for fear of hitting their own fighters. However, in multiplayer games, it is quite possible that two or more sides will be engaged in a dogfight and another force will be quite ready to fire into the melee if none of its own fighters are present. In this case, you must randomise each Attack Dice used in an attack against the dogfight.

In practice, this can simply be done by rolling the number of Attack Dice you plan to use and then separating the dice. All dice that score 1-3 will be the Attack Dice used against Fleet A, while all those that score 4-6 are the Attack Dice targeted at Fleet B. Attacks are

then resolved normally against both sides. In the unlikely event that three separate fleets are engaged in the dogfight, the Attack Dice can be split by rolling 1-2 for Fleet A, 3-4 for Fleet B and 5-6 for Fleet C.

Dogfight Score

Every flight of auxiliary craft in *A Call to Arms* now has a new characteristic – a Dogfight score. This is a reflection of the raw potential of a fighter and its potential to manoeuvre into an advantageous position. The Dogfight scores of all auxiliary craft can be found in the fleet lists in Part Three.

Resolving a Dogfight

You resolve all dogfights your flights are involved in when you nominate your auxiliary craft to attack in the Attack Phase.

When two opposing flights engage in a dogfight, both players roll one dice and add the Dogfight score and the Crew Quality of their flight. Note that the Stealth trait never applies in dogfights – the combatants are far too close for stealth systems to have any real effect.

You may add +1 to your dice roll for every extra flight you have in base contact with the enemy flight you are targeting. Flights may support any number of dogfights in this manner but they may never conduct a dogfight against a flight they have already helped support against. Other than this, it is up to you how you arrange your dogfights for best advantage!

The player who scores the highest will win the dogfight and destroy the enemy flight automatically. If the scores are equal, then all flights will be locked together and may not move until another dogfight has been fought and won.

You may only destroy one enemy flight during each dogfight, no matter how many are arrayed against you.

In general, each flight will only fight one dogfight in each turn. However, it is possible for a flight to fight twice. For example, two flights may dogfight when one player nominates his auxiliary craft during the Attack Phase, reach a draw, and therefore be locked in combat. When the other player nominates his auxiliary craft to attack, the two flights must dogfight once more. By the same token, if a flight is attacked by multiple enemies and wins, it will still have at least one enemy flight in base contact when auxiliary craft are nominated again in the turn.

Supporting Ships

Up till now, you will have been using your fighters to conduct lightning raids on enemy ships and screen enemy fighters at great distances from your fleet. However, fighters are also adept at providing close up support for larger ships and in this duty, they can prove invaluable.

A flight may be moved onto the base of a friendly ship that is within range of its movement at any time. When this happens, the flight is considered to be supporting the ship and will then be automatically moved whenever the ship moves. Flights may also be placed on the base of a ship to support it before the start of the battle. A maximum of four flights may support a ship in this way, regardless of its actual size. Note, however, that if the ship moves further in a turn than a flight's Speed, the flight will be left behind.

Whenever an enemy flight attacks the ship, the supporting flight is immediately moved into base contact with the enemy and a dogfight resolved immediately. A supporting flight may only do this once per turn but any number of supporting flights may be used to engage an enemy flight.

Whatever the result, the enemy flight may not attack the original target ship

if it is intercepted in this way. If the defending flights survive the dogfight, they are returned to the base of the ship they were protecting.

Fighters can also be used to support other auxiliary craft. This works very similarly to a flight supporting a ship, except that the maximum number of flights that can support a flight of auxiliary craft is one. Whenever an enemy flight attacks or attempts to dogfight the auxiliary craft, the supporting flight is immediately moved into base contact with the enemy and a dogfight resolved immediately. A supporting flight may only do this once per turn. The supported flight does not engage in the dogfight.

This rule includes the case where a supported flight attacks a supported target. The two supporting flights dogfight while the supported flight attacks the target as normal.

Fighter Special Actions

The rules in Book One of *A Call to Arms* state that auxiliary craft may not perform any Special Actions. This is because the Special Actions listed in Book One are designed for use with ships that have huge crews and awesome power systems. Presented here are three Special Actions flights of auxiliary craft may attempt when using these Advanced rules.

Activate Jump Gate!

A flight may activate a jump gate in the same way as a ship can. However, it cannot activate an enemy controlled jump gate (those needing a Crew Quality check to activate) as these small craft lack the technical facilities to hack into the complex computer systems that control the jump gates.

All Power to Engines!

A fighter may only use All Power to Engines! if it has the Afterburner trait. It may only use its Afterburner once in a battle and will only add +50% to its Speed for the turn in which it is used. However, it may make any amount of turns while it uses the Afterburner.

Scanners to Full!

Auxiliary craft may be used to aid larger vessels to gain a lock-on to Stealth capable targets. While fighters are generally small and often ignored on the battlefield, this is a very dangerous role and only the bravest pilots generally attempt it – they will likely be well within the range of any anti-fighter weapons the target possesses.

A flight within 4" of an enemy ship with the Stealth trait may attempt this action. Scanners to Full! is performed at the end of the Movement Phase before any attacks are nominated. The flight may not attack in the same turn, nor may it be in base contact with an enemy flight.

A Crew Quality check is made with a target number of 9. You may add a +1 bonus to this roll for every other friendly flight within 6" of the target that is also performing this action. If successful, the Stealth score of the target is reduced by one for the rest of the turn.

Each flight attempting this action may either make the Crew Quality check or add the bonus. It may not attempt both.

Campaigns

It may not be obvious, but replacement flights can be bought in a campaign from the fleet list. For example, if an Earth Alliance fleet lost three Starfury flights in a recent battle, it could spend 5 RR points and purchase a complete wing of three Starfuries (a normal Patrol level choice). These Starfuries are then split between the ships that suffered losses to their auxiliary craft.

Any 'spare' flights (there is one spare flight of Starfuries in the example above) are noted on the fleet roster to be used as replacements for ships or wings that lose flights in the future.

Flights never gain experience and use the same Crew Quality as their parent ships or that generated for them when first purchased.

FORTRESSES OF LIGHT

SPACE STATIONS ARE huge constructions that can take over a year to build and potentially house thousands of inhabitants when complete. The most famous of these is the Babylon 5 diplomatic station itself, a central hub for dozens of races in the Epsilon Eridani system.

Book Two of *A Call to Arms* contains two free-floating installations, the Orbital Defence Satellite and the Spacedocks. Using the Immobile trait, such installations (and you can design your own ones for special scenarios and the like!) can be fairly represented in the game as ships that simply do not move. These structures represent ship-sized objects, manned or automated, that are at least comparable to the larger warships of the game such as the Octurion and Explorer.

Actual space stations, as defined by these rules are much, much larger, dwarfing the greatest ships by at least an order of magnitude and usually more. Babylon 5, for example, massed a quarter of a million tons and was nearly five miles long, dwarfing all but the largest ships of even the Ancients. To use these great stations in *A Call to Arms*, some special rules are required.

Fleet Lists & Scenarios

Space stations may be used in one of two ways. Either they will appear in a scenario (such as Severed Dreams, featured on page 179) where you will be told how their deployment affects each fleet, or you may include them in a standard battle. If you do the

latter, however, you may only ever use one space station. In addition, it is considered good manners to inform your opponent that you will be using a space station, as it is very unlikely that even the worst scout could possibly hope to miss something that size!

Space stations may be deployed anywhere in a player's deployment zone at the start of a scenario. It may never be moved or turned once in place.

Launching Attacks

Many space stations have an impressive list of weaponry in their descriptions but this covers a small fraction of the total hardware mounted across their hulls. Instead, what is listed are the weapons a space station can typically direct against one specific target. Space stations have a new trait, Targets, detailed on p9.

All weapons on a space station are considered to be Turret mounted and thus there are no 'blind spots' from which an enemy ship can approach.

Defence Networks & Auxiliary Craft

Flights of auxiliary craft may not be targeted by normal space station weapons systems. These primary weapon systems are not calibrated to attack fast-moving targets so close to the station's superstructure. Instead, space stations rely on defence networks of antfighter systems to defend themselves from auxiliary craft. All space stations have a new trait, Defence Network, detailed on page 8.

Attacking a Space Station

Because space stations are so large and mass so many thousands of tons, they cannot actually be destroyed during a battle. An entire fleet can try to pound a space station to molten slag but there will always be some part of the superstructure that remains relatively intact and functional, while deep inside hundreds, perhaps thousands of crew members may be safely ensconced within armoured shelters. It would take a demolition crew several weeks, at best, to completely dismantle a typical space station.

A space station can, however, be rendered inoperable and this is really the best an attacker can hope for when launching an assault. By pouring continuous fire into a space station, the attacker can slowly degrade its ability to defend itself until it is all but defenceless and a surrender can be forced.

Space stations therefore follow these special rules when attacked:

- 5 Every successful attack on a space station that beats its Hull score will cause damage, without the need to roll on the normal Attack Dice table. Instead, roll on the Space Station Attack Dice table below.

1d6 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: 1d6 + 6 points of Damage |

- 5 All Damage is multiplied by Double and Triple Damage weapons as usual. Note that Precise weapons still add a bonus of +1 to rolls on this table and thus they are the only weapons that can score a critical hit.
- 5 Space stations have no effective Crew score, as they usually have far more personnel on board than warships who can readily cover one another's duties, from different parts of the station, if necessary.
- 5 A space station never performs Damage Control.
- 5 Constant attacks on a space station will degrade its performance over time. Every space station has three scores listed for Damage, effectively giving it two thresholds instead of the normal one for ships. A ship taken to its first threshold is said to be Heavily Damaged. A ship taken to its second damage threshold is said to be Crippled.
- 5 A space station that is reduced to zero damage has been rendered inoperable and may not take any further action in the game. The counter is left in place, however, as it hangs silently in space.
- 5 Space stations are massive structures and will block lines of sight between enemy ships. If any line of sight between two fighting ships passes within 1" of the station's centre point, then the line of sight is blocked and the ships may not launch attacks on one another.

Thresholds

When a space station passes each damage threshold, it becomes Heavily Damaged and then Crippled. Every time a space station passes a threshold, roll one dice for every Special Trait other than Space Station, Immobile, Interceptors and Defence Network. On a four or more, the trait is destroyed. Every time a station passes a damage threshold, the

number of available Interceptors and Defence Networks is halved, rounding down. Additionally, every time a station passes a damage threshold it has its Targets number reduced by one, to a minimum of zero.

Interceptors

When mounted on a space station, Interceptors can be fitted in huge numbers that, on the face of it, can make a space station seem almost invulnerable. However, it is still possible to overwhelm them with a dedicated series of attacks.

The Interceptor score a space station has represents a 'pool' of dice that a player can use to defend against a number of attacks. When an attack is announced by an enemy ship, the space station's player must nominate how many Interceptor dice he is using to defend against all the weapon systems the ship will be employing. These are then rolled as normal, using the Interceptor rules on p15 of Book One. All Interceptor dice used against the attacks of this enemy ship are discarded until the beginning of next turn. This means a station's player can moderate the Interceptor dice he uses, pulling them away from small 'nuisance' attacks and concentrating them against the weapons that will really hurt.

A cautious station commander can block multiple light attacks for a very long time. However, a determined attacker with a heavily armed ship still retains the ability to blast through a station's defences, leaving it wide open to attack from other ships.

Special Actions

A space station never uses Special Actions. In effect, the Special Actions are already built into the damage and attack rules for space stations and while you can be sure that the station commander is indeed ordering the concentration of firepower and for blast doors to be closed - this has already

been taken into account in the way the rules work for space stations.

Crew Quality

A space station's crew is immense and, no matter how good the command crew, the law of averages will always come into effect when dealing with thousands of people. Therefore, a space station's Crew Quality, if it is ever needed, is always Military-Grade (4).

Campaigns

Players are also free to use space stations in their campaigns but it is recommended that they choose one Strategic Target for their space station and then have it effectively left there as a home base for the duration of the campaign. If the target is subsequently lost, then whoever takes over the target also gains the space station - a drawback to be sure but it will certainly motivate players to launch a counterattack!

Space stations can never earn experience dice. If a fleet renders a space station inoperable, the ship that reduced it to zero damage gains experience dice as normal for defeating a target of the appropriate Priority Level. However, every other ship in the fleet will also gain a bonus of one experience die in recognition of their heroic action.

Space stations are repaired as normal in campaign games but each RR point expended to fix a space station will repair ten points of damage rather than five. Beware though, this still makes space stations a very expensive luxury to maintain!

A space station may be purchased during a campaign for twice the normal number of RR points for a vessel of its Priority Level, and is then placed at one specific Strategic Target owned by the player. As stated above, once the Strategic Target is lost, ownership of the station is transferred to the other player.

PLANETARY ASSAULTS

UP TO NOW, we have concentrated on various aspects of space combat in *A Call to Arms*. However, it is only natural that players will want to portray the kind of action on their tabletops that saw the Centauri pound the Narn homeworld into ruin or the various League fleets launch a devastating attack on Centauri Prime itself. Here we will show you how to bring the weapons of your fleet to bear on inhabited worlds...

You can use the Planetary Assault scenario to bring an enemy world to heel or you may like to devise your own scenarios – either way, the rules here are used to launch your attack.

Planetary Defences

The size and complexity of a planet's main defences will vary depending on the Priority Level of the scenario. A Patrol level game will represent an attack on a small listening outpost on a deserted world, whereas a War level game might depict a full blown assault on an enemy's homeworld.

Planetary targets have two characteristics – Emplacements and Troops, and both must be destroyed for the mission to be considered a success. The Emplacement and Troops scores will reflect the Priority Level of the scenario as shown below.

Priority Level	Emplacements	Troops
Patrol	5	4
Skirmish	10	8
Raid	20	16
Battle	40	32
War	60	48

In addition to these strongpoints on the planet's surface, the defender will also have a number of orbital defences that start the game anywhere in the planet's gravity well. In your own scenarios, you are free to vary the number of defences but the table below should be used as a guide. These defences are free and do not take up any of the defender's Fleet Allocation Points. Rules for orbital defence satellites are given at the end of this chapter.

Priority Level	Patrol Boats	Orbital Defence Satellites
Patrol	2	—
Skirmish	3	1
Raid	4	2
Battle	6	3
War	10	5

These, then, are what the defending fleet will have to face an aggressor on its way to pound them back into the Stone Age. Note that planetside defences such as huge lasers and mighty missile silos tend not to exist in Babylon 5 and should only be used in special scenarios reflecting some very unusual locations (such as the Great Machine on Epsilon Eridani).

Attackers

After the attacker breaks through the orbital defences (which is done using the normal rules for *A Call to Arms*), he must then concentrate on the planet's own Emplacements and Troops. Emplacements can be bombarded from orbit but Troops must be pacified either by atmospheric craft or, better yet, landing forces of your own.

Attacking Emplacements

In order to launch an attack on Emplacements, a ship must be in Low Orbit – that is, within half the distance of the gravity well and either orbiting or holding position (using the All Stop! action). Orbiting ships may use all weapons in any one fire arc against planetary targets while ships holding position may only use the fire arc that is facing towards the planet. Either way, they may choose to attack the planet or space-based targets as normal. They may not do both in the same turn. They may also not perform the Concentrate All Firepower! action while attacking planetary targets.

In addition, only certain weapons may be used to attack planetary targets. The following weapons may not be used to attack such targets.

All Antimatter and Antiproton weapons except Shredders and Torpedoes
 All Fusion weapons
 All Graviton and Gravitic weapons
 All Particle weapons except Cutters and Cannon
 All Plasma weapons
 Burst Beams
 Discharge Guns
 Laser/Pulse Arrays
 Light and Medium Pulse Cannon
 Molecular Disruptors and Pulsars
 Phasing Pulse Cannon

Auxiliary craft may not attack Emplacements. However, as you will see, they have their uses against Troops.

Once a ship has moved into position, it may attack any and all Emplacements on the planet. Roll to attack as normal – the Emplacements have a Hull score of 6. Each successful strike will destroy one Emplacement, while Double and Triple Damage weapons will destroy 2 and 3 Emplacements respectively.

Whenever an Emplacement is destroyed, roll an extra dice. On the roll of a 6, one Troop on the planet's surface has been destroyed as well.

Attacking Troops

Actually destroying ground-based troops from space is exceedingly difficult and while sustained bombardment will inevitably cause some casualties, sooner or later the attacker is going to have to deploy his own ground forces if he wants to actually conquer the planet.

All ships carry some form of ground trooper or marine. These are typically used as security forces on board the ship, to repel boarding actions and forming away teams when missions require planetside operations. However, in war they are sometimes used as frontline ground assault forces. All ships carry a number of Troops, as shown in their descriptions in Part Three.

Troops may be deployed when a ship is in Low Orbit, as if it were going to attack Emplacements. The ship may not attack Emplacements and deploy troops in the same turn. It assumed the ship will have enough shuttles to deploy one Troop every turn, unless it has the Shuttles trait (see page 9).

In the End Phase of every turn, attacking Troops that have landed on the planet will fight the defending Troops already present. The attacking Troops go first, rolling one dice for

Centauri Mass Drivers

While mass drivers, huge weapons capable of hurling asteroids down onto cities and military outposts, have been banned by treaty throughout the galaxy, it was the Centauri who were willing to break the agreements first during their war with the Narn. Mass drivers have the following characteristics.

Weapon	Range	Arc	AD	Special
Mass Driver	10	F	8	AP, Slow-Loading, Triple Damage

Any Primus can be freely given a single mass driver by losing 5 AD from its forward facing twin particle array. Any Octurion may be freely given two mass drivers by losing 8 AD from its forward facing twin particle array.

Mass drivers may only be used against planetary targets and ships that are Immobile or have not moved during the turn in which the mass driver is used.

every Troop currently on the planet. On the roll of a 5 or more, an enemy Troop is destroyed. After the attacking Troops have made their assault, the surviving defending Troops then attack in the same manner.

So long as there are more Emplacements than defending Troops, the defenders will gain a +1 bonus to this roll.

Troop Carriers

Some ships are specialised in both carrying and delivering troops into the heart of an assault. The fleet lists shows which ships these are, how many Troops they carry and how many Shuttles they can use to deploy them in each turn.

Auxiliary Craft

Fighters and other light craft capable of atmospheric flight are invaluable in a planetary assault, as they can quickly travel from point to point across the planet, lending their firepower to where their own troops need it most.

Auxiliary craft with the Atmospheric trait may be used to attack enemy Troops on the planet.

To engage targets planetside, the auxiliary craft must be placed on the planet itself. When it is to be moved, an auxiliary craft on the planet may choose to either dogfight one enemy fighter also on the planet (and thus stop it attacking friendly Troops) or attack enemy Troops.

Dogfights between auxiliary craft are conducted normally. To attack Troops, the auxiliary craft simply makes its attacks as normal. Any attacks that roll a 5 or more will destroy one enemy Troop. Special Traits for weapons are not applied when attacking Troops.

Thunderbolts

The Earth Alliance Thunderbolt is an exceptional fighter that was developed with ground assaults in mind. It may attack Troops with its gatling pulse cannon as normal. However, it may instead use its missile rack to attack Emplacements – roll for its attacks as normal.

Shadows & Vorlons

The Old Ones have no specialised assault forces and, it can be argued,

they have little need of them. Shadow fleets use their Shadow Clouds to attack enemy-held planets. Vorlon fleets will never engage in a Planetary Assault of this nature, as they have their own methods of dealing with troublesome worlds.

Vorlon and Shadow held worlds may never be attacked by using a planetary

assault – the ancient defences these races have makes the prospect of direct invasion akin to suicide.

Winning the Planet

Once the defender's Troops have been reduced to 0, the attacker has conquered the planet and, likely, has

won the scenario. Note that once all Emplacements have been destroyed, the attacker has to send Troops and auxiliary craft down to the planet's surface in order to engage the enemy. He cannot attack Troops directly from orbit, as once their Emplacements have been destroyed, the Troops will scatter and effectively begin fighting a guerrilla war on their homeworld.

Orbital Defence Satellites

These are a variety of different orbital defence satellites employed by the various powers of the galaxy.

Abbai Matriarchy

Alanti Defence Satellite

In Service: 2230+

The Abbai favour unmanned orbital satellites such as the Alanti for the defence of their worlds and assets. The combination of a combat laser and quad particle arrays gives the Alanti an acceptable level of firepower for dealing with attacking craft, especially when fielded in large enough numbers.

Hull: 4

Crew: –

Craft: None

Damage: 10/3

Troops: –

Special Rules: Immobile, Interceptors 4

Weapon	Range	Arc	AD	Special
Combat Laser	12	T	2	AP, Beam, Precise
Quad Particle Array	8	T	4	Twin-Linked

Brakiri Syndicracy

Tokrana Orbital Satellite

In Service: 2250+

The Tokrana is the only standard defence satellite used by the Brakiri as they prefer manned ships over automated platforms. However, it is armed with an impressive array of gravitic weapons and is effective against both capital ships and fighters.

Hull: 4

Crew: –

Craft: None

Damage: 10/3

Troops: –

Special Rules: Immobile, Interceptors 2

Weapon	Range	Arc	AD	Special
Grav Cannon	18	T	2	Precise, Super AP
Gravitic Bolts	3	T	3	Anti-Fighter, Weak

Centauri Republic

Centauri Defence Satellite

In Service: 2230+

Centauri favour automated defence satellites over manned weapons platforms as no officer would want to be assigned a station onboard one of these orbital assets. A defence satellite is heavily armed and well-protected but nonetheless remains a relatively uncommon sight.

Hull: 4

Crew: –

Craft: None

Damage: 12/3

Troops: –

Special Rules: Immobile, Interceptors 2

Weapon	Range	Arc	AD	Special
Matter Cannon	15	T	4	AP
Twin Particle Array	8	T	2	Twin-Linked

Drazi Freehold

Shodrama Armed Satellite

In Service: 2230+

The Drazi prefer manned vessels to automated orbital assets but in practical terms they realise the need for such weapons, hence the Shodrama. These heavily armed weapons platforms are based on a mixture of Abbai and Narn technology, and are capable of laying down an intimidating amount of firepower when deployed in large numbers.

Hull: 4

Crew: –

Craft: None

Damage: 10/3

Troops: –

Special Rules: Immobile, Interceptors 1

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	15	T	2	Beam, Super AP
Particle Beams	4	T	2	Anti-Fighter, Weak

Earth Alliance

Belerophon Heavy Defence Satellite

In Service: 2252+

The Belepheron heavy satellite was developed after the Earth/Minbari War, developed as an orbital platform capable of mounting much heavier weapons than the standard defence satellites. These unmanned satellites are remotely controlled from a nearby starbase or ground installation.

Hull: 4

Crew: –

Craft: None

Damage: 12/3

Troops: –

Special Rules: Immobile, Interceptors 2

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	12	T	1	Beam, Double Damage, Super AP
Missile Rack	30	T	1	Precise, Slow-Loading, Super AP
Light Pulse Cannon	8	T	2	

Minbari Federation

Minbari Defence Satellite

In Service: 2240+

Minbari defence satellites are fully automated orbital installations equipped with banks of fusion cannons that are fully capable of shredding incoming attackers. Their immobility is a significant weakness but they can provide essential additional defences during times of crisis.

Hull: 4

Crew: –

Craft: None

Damage: 10/3

Troops: –

Special Rules: Immobile, Stealth 4+

Weapon	Range	Arc	AD	Special
Fusion Cannon	12	T	4	AP, Mini-Beam

Narn Regime

T'Gan Orbital Satellite

In Service: 2250+

Although sometimes automated, the T'Gan orbital satellite is normally operated by a single soldier – considered the worst assignment possible that any Narn can receive. The T'Gan is heavily armed for a satellite and can engage and destroy enemy vessels from a considerable distance.

Hull: 4

Crew: –

Craft: None

Damage: 15/4

Troops: –

Special Rules: Immobile

Weapon	Range	Arc	AD	Special
Energy Mine	30	T	1	Energy Mine, Slow-Loading
Ion Torpedo	30	T	1	Precise, Super AP
Light Pulse Cannon	8	T	2	

Raiders

Raider Defence Post

In Service: 2255+

These very basic defence satellites are often actually manned by a small crew as many Raiders lack the resources for fully automated orbital platforms. The cramped and unsafe conditions of defence posts, combined with their immobility, means that Raiders only usually deploy these installations around the most important bases and outposts.

Hull: 4

Crew: 10/3

Craft: None

Damage: 10/3

Troops: 1

Special Rules: Immobile, Interceptors 2

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	T	6	

Shadows

Shadow Orbital Satellite

In Service: Until 2261

With the distinctive arachnid appearance of the larger Shadow vessels, these satellites are placed in the orbit of planets that the Shadows wish to defend for whatever inscrutable reasons they may have. Armed with the frightening power of a molecular slicer beam, a Shadow orbital satellite can deal out a great amount of damage but is fragile and easily destroyed by enemy fire.

Hull: 5

Crew: –

Craft: None

Damage: 30

Troops: –

Special Rules: Immobile, Self-Repairing 1d6

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	12	T	1	Beam, Precise, Super AP, Triple Damage

Vorlons

Vorlon Orbital Installation

In Service: Until 2261

Rarely seen, Vorlon orbital installations are, like all of their vessels, built from extremely advanced biotechnology. Armed with a powerful discharge gun, a string of these satellites around a world can easily reduce any attacking fleet to wreckage.

Hull: 5

Crew: –

Craft: None

Damage: 25

Troops: –

Special Rules: Adaptive Armour, Immobile, Self-Repairing 1d6

Weapon	Range	Arc	AD	Special
Discharge Gun	12	T	2	AP, Beam, Double Damage, Precise

Vree Conglomerate

Xoti Satellite

In Service: 2250+

The Vree generally consider automated orbital assets to be a waste of time and money but still possess a few defence satellites, such as the Xoti. Well-armed with antimatter and antiproton weaponry, this type of gun platform retains the distinctive saucer shape of Vree vessels until it deploys for combat, unfolding like a metal flower to reveal the rows of weapons.

Hull: 4

Crew: –

Craft: None

Damage: 10/3

Troops: –

Special Rules: Immobile, Interceptors 1

Weapon	Range	Arc	AD	Special
Antimatter Cannon	10	T	3	Super AP
Antiproton Guns	5	T	4	Anti-Fighter

BOARDING ACTIONS

SPACE COMBAT in the universe of Babylon 5 is normally resolved by laser and pulse cannon, blasting an enemy ship until it flees, surrenders or is destroyed. However, sometimes it is worth capturing an enemy ship intact and a lack of security personnel on some vessels is an in-built weakness that some Captains are able to exploit. Narn and Drazi fleets in particular are often keen to employ boarding tactics as their fleets surge forward into the enemy.

Initiating a Boarding Action

A Boarding Action can be started in one of two ways – either the Launch Breaching Pods and Shuttles! Special Action or by moving one or more Breaching Pods into contact with an enemy ship or space station. Note

that the Special Action requires certain requirements to be fulfilled, as detailed on page 9.

Most ships carry some form of ground trooper or marine. These are typically used as security forces on board the ship and forming away teams when missions require planetside operations. All warships carry a number of Troops, as shown in their descriptions in Part Three.

A ship using the Special Action to initiate a boarding action may use any number of Troops it is currently carrying. When Troops are used in a boarding action, however, they are deducted from the ship's total – even if they survive the boarding action, any survivors will be required to keep the enemy crew in order. Breaching pods carry one Troop each.

When a ship reaches the Skeleton Crew threshold, the number of Troops still onboard is halved.

Conducting a Boarding Action

Once you have determined how many Troops are being used to attack a ship in a boarding action, you may resolve the attack. This is done in the End Phase of the turn.

Gaining a foothold on an enemy ship is usually a short and very violent affair. Every Troop on the defending ship rolls one dice. On each roll of a five or more, one of the attacking Troops is destroyed. Once this is done, all surviving attacking Troops roll a dice each. On a five or more, one of the defending Troops is destroyed.

Continue alternating attacks with defenders and then attackers until all Troops on one side or another are destroyed. All these attacks are completed in the same End Phase until one side is reduced to zero Troops. If the defender destroys all attacking Troops, he has successfully defended his ship. If the attacker wins, he can start causing real damage in subsequent End Phases.

While the use of breaching pods is often risky (flying in a clumsy shuttle through a war zone is rarely healthy), it does allow an attacker to select exactly where on an enemy ship he will attack, allowing him to keep the defenders off guard. Troops attacking from breaching pods always attack before the defending Troops.

It is possible to launch a combined attack using several ships and breaching pods against one target. In this case, roll dice for the attacking Troops in breaching pods, then the defending Troops and finally the attacking Troops from ships. Continue in this order until all the Troops on one side are destroyed.

Sabotage & Capture

Once the defending Troops have been defeated, the ship becomes extremely vulnerable to the enemy on board. In every subsequent End Phase where the enemy is on board a ship and remains unopposed, roll one dice per Troop and consult the table below.

1d6 Effect

- | | |
|-----|--|
| 1 | The Troop is killed by valiant crew members |
| 2-5 | This many Crew are killed on board the ship |
| 6 | The Troop deals one critical hit on the ship |

If the Crew of the ship are completely wiped out by the Troops on board, the ship is considered to be captured. You will earn double the normal Victory Points for it at the end of the battle, as if it had surrendered. Note that the Troops cannot take over the ship and start piloting it – it will take a great deal of time to reconfigure alien control systems and Troops rarely have personnel with them trained in warship operations.

Note that Troops on board a space station cannot deal Crew damage, as space stations do not have a Crew score. Instead, on a result of two to five on the table above, the number is the amount of Damage inflicted on the ship by the rampaging soldiers. On a result of a six, choose any one Special Trait possessed by the space station other than Space Station or Immobile and roll 1d6. On a 4+ the trait is destroyed, or in the case of the Carrier, Defence Network and Interceptors traits their value is reduced by one.

Counterattack!

If a major warship is being captured by enemy Troops, it is entirely possible that friendly ships may want to use their own Troops to launch a counterattack to win the contested vessel back.

These counterattacks are conducted in the same way as normal boarding actions. This time, the enemy will have the advantage and will gain the benefit of attacking any new boarding Troops first unless breaching pods are being used.

SKIN DANCING

DEVELOPED BY SOME clans of the Warrior caste, skin dancing is a technique whereby a craft launches a close in attack on an enemy vessel, skimming as close to its hull as possible to launch a devastating attack. This has the advantage of providing an impossible target for the target's return fire and defence mechanisms but is highly dangerous and should only be attempted by the most skilled of pilots. One slight misjudgement of the target's velocity or hull structure can easily send the craft smashing into its intended victim.

Skin Dancing in A Call to Arms

Skin dancing may only be attempted by White Stars, Nials and Minbari Flyers. Other craft either lack the

required agility or crew trained in such extreme manoeuvres.

The skin dancing ship or auxiliary craft must move into contact (either by base or counter) with the intended target. Auxiliary craft in close escort with the target may intercept attackers as normal and thus block the skin dancing attempt until they are destroyed.

The attacker must then make an immediate Crew Quality check with a target number of 9. If this is failed, then the attacker is automatically destroyed as it ploughs into the hull of the target. This may damage the target, however. Roll 1 AD with Double Damage if the attacking craft was a Flyer or Nial and 10 AD with Double Damage if it was a White Star.

If the Crew Quality check is successful, then the attacking craft has managed to line up its attack correctly for the skin dancing run. For the rest of this turn, it may only attack the target it is in contact with, though it may use any and all weapons it possesses, regardless of where the target lies in its fire arcs. In addition, it will also ignore any Interceptors the target has.

The target may not return fire on the skin dancing craft as it is simply too close for its weapon systems to achieve a lock-on. Other enemy craft may only target the skin dancing craft with weapons that have the Precise trait – other weapons are simply too inaccurate and run the risk of damaging their ally.

CAPTAIN SHERIDAN

THE SON OF a diplomat, John Sheridan was fated to change the course of the entire galaxy. Aided by his human/Minbari hybrid wife, Delenn, he went from an EarthForce officer on the Moon-Mars run to Captain of the destroyer *Agamemnon*, to military governor of Babylon 5, to saviour of Earth, to President of the Interstellar Alliance. By any measure, any one of these would be an impressive resume for one lifetime but Sheridan, through his own good intentions, managed to become a true hero to billions of life forms and his legend would live on for millennia to come.

Sheridan in Battle

A ship with Sheridan as its Captain gains the following benefits in battle.

Command: So long as Sheridan's ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +3 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

Inspirational Leader: Sheridan knows how to get the very best out of any crew and even poorly trained personnel can excel under his leadership. Sheridan's

ship gains a +1 bonus to all Crew Quality checks.

Legendary Tactician: Having studied space combat tactics during his entire career, there is little that surprises Sheridan and his control of his own vessel is superb. Sheridan's 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, his ship cannot combine Run Silent! (which requires

no turning) with Come About! (which increases turning). However, it could, for example, combine Run Silent! and All Power to Engines! as neither invalidates the other and effectively would allow the ship to Run Silent! at full speed.

White Star Master: Sheridan knows exactly how to get the best out of the White Star. He may re-roll all Dodges made by his White Star or WSC-2 when he commands one.

Fleet Lists

Captain Sheridan may be used with an Earth Alliance fleet in any game set before 2262. In scenarios set thereafter, he may only be used in an ISA fleet. He may, however, be used in an ISA fleet in the years 2260-61 if it does not include any Victory-class destroyers, representing his use of the White Star fleet against the Shadows, Vorlons and President Clark.

When placed in a ship, Captain Sheridan raises its Priority Level by one, so a Raid level ship will become a Battle level ship, a Battle level ship will become a War level ship, and so on. A War level ship will take both a War level slot and a Raid level slot.

Captain Sheridan may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

Earth Alliance

Hyperion-class destroyer
Omega-class destroyer

Interstellar Alliance

Victory-class destroyer
White Star
White Star WSC-2

WAR LEADER G'STEN

UNCLE TO THE famous G'Kar, War Leader G'Sten gained his title and began his rise to prominence after leading the assault on Ragesh 3. Though the action was a political failure, in military terms it was almost flawless. G'Sten took a central role in the planning and application of the War of Retribution against the Centauri but, for all his skill in battle, he was killed during the doomed attack on the supply centre at Gorash 7.

G'Sten in Battle

A ship with War Leader G'Sten as its Captain gains the following benefits in battle.

Command: So long as G'Sten's ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +2 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

Fleet Lists

War Leader G'Sten may be used with a Narn fleet in any game set before 2260.

When placed in a ship, War Leader G'Sten raises its Priority Level by one, so a Raid level ship will become a Battle level ship, a Battle level ship will become a War-level ship, and so on. A War-level ship will take both a War-level slot and a Raid-level slot.

War Leader G'Sten may be placed in one of the following ships: Bin'Tak-class dreadnought, G'Quan-class heavy cruiser, T'Loth-class assault cruiser. Variants may be used if you wish to include them in your games.

Revered Leader: G'Sten is greatly admired throughout the Regime and crew serving with him will redouble their efforts to fulfil his orders. G'Sten's ship may re-roll any failed Crew Quality checks it is called on to make.

Lucky: It has often been said that G'Sten's luck is equal only to his military genius. He gains one re-roll in Patrol level scenarios, two at Skirmish level, three at Raid level, four at Battle level and five re-rolls in War level

scenarios. These may be used on any one dice in the battle, even those of the Narn's opponent, from Initiative to Attack Dice.

Tactical Inspiration: War Leader G'Sten always seems to know exactly the right time to strike and how to position his ships for best effect. If G'Sten's ship starts on the table at the beginning of a scenario, the Narn player may move all of his ships up to 6" in any direction immediately after deployment of both fleets.



PART II: FLEET LISTS

USING FLEET LISTS

THE FLEETS in this section represent advanced and revised lists for every playable race in the Babylon 5 universe currently covered in *A Call to Arms*. You will find many changes within these lists compared to those in Book Two, with most races having a variety of advanced rules, new ships, variant designs and a revision of existing vessels. These fleet lists are balanced among each other and should be used instead of those in Book Two.

Each fleet list is divided into a number of sections, starting with a look at the background of the fleet and its place in the Babylon 5 universe. This is then followed by the sections below.

Advanced Rules

Some fleets have radically different rules that serve to make them unique in the galaxy. The Drazi, for example, are a very aggressive race while Shadow and Vorlon ships have wildly different ways of taking damage. In each case, the special rules for the fleets are given here.

Fleet Lists

This is a short but comprehensive list of every ship available to the fleet and a guide to what Priority Level each is. This allows you to construct your fleets by using a single page once you have begun to learn the capabilities of different ships.

Ship Descriptions

Every ship in the fleet is detailed here, including both its description and characteristics.

Advanced Options

Some fleets have the potential to upgrade their ships or otherwise influence the course of battles by taking a few advanced options. These are all described after the main ship descriptions.

Refits & Other Duties

If you are using the fleet list in an ongoing campaign, you will be using the Refits and Other Duties tables applicable to your specific fleet instead of those detailed in Book One. These are listed at the end of each of the fleets.

Ship Variants

Throughout the fleet lists you will come across many variants of standard

ship designs. For example, the Earth Alliance Omega destroyer also has command destroyer and pulse destroyer variants. It is perfectly permissible to use the standard Omega counter or miniature for these variants so long as your opponent knows exactly which ship you are deploying.

Other Unusual Craft

There are a small number of ships and other craft (notably among the space stations and civilian shipping) that do not have counters in the basic box set, nor have miniatures produced by Mongoose Publishing at time of writing. We will be doing miniatures for all of these ships soon but until then you are welcome to download the *Sky Full of Stars* counter sheets from the *Call to Arms* section of the Mongoose web site. This will get you up and fighting in the least amount of time!

Breaking Down Fleet Allocation Points

At the higher Priority Levels, you may find that you want to spend a single Fleet Allocation point on several ships of different Priority Levels rather than all at the same Level. For instance, rather than two Raid ships, your cunning plan might call for spending that Fleet Allocation point on one Raid and two Patrol ships.

The list below presents several options for splitting down Fleet Allocation points at War and Battle Priority. These are quite specific in order to retain balance within the Fleet Allocation system.

1 War Fleet Allocation Point

- | | |
|---|--|
| 1 Battle and 3 Patrol ships/wings | 1 Raid , 2 Skirmish and 1 Patrol ships/wings |
| 1 Battle and 2 Skirmish ships/wings | 1 Raid and 4 Patrol ships/wings |
| 1 Battle, 1 Raid and 1 Patrol ships/wings | 2 Skirmish and 3 Patrol ships/wings |
| 2 Raid and 2 Patrol ships/wings | 1 Skirmish and 4 Patrol ships/wings |

1 Battle Fleet Allocation Point:

- 1 Raid and 2 Skirmish ships/wings

EARTH ALLIANCE

EASILY THE MOST diverse spacefaring race in the galaxy, humans are culturally as different from each other as they are from the multitude of other species they have encountered in their exploration of the stars. Known as the Earth Alliance, the humans have grown considerably from their small solar system, Sol, to become a major player in the galactic power struggles. Controlling some thirteen systems and dozens of inhabited colonies within them, the Earth Alliance overcame many external and internal difficulties as they grew.

When the humans first reached out into the stars as explorers they could barely brush up against the edge of their own home system. It was not until the mid 2150s, when the Centauri discovered a collection of human asteroid mining colonies, that the Earth Alliance gained access to interstellar travel. Although there was very little that the technologically superior Centauri needed from the Alliance, they managed to sign several agreements and trade routes with other races as well. A jumpgate was built in Earth Alliance space and relations were at an all time high. It was the beginning of humankind's ability to involve themselves with a host of galactic neighbours, and they gladly did so.

EarthGov – the ruling body over the Alliance – is made up of a single President and several senators from around Alliance-controlled space. There is a definite feel of seniority for those from Earth itself and some colonies such as Mars have no direct representative at all. Depending on who may be in the presidential office at any given time will alter the motions of the Alliance, and every term sees new advances and mistakes. One thing stays constant throughout the generations, that EarthGov tries its best to climb

the technological and cultural galactic ladder as quickly and as often as it can.

Humans tend to be wary to a fault, and with the introduction of new races and the rumours of others they have yet to meet, the Alliance focused on their ability to protect their trading fleets and any allies they make along the way. Learning to alter their ground-based mentalities for military engagements (like saturation bombing and precision fighter strikes) became a large part of their R&D teams' projects. In 2168 they created the Aries heavy starfighter, routinely called the Starfury. It was their first success in a long line of space-combat creations that had a definite 'Earth feel.'

Like their water-based battleships, the Earth Alliance first ships were bulky and very difficult to manoeuvre. Earth Alliance captains and fleet commanders would work out very detailed attack routes that would bring enemies into premium firing areas—contrary to the tactics of many of the other races. Lumbering Tethys and Hermes class vessels made up a great deal of the EA navy.

What human ships lacked in agility, they made up for with firepower. Comparatively simpler than the complex laser arrays and battle lasers of their ally the Centauri, Earth Alliance ships packed heavy, armour-punching blast cannons, plasma cannons and easily produced particle weapons. Easy to aim, easy to load, easy to fire and easy to repair, these main weapons were a staple on most Earth ships, and fielded in very high numbers.

Learning greatly from a badly timed defeat by the Koulani and a rousing victory over the Ch'Lonas over a series of territorial squabbles that turned violent, the Earth Alliance focused on their military fleets to create several newer models that had bigger engines

and slightly better manoeuvrability. Incorporating another human-favourite from their land-based warfare, Earth Alliance warships began to carry multitudes of missiles that could spin and dance with the most agile of their enemies, even though they themselves cannot. Moderately guided missiles packing heavy explosives found targets that the bulky cruisers would be hard-pressed to, and many other races felt the effectiveness of them first hand.

Designed around the efficiency of the Earthforce missile systems, the Sagittarius-class missile cruiser became a mainstay in most engagement fleets. It carried a diverse and deadly payload of several hundred missiles, dozens of which would streak out of it ceaselessly until a target was eliminated. With so much of its cargo taken up by ammunition and loading systems, it had no room for decent fighter support and required escorts at all times – something that Earth Alliance has become extremely accustomed to after dealing with the swarms of Raiders that plague their space lanes.

In fact, it was the constant hit-and-run tactics of raiding Delta-V fighters that spurred the creation of another Earth Alliance staple technology – the interceptor defence grid. Using turreted particle arrays linked to geometric computer networks to knock incoming projectiles out of the nearby vicinity with criss-crossing particle streams, the interceptor grid can halt a great deal of damage. Unless the attacker is using a light-based weapon such as a laser, or similar continuously firing weapon, Earth Alliance vessels that can support interceptor grids seem almost shielded. These turrets can be overwhelmed, and most Earth captains learn early on the limitations of their defence grids.

A slight victory over the Narns put the Earth Alliance at the height of their game and it showed when they boldly

came to the aid of their neighbours in 2232. Sitting back and hearing reports of the Dilgar raids on the League of Non-Aligned Worlds, EarthGov kept the area under heavy scrutiny. Several small explorer ships were lost and the Alliance sent a warning to the Dilgar, who explained that these were accidental and unavoidable in their expansionist war against the League. When the Dilgar made a heavy push against the Markab—a very close bordering ally to the Alliance—Earth took action. They mobilised the largest fleet they had attempted to date and met the Dilgar in Markab space without so much as a greeting before opening fire.

This blitzkrieg of warships caught the victory-heady Dilgar off guard and steamrolled through their lines like wildfire. They moved from captured homeworld to captured homeworld, freeing many of the League member races as they went – not stopping to accept praise or regrets. This Earth Alliance war fleet pounded all the way back to the Dilgar homeworld, Omelos, where the aliens were crippled and left to later be destroyed by their collapsing star. It was a huge victory in the books for the Alliance and it led to much advancement in fleet technologies.

They learned the efficiency of gauss and matter weapons, and added them to dozens of variant class starships in their fleets. By reverse-engineering Dilgar hulks and captured fighters, and taking advantage of newly signed trade and research treaties with several of the thankful League races, the Earth Alliance found their war fleets growing in size and capability. New, advanced fighters like the Nova and Aurora Starfuries – the Aurora being still commonly used today – replaced the older versions. Older chassis were overhauled and retrofitted and a new flagship floated amongst them.

The Nova dreadnought (named for the numerous Nova-class fighters it could hold) was the first battleship of its size for the Alliance. Learning much on how to structurally create

such behemoths from the huge Dilgar battlecruisers they salvaged throughout the Dilgar War, the Nova dwarfed the rest of its fleetmates. Enormous engines and reactors were required to move and power the rows upon rows of pulse cannons, so many that few captains would believe the thing could fire them at all without a major overload. This proved itself false and the Nova was the flagship of choice for a very long time.

A skilled crew could bring a Nova as a broadside to an enemy, erupting in a volley of pulse cannon fire that could all but slag lesser ships in a few heated seconds. If it was not enough to cripple an enemy, they could always roll to bring the other side to bear in symmetry of lasers and particle beams. Enemies soon learned to keep Nova dreadnoughts far away, and never surround them unless a deathblow is certain. A common tactic learned from naval warfare called ‘crossing the T’ became a big favourite of Nova captains wherein a Nova would speed toward the enemy at best speed, slowing only a moment before cutting to one side or the other at a breakneck angle that would almost certainly exhaust port or starboard thrusters – to bring one side to bear at the enemy. After firing, the enemy fleet would almost certainly have to pass right by the now staggering dreadnought, giving the opposite side’s guns a clear view of the enemy’s aft engines. Fighter support would then pick and choose the limping targets as best they could while the Nova prepared for its next volley.

It was these advancements that put the Alliance in the galactic spotlight, and EarthGov felt invincible. That feeling nearly cost them the entirety of their species.

It was during exploration of the space between the Earth Alliance and the fabled Minbari Federation that the EAS *Prometheus*, a Hyperion-class cruiser, ran into a new and powerful ship. Through a series of cultural blunders due to the lack of contact with the Minbari before, the *Prometheus*

opened fire without warning upon the other ship—which happened to be the flagship for the Minbari’s governmental council. An important official was killed and the *Prometheus* withdrew unharmed. The damage this one act caused would bring the Alliance to its knees.

The Minbari were the first truly *superior* foe Earth had ever faced. Almost mirroring their own vengeful march through Dilgar territories years earlier, the Minbari carved a path through any and all human colonies and outposts without fail. The Minbari did not just have better weaponry. They were faster, more agile, better armoured, were equipped with drastically better sensors and electronic countermeasures and were capable of entering and exiting hyperspace rapidly. It took trickery and nuclear weapons to destroy a *single* Minbari war cruiser, and the Alliance knew the end was near.

When the Minbari came charging into the Sol system, the Earth Alliance was prepared to make one last stand in order to get as many people to safety as possible. Remembering what they did to the Dilgar, they scrambled to defend refugee ships and escaping colony vessels at the final engagement of the Earth/Minbari War – the Battle of the Line. Hundreds of warships fought in a battle that lit up Earth’s skies, and even with the use of the newly designed Omega destroyer, it looked bleak. EarthGov went so far as to unconditionally surrender but the alien forces would not listen.

Then it happened. The Minbari just stopped firing. For no reason apparent to the Earth Alliance, the Minbari paused. After this, the obviously superior forces of the Minbari surrendered to the crippled Earth fleet. Very few really know what happened to bring such a turn of events, but every human silently thanks that it did. The ‘victory’ was not trusted and many could not believe this was even possible. Thought a Minbari trick or ruse, the militaries focused on licking

their wounds and patching their holes while EarthGov made new alliances with the 'defeated' foe.

Having seen the lacking of ships once thought top-of-the-line, Earth Alliance began to learn from some of their mistakes and began creating more diverse vessels. The Omega destroyer, which saw its debut toward the end of the Earth/Minbari War, was the first EA vessel to try and simulate gravity using a spinning central section that also gave the ship a very distinct look. The Omega has become the mainstay of the Earth Alliance fleets and packs a variety of weapons and fighter support. While it can easily fill the broadside role of the Nova, it also makes for a fantastic battle-carrier and long-range combatant.

Since the Earth/Minbari War there have been countless upgrades and alterations of the technologies in the fleet. Trading with other races brought laser weaponry early on, but heavy laser cannons – once the calling card of the Centauri or Narn – were fitted to many larger vessels. Multitudes of alternate missile warheads found their ways off of the drawing boards into firing racks. Older matter cannons were replaced with rail guns, which worked well with the powerful gauss cannons. Ships devoted solely to an electronic war against enemy sensors and jammers sprang from shipyards. Through their general distrust of outsiders they made leaps and bounds of improvements upon their own technologies – and bought, bargained or stole some others.

It was long after that any major technical advances came to the Earth Alliance. After the unexpected death of President Santiago, who understood the benefits of interstellar relations, Earth Alliance fell into a very insular period of technological growth. Under the secret projects of President Clark during the rise and fall of the Shadow War, leaps were made at the expense of safety and morals. Several new prototypes were started and finished,

many of which were scrapped after the President's suicide in 2261. Even though a great deal of information was lost when several key members of Clark's cabinet fled or disappeared, some major breakthroughs survived to become polished new wonders.

The most notable warship to spring solely from the scientists at Earthdome is the Warlock advanced cruiser. Emerging from shipyards in the late months of 2261, it is smaller than an Omega destroyer or Nova dreadnought but packs the most advanced sensors Earth has access to and more firepower than either of its larger cousins. Armed with massive heavy particle cannons – the ones that Drazi have used on orbital stations in the past – and an array of smaller weaponry to clean up the leftovers, not to mention the ability to carry any of the fighters in the Alliance, each Warlock is a prized part of any engagement force.

Most notably the EAS *Merlin*, a Warlock which stood defiantly in the path of the deadly Drakh armada during their attack on Earth in 2267, surviving the engagement with a record eighteen confirmed kills – including one of the plague-deploying motherships! The vessel's captain, Harris Jacoby, was promoted to fleet admiral surrounding the recently freed Mars colony and received several of Earthforce's highest commendations.

Even though the Earth Alliance has fought against technologically superior opponents most of its spacefaring existence, it has learned to adapt and overcome such adversaries through superior firepower and conventionally sound tactics that range as far back as the fleet movements of sea combat. Powerful broadsides and layered attacks intermingled with numerous and capable fighter support punches holes in enemy fleets, with a constant barrage of hard-to-ignore missile batteries make seemingly basic ships and technologies lethally potent. Flight groups of varied vessels that pound targets with an assortment of armaments cause the

tension of an enemy fleet to crumble and buckle, where powerful flagships such as the Omega or Warlock drive a wedge in and shatter a battle line like glass.

Against alien forces or uprising raiders, the Earth Alliance naval force can strip the hull from a single target rather quickly with well-timed and coordinated attacks, something that no amount of technology can give. Experience counts for a great deal behind an Earth Alliance control console and good crews can make all the difference. Knowing when to cross that 'T', or when to run headlong through the enemy's lines is all a matter of how much a captain is willing to put at risk. EA vessels are built hardy and tough for a reason, and good captains know that.

In an Earth Alliance fleet, deciding how far to go and how much to sacrifice could be the very thing that wins the day. After all, there is not a deadlier weapon or stronger defence than the inability to crush the human spirit. Not a one.

The Earth Alliance Fleet List

The following forms the entire fleet list for the Earth Alliance.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Hermes-class transport
Starfury Wing (3 flights)
Tethys-class cutter
Tethys-class laser boat
Tethys-class missile boat
Thunderbolt Wing (3 flights)

Priority Level: Skirmish

Artemis-class escort frigate
Artemis-class heavy frigate
Earthforce One
Hyperion-class rail cruiser
Hyperion-class missile cruiser
Olympus-class corvette

Priority Level: Raid

Chronos-class attack frigate
Delphi-class advanced scout
Explorer-class survey ship
Hyperion-class assault cruiser
Hyperion-class heavy cruiser
Hyperion-class pulse cruiser
Nova-class dreadnought
Olympus-class gunship
Oracle-class scout cruiser
Sagittarius-class cruiser

Priority Level: Battle

Apollo-class bombardment cruiser
Avenger-class heavy carrier
Hyperion-class command cruiser
Omega-class destroyer
Omega-class pulse destroyer
Orestes-class system monitor

Priority Level: War

Omega-class command destroyer
Poseidon-class super carrier
Warlock-class advanced destroyer

Space Stations

Babylon 5 (pre-2259)	Battle
Babylon 5 (post 2259)	War
Orion Starbase	Battle

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 Starfury flights may replace any number of them for Thunderbolts (so long as the scenario is set in 2259 or later) or 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.

Earth Alliance Initiative: +1

Apollo-class Bombardment Cruiser

Battle

The Apollo is the intended replacement for the Sagittarius in the new wave of Earth Alliance ship designs, incorporating the lessons of the past with advancements in technology. With superior hull design and speed to the Sagittarius, the Apollo's main feature are the advanced missile racks which can load and launch projectiles with far greater efficiency than those of its predecessor. The addition of a jump drive leaves the craft far less reliant on fleet support and the sheer amount of firepower that it can lay down makes it an excellent bombardment cruiser, though it can easily be overwhelmed if hostiles close to shorter ranges with it.

Speed: 7 **Damage:** 38/8 **Craft:** None
Turn: 1/45° **Crew:** 46/9 **Special Rules:** Interceptors 3, Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2262+

Weapon	Range	Arc	AD	Special
Advanced Missile Rack	30	F	8	Precise, Slow-Loading*, Super AP
Advanced Missile Rack	30	A	2	Precise, Slow-Loading*, Super AP
Particle Beams	3	T	6	Anti-Fighter, Weak

*These weapons ignore the Slow-Loading trait unless the Apollo is Crippled.

Avenger-class Heavy Carrier

Battle

The rapid progression of the Starfury program meant that EarthForce needed some way to deliver its new fighters into battle and to this end, the Avenger class was developed. Early Avengers were a simple wedge-shaped craft with row after row of hangars, each capable of deploying and recovering a fighter on its own. However, while launching operations were straightforward, recovery systems were not. A pilot had to match speeds and manoeuvre his craft into a small capture arm that brought him aboard. These early forerunners of Cobra Bays were not pressurised, forcing the pilot to wait while his fighter passed through an airlock into the maintenance section of the ship. This kept fighter operations slow, and landing during combat was a dangerous activity fraught with peril. Later versions of the Avenger corrected this problem by stretching the hull and adding internal landing decks, complete with built-in rails capable of sliding fighters into position without aim from maintenance crews. Its typical strategy is to deploy fighters and stay a good distance from the battle, retreating into hyperspace if things go poorly. Fighters are usually given an emergency rendezvous point where the ship reappears later for recovery operations. Usually this works well, but if the enemy pursues or is in the area when the Avenger emerges, the results can be catastrophic.



Speed: 7 **Damage:** 40/10 **Craft:** 8 Starfury flights
Turn: 1/45° **Crew:** 50/12 **Special Rules:** Carrier 4, Command +1, Fleet Carrier, Interceptors 2, Jump Point, Shuttles 2
Hull: 5 **Troops:** 6 **In Service:** 2240–2261

Weapon	Range	Arc	AD	Special
Medium Plasma Cannon	8	F	8	AP
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	4	—
Light Pulse Cannon	8	S	4	—

Artemis-class Heavy Frigate

Skirmish

The Artemis is an early frigate design produced shortly after the arrival of the Centauri on Earth in the mid-2100s. At the time, it was one of the most heavily armoured vessels in the inventory, with an ability to stand up to incoming fire as well as any cruiser. However, those who served on the stubby little 'coffin with engines' considered it one of the worst ships in EarthForce, primarily because it was uncomfortable internally, but also because its original weapons were not terribly effective at anything but close range. The heavy armour the Artemis possessed did little more than convince the opponent to concentrate fire on the little nuisance, and once the armour was penetrated, the internal shell came apart quickly. Later versions attempted to alleviate this problem by introducing new weapons intended for longer ranges or greater firepower. Perhaps the most successful of these additions was the railgun and where the Olympus operates two railguns in addition to its other armament, the Artemis takes the railgun concept to a whole new level. Not content to simply arm this heavy frigate with a just a couple of these powerful guns, the Alliance literally wrapped the ship around six of them. The resulting ship cost EarthForce almost as much to build as a Hyperion, but the Artemis was nearly as capable in battle, if limited in serviceability.



Speed: 10 **Damage:** 18/5 **Craft:** None
Turn: 2/45° **Crew:** 22/6 **Special Rules:** Interceptors 2
Hull: 5 **Troops:** 2 **In Service:** 2190–2248

Weapon	Range	Arc	AD	Special
Railgun	12	F	6	AP, Double Damage
Railgun	12	A	4	AP, Double Damage
Particle Beam	5	P	6	Anti-Fighter, Twin-Linked, Weak
Particle Beam	5	S	6	Anti-Fighter, Twin-Linked, Weak

Artemis-class Escort Frigate (Variant)

Skirmish

A relatively rare variant of the Artemis, its purpose was to demonstrate the viability of pulse weaponry on smaller vessels. Though it lacked a little of the range of the heavy frigate, the amount of firepower it could lay down in each salvo was impressive to say the least. As a light escort, it served well but as the size of Earth Alliance ships began to increase it began to be sidelined by Hyperions in the escort role, a class of ship the Artemis had once escorted into battle as main warships.

Speed: 10 **Damage:** 18/5 **Craft:** None
Turn: 2/45° **Crew:** 22/6 **Special Rules:** Interceptors 2
Hull: 5 **Troops:** 2 **In Service:** 2242–2248

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	10	—
Medium Pulse Cannon	10	A	4	—
Particle Beam	5	P	6	Anti-Fighter, Twin-Linked, Weak
Particle Beam	5	S	6	Anti-Fighter, Twin-Linked, Weak

Babylon 5 Diplomatic Station (pre 2259)

Battle

As a diplomatic station, the Earth Alliance never intended to arm Babylon 5 heavily and it was presumed that a light armament combined with squadrons of Starfuries would be enough to deter opportunistic attackers while heavier reinforcements could be mustered to face a determined assault. Even a small fleet of well-prepared ships would be likely to eventually overwhelm the station but the defences are certainly a match for the occasional Raider attack or aggressive diplomacy from the League of Non-Aligned Worlds.

Speed: — **Damage:** 800/400/200 **Craft:** 12 Starfury flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Command +1, Defence Network 6, Immobile, Interceptors 10, Space Station, Targets 3
Hull: 4 **Troops:** 25 **In Service:** 2257–2259

Weapon	Range	Arc	AD	Special
Quad Particle Beam	24	—	8	Twin-Linked
Particle Beam	5	—	6	—

Babylon 5 Diplomatic Station (post 2259)

War

When General Franklin used Babylon 5 as a staging post for his assault on Akdor in 2259, he brought with him an army of technicians and engineers tasked with upgrading the station's defensive network. Additional particle beams were added along with a tighter fighter defence screen but the main addition were long ranged heavy pulse cannon which would enable Babylon 5 to engage enemy warships if needed. Though ostensibly a diplomatic station still, there was a strong feeling in EarthForce that Babylon 5 had to appear strong and stand ready to defend the Earth Alliance against alien incursion if it were ever so needed.

Speed: — **Damage:** 800/400/200 **Craft:** 12 Starfury flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Command +2, Defence Network 10, Immobile, Interceptors 14, Space Station, Targets 5
Hull: 4 **Troops:** 40 **In Service:** 2259–2281

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	28	—	10	
Quad Particle Beam	24	—	8	Twin-Linked
Particle Beam	18	—	8	—

Mine Launchers: Babylon 5 also has sophisticated mine launchers that can seed wide areas of space with intelligent explosive devices. After you have deployed your forces, you can 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 4 AD during every End Phase in which it remains in these areas.



Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

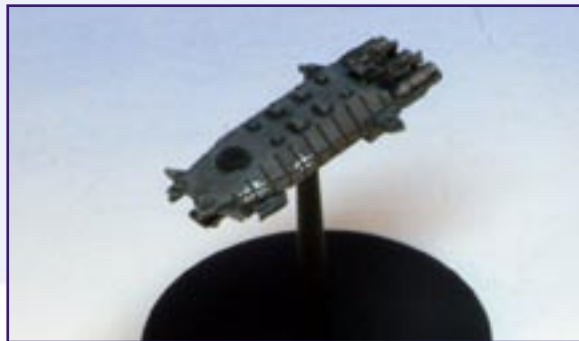
Speed: 6 **Hull:** 6 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2203+

Patrol (Wing)

Chronos-class Attack Frigate

The Chronos was designed to replace the aging Olympus and solve some of the problems of that corvette. The ship is designed to engage hostiles at short range and overwhelm them with firepower, a task that it performs admirably with its complement of railguns and heavy pulse cannon. The Chronos also suffers fewer logistics and support problems than the Olympus and is a far more comfortable ship to live onboard.

Speed: 8 **Damage:** 20/5 **Craft:** None
Turn: 2/45° **Crew:** 18/5 **Special Rules:** Interceptors 3
Hull: 6 **Troops:** 4 **In Service:** 2262+



Raid

Weapon	Range	Arc	AD	Special
Railgun	12	T	6	AP, Double Damage
Heavy Pulse Cannon	12	F	8	Twin-Linked
Heavy Pulse Cannon	12	P	6	Twin-Linked
Heavy Pulse Cannon	12	S	6	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Particle Beam	5	P	4	Anti-Fighter, Weak
Particle Beam	5	S	4	Anti-Fighter, Weak

Delphi-class Advanced Scout

With a need for a more dedicated and advanced scout for war situations than the Oracle, the Earth Alliance have developed the Delphi. This new craft is extremely lightly armed but its purpose is not to engage the foe with firepower or fighters. The Delphi carries the most sophisticated sensory and scanning equipment developed by the Earth Alliance, using electronic warfare to keep itself safe from hostile fire and recon enemy targets.

Speed: 12 **Damage:** 25/6 **Craft:** None
Turn: 2/45° **Crew:** 37/8 **Special Rules:** Interceptors 2, Jump Point, Scout*, Stealth 5+
Hull: 5 **Troops:** — **In Service:** 2261+

Raid

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	4	—
Medium Pulse Cannon	10	A	4	—
Particle Beam	5	P	6	Anti-Fighter, Weak
Particle Beam	5	S	6	Anti-Fighter, Weak

*The Delphi has no range limit on the use of its Scout trait, instead of the usual 24" range.

Explorer-class Survey Ship

Raid

The largest vessels of the Earth Alliance, the Explorer survey ships are designed to roam unexplored regions of hyperspace, acting as vanguard to other craft as the frontiers of known space are pushed further outward. It is the role of Explorers to plot positions of new star systems and build jump gates that will be used by surveyors later to fully catalogue worlds for resources and exploitation. Along its immense superstructure, the command, control and personnel quarters fill the rotating centre section, while to the fore are the zero-gravity construction and launch facilities. Only six Explorer ships are currently in service but combined they map the Rim and have uncovered a multitude of new scientific discoveries that fuel research and development within the Earth Alliance. Because of their extremely extended missions (up to five years in duration), it is extremely rare for even high-ranking EarthForce officials to see one. It remains the dream of many ship Captains to one day gain command of an Explorer ship and begin searching the Rim, travelling to stars never before seen by human eyes.



Speed: 4

Damage: 140/40

Craft: 6 Starfury flights

Turn: 1/45°

Crew: 65/15

Special Rules: Command +1, Interceptors 3, Jump Point

Hull: 4

Troops: 10

In Service: 2225+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	6	Double Damage, Twin-Linked
Particle Beam	5	F	6	Anti-Fighter, Twin-Linked, Weak
Particle Beam	5	A	6	Anti-Fighter, Twin-Linked, Weak
Particle Beam	5	P	6	Anti-Fighter, Twin-Linked, Weak
Particle Beam	5	S	6	Anti-Fighter, Twin-Linked, Weak

Hermes-class Transport

Patrol

Originally, the Hermes was a military vessel intended to bring critical war supplies and personnel to the front lines in combat. Armed with two double missile racks as well as defensive particle beams, the Hermes is also capable of defending itself from Raider vessels and enemy frigates that attempt to slip past the lines to attack this valuable logistical element. The ship not only carries a flight of Starfurys for its own defence (or for delivery to carriers in need of replacement fighters) but is also capable of opening its own jump point into hyperspace. In fact, it is the smallest Earth Alliance vessel that can accomplish this feat. Unlike many Earth military vessels, the Hermes was constructed in civilian shipyards, although its weapons were added at a fleet spacedock. Its huge success in the military made it a natural choice for civilian activities as well, and hundreds of the hardy vessels now ply the space lanes as independent freight haulers, and passenger liners.



Speed: 12

Damage: 10/3

Craft: 1 Starfury flights

Turn: 2/45°

Crew: 12/3

Special Rules: Interceptors 1, Jump Point

Hull: 4

Troops: 1

In Service: 2168+

Weapon	Range	Arc	AD	Special
Missile Rack	30	F	2	Precise, Slow-Loading, Super AP
Particle Beam	5	F	6	Anti-Fighter, Weak
Particle Beam	5	P	4	Anti-Fighter, Weak
Particle Beam	5	S	4	Anti-Fighter, Weak

Hyperion-class Cruiser

Raid

For several decades, the Hyperion class formed a solid core to the Earth Alliance fleet and has been a part of virtually every Alliance military engagement since the turn of the century. The ships are hardy and well-armoured though sadly had little chance against the Minbari, and were destroyed in huge numbers. Most Hyperions operating today were built after the conflict, where they were hastily constructed to shore up Earth's defences against opportunistic neighbours. Only within the last few years have the more advanced Omega destroyers begun to supplant them in the naval inventory, but there are no plans to cancel the reliable, proven Hyperion design. Instead, they continue to operate both independently and alongside the more expensive and powerful Omegas.



Speed: 8 **Damage:** 24/6 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	18	B(a)	2	Beam, Double Damage, Super AP
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Medium Plasma Cannon	8	F	4	AP, Twin-Linked
Particle Beam	5	T	4	Anti-Fighter, Weak

Hyperion-class Assault Cruiser (Variant)

Raid

Despite production of the assault cruiser being formally ended in the early 2250's, many examples of this variant are still in use within EarthForce in the 2260's. Missing the heavy lasers of the current class, the assault cruiser was designed to break through defensive formations and deliver ground troops to enemy-held worlds. In space combat, it rarely acts as a ship of the line, though its upgraded plasma cannon does give it the ability to overwhelm low-grade interceptors at short range without the need for supporting vessels. Few Captains are willing to give up the power of the heavy lasers present in later ships and so the assault cruiser is often relegated to smaller actions or supporting larger and better equipped ships.

Speed: 8 **Damage:** 24/6 **Craft:** None
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Interceptors 2, Jump Point, Shuttles 2
Hull: 5 **Troops:** 10 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	4	—
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Medium Plasma Cannon	8	F	6	AP, Twin-Linked
Particle Beam	5	T	4	Anti-Fighter, Weak

Hyperion-class Command Cruiser (Variant)

Battle

When first launched, the command cruiser was the most advanced vessel in the EarthForce fleet and the first Hyperion to mount heavy lasers as a standard fitting. With upgraded boresighted heavy pulse cannon and increased armour, this variant can provide a strong punch for a vessel of its size though it can rarely go toe-to-toe with larger frontline ships. Its main benefit is the superior sensor and communication network installed on the bridge, allowing it to monitor fleet actions and provide a Commodore with the ability to effectively command all allied ships. In this role, it has steadily been replaced by the Omega command destroyer but in small battles it is still a valued ship.

Speed: 8 **Damage:** 30/7 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 32/6 **Special Rules:** Command +1, Interceptors 2, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	18	B(a)	2	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	6	Twin-Linked
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Particle Beam	5	T	4	Anti-Fighter, Weak

Hyperion-class Missile Cruiser (Variant)

Skirmish

With the first vessel launched near the end of the Dilgar War, the missile cruiser was destined to be quickly outmoded by the Sagittarius which, as a long-ranged bombardment vessel, was superior in every respect. The missile cruiser suffered from limited space for missile racks and could only use smaller and lighter warheads without the need for massive and expensive refitting, which greatly limited the range of its attacks. As enemies closed range, it was forced to rely on pulse cannon and even particle beams, never the Hyperion's strongest area of defence. By the end of 2230, all remaining missile cruisers were either scrapped or converted into more current variants.

Speed: 8 **Damage:** 24/6 **Craft:** None
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 1 **In Service:** 2217 - 2230

Weapon	Range	Arc	AD	Special
Missile Rack	20	F	3	Precise, Slow-Loading, Super AP
Missile Rack	20	A	1	Precise, Slow-Loading, Super AP
Missile Rack	20	P	2	Precise, Slow-Loading, Super AP
Missile Rack	20	S	2	Precise, Slow-Loading, Super AP
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	P	4	—
Medium Pulse Cannon	10	S	4	—
Particle Beam	5	T	2	Anti-Fighter, Weak

Missile Variants: The Hyperion Missile Cruiser may not use the missile variants detailed on page 48. The hull of the Hyperion was never designed for such duties and its missile racks are simply not adaptable enough to use the same missiles as other ships of the fleet. This is partly why the Missile Cruiser was eventually phased out from service.

Hyperion-class Pulse Cruiser (Variant)

Raid

Though never constructed in particularly high numbers and lacking the heavy punch of laser systems, the pulse cruiser is an admirable variant of the Hyperion that has the potential to outshoot even an Omega destroyer with its forward facing pulse weapons. Utterly reliable and without extensive heavy lasers to maintain, the pulse cruiser can theoretically remain on duty for many months at a time though its lack of artificial gravity makes regular shore leave for the crew a necessity. In battle, it is a notably short-ranged attack cruiser though there are few ships in its class that can repel the firepower it delivers once in a position of advantage.

Speed: 8 **Damage:** 24/6 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Heavy Pulse Cannon	12	A	8	Twin-Linked
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Medium Plasma Cannon	8	F	4	AP, Twin-Linked
Particle Beam	5	T	4	Anti-Fighter, Weak

Hyperion-class Rail Cruiser (Variant)

Skirmish

No more than a few test hulls were ever built of this variant, designed to replace the Artemis. In this, it was regarded as a failure, as it provided few benefits over the older ship but was vastly more expensive to produce. Within combat, it was often expected to perform as any other Hyperion but with an effective weapons downgrade, the rail cruiser could never keep pace with its peers. It remains an interesting and even versatile design but one that few Captains relish taking command of.

Speed: 8 **Damage:** 24/6 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Railgun	12	F	4	AP, Double Damage
Railgun	12	A	4	AP, Double Damage
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Particle Beam	5	T	4	Anti-Fighter, Weak

Nova-class Dreadnought

Raid

When the first Nova prototypes appeared in 2219, few among EarthForce's officer corps believed the ships would actually work. The massive array of guns simply seemed greater than any hull or power plant could withstand. At first, they seemed correct, as initial tests showed a number of faults in the design. However, as time passed and refinements were made, the ship proved not only functional, but quite deadly. The long, rod-shaped superstructure lent itself well to a cavernous internal fighter bay capable of supporting up a full squadron of Starfuries. When working pulse cannons appeared in 2240, EarthForce knew it finally had the weapon they wanted for the Nova and the hybrid laser/pulse array was created. While this resulted in a much more powerful and flexible dreadnought, the guns remained extremely high-maintenance items, leading many repair crew to curse their jobs and wish the Alliance had simply picked one weapon over the other. In battle, the slow speed and poor manoeuvrability of the Nova is offset by squadrons simply holding station as they present their fearsome broadsides to the enemy.



Speed: 6 **Damage:** 36/9 **Craft:** 4 Starfury Flight
Turn: 1/45° **Crew:** 45/12 **Special Rules:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2220+

Weapon	Range	Arc	AD	Special
Laser/Pulse Array	12	F	8	Twin-Linked
Laser/Pulse Array	12	A	8	Twin-Linked
Laser/Pulse Array	12	P	12	Twin-Linked
Laser/Pulse Array	12	S	12	Twin-Linked

Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8. They gain the AP and Beam traits but lose Twin-Linked.

Olympus-class Corvette

Skirmish

The Olympus was first seen in 2200 as a replacement for the smaller Laertes class. It served well for several decades until the Dilgar War, when logistical problems began to surface. The Alliance required an immense supply train into League territory, and keeping enough ammunition available for both railguns and missiles became a difficult challenge. Olympus Corvettes are extremely uncomfortable vessels, not really suitable for patrol or border defence missions. In peacetime, they are generally treated as small monitors and left to guard bases or colonies. In the aftermath of the Earth-Minbari War, many among EarthForce believe the Olympus is obsolete and needs to be replaced.



Speed: 8 **Damage:** 28/6 **Craft:** None
Turn: 2/45° **Crew:** 32/6 **Special Rules:** Interceptors 1
Hull: 4 **Troops:** 3 **In Service:** 2202+

Weapon	Range	Arc	AD	Special
Railgun	12	T	4	AP, Double Damage
Medium Pulse Cannon	10	F	6	Twin-Linked
Medium Pulse Cannon	10	P	6	Twin-Linked
Medium Pulse Cannon	10	S	6	Twin-Linked
Missile Rack	30	F	2	Precise, Slow-Loading, Super AP

Olympus-class Gunship (Variant)

Raid

Designed as a straightforward gunship with the maximum available firepower to the fore, this Olympus gained a lot of favour among its Captains, particularly during the Dilgar War. However, the main reactors had to be heavily modified in order to support the laser cannon and this led to continual problems which led to the ship falling out of favour in EarthForce. This was compounded by attempts to use the ship in the corvette role where its lack of broadside weapons left it vulnerable when operating away from a supporting fleet. By the end of the Earth-Minbari War, very few examples remained in service.

Speed: 6 **Damage:** 28/6 **Craft:** None
Turn: 2/45° **Crew:** 32/6 **Special Rules:** Interceptors 1
Hull: 4 **Troops:** 2 **In Service:** 2229+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	18	B	6	Beam, Double Damage, Super AP
Particle Beam	5	F	4	Anti-Fighter
Particle Beam	5	P	4	Anti-Fighter
Particle Beam	5	S	4	Anti-Fighter

Omega-class Heavy Destroyer

Battle

The Omega heavy destroyer is the premier warship of EarthForce, and a direct development of lessons learned during the Earth-Minbari War. The conflict that nearly annihilated humanity brought home the need for an advanced warship capable of standing against the best other races could throw against the Earth Alliance, and while the Omega is by no means yet the equal of the Minbari Sharlin, it remains one of the most capable vessels in space today. A much larger ship than the Hyperion, the Omega carries two full squadrons of Starfuries, a heavier weapons load and a rotating command section that generates artificial gravity. Though still cramped on board, it has a sizeable bridge and crews much prefer to serve on this class than a Hyperion, as its artificial gravity makes long-ranged missions far more bearable, allowing the warship to stay out on patrol for months at a time if needed. In battle, squadrons of Omegas will often form impenetrable battle lines that can mass incredible firepower, though in smaller conflicts, these ships are perfectly capable of operating as command centres as well as mobile orbital fortresses.

Speed: 7 **Damage:** 40/10 **Craft:** 4 Starfury Flight
Turn: 1/45° **Crew:** 60/14 **Special Rules:** Interceptors 3, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B(a)	2	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	10	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Medium Pulse Cannon	10	P	4	Twin-Linked
Medium Pulse Cannon	10	S	4	Twin-Linked
Particle Beam	5	P	4	Anti-Fighter
Particle Beam	5	S	4	Anti-Fighter



Omega-class Command Destroyer (Variant)

War

Until the arrival of the Warlock, this was commonly viewed as the most effective warship in the EarthForce's arsenal. The command destroyer has in fact been plagued by design and maintenance problems throughout its life, requiring constant refits and upgrades to keep it serviceable. Battle-worthy examples are therefore rare but, when they make an appearance, they usually leave a good impression. The strength of the forward heavy lasers have been doubled over the standard destroyer, due to refinements in energy allocation and power delivery systems. The heavy pulse cannon have also been upgraded, along with the rear facing weaponry, making this a tough ship to engage for any prolonged period of time.

Speed: 7 **Damage:** 40/12 **Craft:** 4 Starfury Flight
Turn: 1/45° **Crew:** 60/16 **Special Rules:** Command +2, Interceptors 4, Jump Point
Hull: 6 **Troops:** 6 **In Service:** 2259+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	6	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B(a)	4	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	12	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Medium Pulse Cannon	10	P	6	Twin-Linked
Medium Pulse Cannon	10	S	6	Twin-Linked
Particle Beam	5	P	6	Anti-Fighter
Particle Beam	5	S	6	Anti-Fighter

Omega-class Pulse Cruiser Destroyer (Variant)

Battle

Though lacking the heavy lasers of the standard Omega, the pulse destroyer more than makes up for this deficiency with the sheer weight of fire it can kick out from its forward pulse batteries. Though possessing a shorter attack range than its predecessor, this vessel is incredibly versatile and able to engage almost any enemy with a fair chance of victory. The lack of heavy lasers also makes it easier to service and maintain, making the pulse destroyer the true successor to the design theory behind the equivalent Hyperion variant.

Speed: 7 **Damage:** 40/12 **Craft:** 4 Starfury Flight
Turn: 1/45° **Crew:** 64/16 **Special Rules:** Interceptors 3, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2255+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	16	Twin-Linked
Medium Pulse Cannon	10	A	12	Twin-Linked
Medium Pulse Cannon	10	P	8	Twin-Linked
Medium Pulse Cannon	10	S	8	Twin-Linked
Particle Beam	5	P	4	Anti-Fighter
Particle Beam	5	S	4	Anti-Fighter

Oracle-class Scout Cruiser

Raid

The Oracle was Earth's original hyperspace exploration ship. Developed after the arrival of the Centauri on a new hull constructed specifically for the purpose of interstellar travel, it was the most capable vessel of its day. The first Oracles were the ones that braved hyperspace to locate nearby systems for colonisation and survey missions that would reap huge dividends in the decades to come. If there had been no Oracles, there would be no Proxima, or Orion, or Deneb, or any of the other extra-solar colonies. Earth would have been little more than yet another member of the League of Non-Aligned Worlds – if that. Since the original Oracles sailed the stars, great leaps have been made in EarthForce sensor technologies. As soon as these improvements began to appear, many Oracles were converted for use as electronic support platforms in a fleet environment. Interestingly, the Oracle bears more than a superficial resemblance to the later Hyperion and many of the systems employed on the scout were later used for the Hyperion.



Speed: 12 **Damage:** 16/5 **Craft:** None
Turn: 2/45° **Crew:** 22/6 **Special Rules:** Interceptors 2, Jump Point, Scout, Stealth 3+
Hull: 4 **Troops:** — **In Service:** 2216+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	3	Beam, Super AP
Missile Rack	30	T	1	Precise, Slow Loading, Super AP
Particle Beam	5	F	4	Anti-Fighter, Weak
Particle Beam	5	A	4	Anti-Fighter, Weak
Particle Beam	5	P	4	Anti-Fighter, Weak
Particle Beam	5	S	4	Anti-Fighter, Weak

Orestes-class System Monitor

Battle

The Orestes class originally looked much different to its present configuration. Its early role was to act as the core of a task force engaged in rooting out and destroying Raider outposts. The first Orestes, therefore, was a heavily armoured battleship capable of shrugging off serious amounts of firepower. Unfortunately, it was also extremely expensive to operate, and once pirates were driven out of the solar system, most examples of the class were scrapped. The Orestes received a new lease on life after the Centauri were contacted in the mid-22nd Century. At that time, the Orestes was the largest ship in the Alliance inventory, as well as one of the best able to stand up to enemy fire. Unfortunately, its engines and thrusters were completely unsuited for use in hyperspace, and modifications failed to produce a vessel that could travel any respectable distance at a reasonable speed. Still, the Orestes did pack a tremendous amount of weaponry, so it did prove useful as a mobile defence craft. In this way, the Orestes changed from a Dreadnought-class vessel to a simple system monitor, and Orestes vessels have been used as system defenders for decades.



Speed: 4 **Damage:** 48/10 **Craft:** 2 Starfury flights
Turn: 1/45° **Crew:** 55/12 **Special Rules:** Interceptors 1
Hull: 6 **Troops:** 2 **In Service:** 2249+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	25	B	3	Beam, Double Damage, Super AP
Medium Laser Cannon	15	B	3	Beam, Super AP
Medium Laser Cannon	15	B(a)	3	Beam, Super AP
Railgun	12	F	4	AP, Double Damage
Medium Pulse Cannon	10	P	10	Twin-Linked
Medium Pulse Cannon	10	S	10	Twin-Linked
Particle Beam	5	T	6	Anti-Fighter, Weak

Orion Starbase

Battle

Rotating to provide gravity to the thousands of crewmen on board who keep the station's systems running, the Orion is a standard design of orbital installation found in many Earth Alliance territories. Missile racks give the Orion a long-range punch lacking on similar installations and the combination of railguns and heavy pulse cannon will deter all but the most determined assault. Many Orions in space today are relatively new constructions, taking advantage of more recent technology as most of the original designs were destroyed in the first attacks of the Earth-Minbari War.

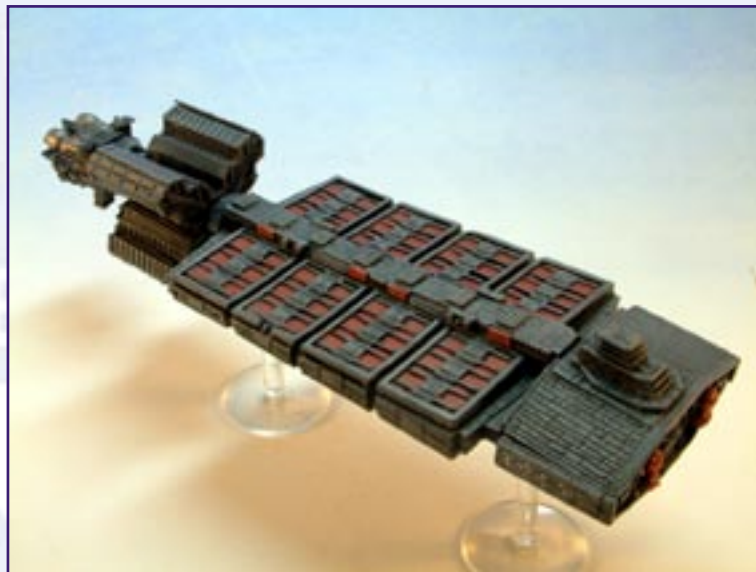
Speed: — **Damage:** 600/300/150 **Craft:** 8 Starfury flights
Turn: — **Crew:** — **Special Rules:** Carrier 2, Command +1, Defence Network 6, Immobile, Interceptors 8, Space Station, Targets 3
Hull: 5 **Troops:** 35 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	24	—	8	Twin-Linked
Railgun	20	—	4	AP, Double Damage
Missile Rack	40	—	2	Precise, Slow Loading, Super AP

Poseidon-class Super Carrier

War

Considered to be the premier carrier in the entire galaxy, the Poseidon has been given the best defences and escorts available to the Earth Alliance. In addition, its long, flat array of inter-linked fighter bays is capable of not only launching its entire fleet of fighters in a matter of minutes but of recovering them quickly too. The first Poseidon was launched in 2247 but was quickly destroyed in the Earth-Minbari War. Construction is so time-consuming that only few have been built since. Recent designs possess slightly expanded bays to permit the use of the Thunderbolt but the first model could only employ Aurora Starfurys. The Poseidon is not only a heavy carrier but also a fleet flagship, absorbing that role after the general decline of the Nova. Large EarthForce armadas are constructed around the Poseidon. Advanced communication and control gear permits any force headed by a Poseidon to benefit from improved co-ordination during a large battle. Not surprisingly, Poseidons possess huge arrays of defensive guns and are surrounded by escorts at all times.



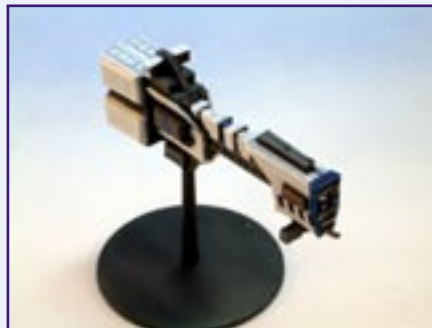
Speed: 5 **Damage:** 95/25 **Craft:** 16 Starfury flights
Turn: 1/45° **Crew:** 120/30 **Special Rules:** Carrier 4, Command +3, Fleet Carrier, Interceptors 6, Jump Point, Shuttles 2
Hull: 4 **Troops:** 10 **In Service:** 2255+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Medium Pulse Cannon	10	P	6	—
Medium Pulse Cannon	10	S	6	—
Particle Beam	5	T	8	Anti-Fighter, Weak

Sagittarius-class Cruiser

Raid

The Sagittarius hull was a specialised design first seen in the early 23rd Century. The original aim of the ship was to operate as a test firing platform for newly developed missiles. As experimentation progressed, larger and more stable hulls were produced, eventually mounting no less than eight missile racks on a lengthy cruiser hull. Shortly thereafter, EarthForce began to take interest in the hull as a potential warship design, and the first actual Sagittarius left the spacedocks in 2225. The ship was not particularly popular, primarily because its complete dedication to the missile bombardment role left it little room for flexibility. Because of its specialised role, the Sagittarius was totally unsuitable for use in anything other than a fleet environment, so few other missions could be undertaken. Worse still, the Sagittarius had little in the way of defences, lacking even a jump drive to make its escape should things go badly. Most were mothballed, only to be hastily recalled and destroyed during the Earth-Minbari War. The few survivors were rebuilt and are now being used to test new missile and missile rack technologies as part of Project Zeus.



Speed: 6 **Damage:** 28/7 **Craft:** None
Turn: 1/45° **Crew:** 26/6 **Special Rules:** Interceptors 2
Hull: 5 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Missile Rack	30	F	6	Precise, Slow Loading, Super AP
Missile Rack	30	A	2	Precise, Slow Loading, Super AP
Missile Rack	30	P	2	Precise, Slow Loading, Super AP
Missile Rack	30	S	2	Precise, Slow Loading, Super AP
Particle Beam	5	T	6	Anti-Fighter, Weak

Shadow Omega-class Advanced Destroyer

War

With highly secret development programmes initiated by President Clark in the last days of his reign, Earth began to gain access to advanced Shadow technology. Taking basic Omega hulls, Shadow agents worked hard to convert the ships into advanced destroyers in order to give President Clark a weapon that would be immeasurably superior to anything in the arsenal of Captain Sheridan and his alien allies. The result was the Shadow Omega, a ship of awesome potential and yet one irrevocably tainted by the treachery of President Clark. The few remaining examples that survived the liberation of earth were quickly dismantled after the war.



Speed: 8 **Damage:** 65/12 **Craft:** 4 Thunderbolt flights
Turn: 1/45° **Crew:** 70/14 **Special Rules:** Advanced Jump Point, Flight Computer, Interceptors 4, Self-Repairing 1d6
Hull: 6 **Troops:** 3 **In Service:** 2261 only

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	35	B	6	Beam, Super AP, Triple Damage
Heavy Phasing Pulse Cannon	12	F	8	AP, Double Damage
Heavy Phasing Pulse Cannon	12	A	4	AP, Double Damage
Light Multi-Phased Cutter	8	P	8	AP, Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	8	s	8	AP, Mini-Beam, Twin-Linked

Using the Shadow Omega

Clearly, the Shadow Omega is not intended as a standard Earth Alliance warship, no matter how much prospective Admirals may hunger at the prospect! As a fusion between human and Shadow technology, instigated at the directions of a mad and treacherous President, and crewed by Shadow agents, any fleet using this ship can be safely considered to be evil.

As such, it is suggested that the Shadow Omega is used only in special scenarios or in campaigns where a player declares that he is indeed fighting for President Clark. This can, of course, only happen if the campaign takes place in the year 2261.

Starfury Flight

Often regarded as the first line of defence for many Earth Alliance installations and outposts, the Starfury has undergone many revisions and upgrades throughout its service history but remains a frontline non-atmospheric fighter capable of retaining space-superiority. Its unique X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat but the Starfury is often found wanting in more specialised missions as it is incapable of entering a planetary atmosphere. However, with main armament comprising two forward firing JC 266 20-megawatt uni-pulse cannon controlled by a Duffy 1018 MJS smart targeting computer, it is a craft capable of successfully battling almost any alien fighter. Two lighter raid-firing pulse cannon are also mounted in the wing roots above the pilot's position, though restrictions in the Starfury's fusion reactor output means both sets of weapons may not be fired simultaneously.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +1
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Afterburner, Dodge 2+, Fighter
Crew: — **In Service:** 2244+

Weapon	Range	Arc	AD	Special
Uni-Pulse Cannon	2	T	2	Twin-Linked



Tethys-class Cutter

The Tethys can trace its origins back to the original early anti-raider operations that took place during the conquest of the solar system. Originally intended as a police vessel, it has since been employed for virtually every mission EarthForce is capable of assigning. When employed for civilian or defence purposes, it is referred to as a police cutter, but when in fleet service it is used as a light frigate. More versions of the hardy Tethys have existed than any other ship class in the Alliance inventory. Because it is so small and cheap to build, it is frequently employed as a test bed for new technologies, where its sturdy construction allows it to stand up to the rigors of field testing. As far as Earth ships go, it is among the more manoeuvrable.

Speed: 10 **Damage:** 8/2 **Craft:** None
Turn: 2/90° **Crew:** 10/2 **Special Rules:** Interceptors 1
Hull: 4 **Troops:** — **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	6	—
Light Pulse Cannon	8	F	2	—
Light Pulse Cannon	8	P	2	—
Light Pulse Cannon	8	S	2	—



Patrol (Wing)

Patrol

Tethys-class Laser Boat (Variant)

Patrol

Developed during the Dilgar War, the laser boat was an attempt to mount the most powerful weapons in the Earth Alliance arsenal onto a simple and utilitarian hull. The result was a mixed blessing as while the vessel could never generate enough power to operate laser cannon continuously, it did represent a quantum leap in the firepower a small ship could carry into battle.

Speed: 8 **Damage:** 8/2 **Craft:** None
Turn: 2/90° **Crew:** 10/2 **Special Rules:** Interceptors 1
Hull: 4 **Troops:** — **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Double Damage, Slow-Loading, Super AP
Light Pulse Cannon	8	F	2	—
Light Pulse Cannon	8	P	2	—
Light Pulse Cannon	8	S	2	—

Tethys-class Missile Boat (Variant)

Patrol

Another simple variant of the Tethys, the missile boat was expected to support Sagittarius cruisers during long-ranged bombardment missions. It was met with limited success, as the tiny Tethys could not carry missiles with sufficiently long range and had a complete inability to operate on its own. However, it could provide an effective screen for the larger Sagittarius when enemy squadrons made their inevitable attack runs. With the cruiser as the main target, the tiny Tethys was often ignored in large battles.

Speed: 8 **Damage:** 8/2 **Craft:** None
Turn: 2/90° **Crew:** 10/2 **Special Rules:** Interceptors 1
Hull: 4 **Troops:** — **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Missile Rack	20	F	4	AP, Precise, Slow-Loading

Missile Variants: The Tethys Missile Boat may not use the missile variants detailed on page 48. The hull of the Tethys was never designed for such duties and its missile racks are simply not adaptable enough to use the same missiles as other ships of the fleet.

Thunderbolt Flight

Patrol (Wing)

The Thunderbolt is the next generation of advanced fighters developed along the ongoing Starfury program. As older types are phased out, it is likely that the Thunderbolt, or T-bolt as it is frequently known, will take on the overall Starfury name. However, this might take some time, as many existing carriers cannot easily operate the slightly larger, atmospheric-capable T-bolt frame. Thunderbolts possess several improvements over the basic Starfury. In addition to obvious advances in thrust, armour and staying power, the T-bolt also mounts a more compact gatling pulse cannon that occupies less space in the fuselage. Thunderbolts also possess wing-based missile racks.

Speed: 10 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 5 **Craft:** —
Damage: — **Special Rules:** Afterburner, Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2259+

Weapon	Range	Arc	AD	Special
Gatling Pulse Cannon	2	T	2	—
Missile Rack	4	T	2	AP



Warlock-class Advanced Destroyer

War

The Earth Alliance's latest warship is a by-product of the Earth Civil War. It had become clear that the Nova-class dreadnought was not up to the task of conducting major planetary assaults and EarthForce thus decided it needed a new breed of starship, one capable of extended space conflicts and combating even the might of Minbari warcruisers. The Warlock is, without a doubt, the most devastating war machine produced in Earth history. It was designed to have an artificial gravity system (with no use of rotating sections), extremely powerful weaponry and the toughest armour possible. Technology was plundered from many advanced races, but the most prominent is the use of Shadow bio-organic technology in design and production. The design was not finished in time for the Earth Civil War, though the Warlock did lend some of its advanced



technological design to the bastardised Omega-X class destroyer that was briefly employed during this conflict. Following the conclusion of the Earth Civil War, the experimental new Warlock-class destroyers began their initial tests and shortly there after went into active service. First among these new warships was the EAS *Titans*, under the command of Captain Susan Ivanova. *Titans* was soon followed by the *Sorcerer*, *Necromancer* and *Enchantress*. By 2268 there were some 50 Warlock-class vessels in service, with more under construction.

Speed: 8 **Damage:** 70/18 **Craft:** 4 Starfury flights
Turn: 1/45° **Crew:** 80/20 **Special Rules:** Advanced Jump Point, Command +1, Interceptors 4
Hull: 6 **Troops:** 6 **In Service:** 2261+

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	25	B	4	Beam, Super AP, Triple Damage
Railgun	20	F	4	AP, Double Damage
Railgun	20	A	4	AP, Double Damage
Laser/Pulse Array	15	F	10	Twin-Linked
Laser/Pulse Array	15	A	6	Twin-Linked
Laser/Pulse Array	15	P	6	Twin-Linked
Laser/Pulse Array	15	S	6	Twin-Linked
Missile Rack	30	F	6	Precise, Slow Loading, Super AP
Particle Beam	5	T	6	Anti-Fighter, Weak

Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 12. They gain the AP and Beam traits but lose Twin-Linked.

Missile Variants

With the development of missile racks on many Earth Alliance hulls, experiments quickly began on missile design. The advantage of standard fitting missile racks soon became clear as ships were able to vastly increase their flexibility in battle, simply by swapping the missile loads they carried on board.

Any Earth Alliance ship equipped with missile racks can swap the standard missiles usually carried with one of the variants below. Each missile rack on a ship may have just one missile type though a single ship with multiple missile racks may have a different missile variant in each rack system.

Thunderbolt flights may not use these variant missiles as they carry far smaller warheads than those used by larger capital ships.

When a missile variant is used, it will replace certain characteristics of the normal missile rack, as detailed below in its description, as well as possibly grant some special rules which are used when a ship is equipped with it. Each missile variant will retain the fire arc and Attack Dice of the original missile rack, as well as the Slow-Loading trait, if applicable. In addition, each missile variant has an In Service date listed, which is used if players are following the optional rules in Book Two for setting specific years in each battle or campaign.

Standard Anti-Ship Missile

This is the standard warhead carried in missile racks on most Earth Alliance vessels. With a long range and superior guidance systems, it is a cheap but solid weapon, particularly against targets lacking active defence systems.

Range	Special	In Service
30	Precise, Super AP	2165+

Flash Missile

A development from the standard explosive warhead of the anti-shipping missile, the Flash uses a plasma-based warhead for devastating effect. A well guided shot is capable of damaging critical systems of the largest capital ship.

Range	Special	In Service
30	AP, Double Damage, Precise	2229+

Heavy Missile

Sacrificing fuel load for a heavier warhead, Heavy Missiles are typically used when fleets close range. Their massive payloads can deal incredible amounts of damage, without forgoing the normal accuracy of missile systems.

Range	Special	In Service
12	Precise, Triple Damage, Super AP	2225+

Anti-Fighter Missile

Comprising a booster rocket powering multiple, independently guided warheads, the Anti-Fighter missile gives a capital ship the ability to knock out entire flights before they can get within range to make an attack run.

Range	Special	In Service
15	Anti-Fighter, AP	2231+

Long-Range Missile

The tactical counterpart to the Heavy Missile, this variant has a relatively small warhead but mounts several long-ranged

boosters to its frame, greatly increasing its striking distance. Often used for long-ranged bombardment, this missile is also useful for whittling away an enemy's strength at incredible distances, long before the real battle begins.

Range	Special	In Service
40	AP, Precise	2225+

Multi-Warhead Missile

Though packing immense destructive power, missiles are extremely vulnerable to active defence systems, particularly interceptors. The Multi-Warhead Missile is designed to defeat these systems, by flooding the missile's position with several warheads, as well as dozens of devices that create an identical sensor signature, in order to confuse an active defence system. A Multi-Warhead missile will ignore all Interceptors present on a target ship. Do not roll for Interceptors against this attack.

Range	Special	In Service
30	AP, Precise	2256+

HARM Missile

Intended for use against the Minbari but passing through the development phase far too slowly to influence that war, the HARM missile specifically targets enemy sensor systems, rendering them temporarily blind with a burst of electromagnetic interference.

If a HARM missile successfully hits a target, it will deal no damage. Instead, it forces the enemy crew to make a Crew Quality check. If they score 9 or less, they fail to overcome the effect of the electromagnetic burst from the missile. This ship will count every target it attacks as having Stealth 3+ until the end of the next turn. The effects of multiple HARM attacks on a single ship are not cumulative.

Range	Special	In Service
15	Super AP	2248+

Campaigns: Refits and Other Duties

Earth Alliance Fleets use the following tables for Refits and Other Duties when playing campaign games. As always, if a certain refit or duty cannot be applied to a specific ship for any reason, re-roll the result. Unless otherwise stated, multiple results of the same type can be applied to the same ship. So, for example, if a ship rolls Reinforced Hull twice, it will gain a +20% bonus to its Damage score and a -2 penalty to its Speed.

Earth Alliance 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Quick Loading Missiles:** If the ship has missile racks, it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its missile rack Attack Dice reduced by half, rounding up.
- 5 **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.
- 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 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Enhanced Interceptor Network:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. 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 +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Earth Alliance Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated, even legendary Captain. 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 **Now You See Me...:** This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 5 **Psi Corps:** The crew's dedication to duty has been rewarded (!) with a resident Psi Corps telepath being made at home on board. Whenever the ship has to make an opposed Crew Quality check, it gains a +1 bonus as the telepath strains to fathom the intentions of the enemy crew.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
- 8 **Veteran Engineers:** The elite engineering officers 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 **Elite Psi Corps Operative:** Your crew is joined by a Psi Corps telepath of P-Rating 10 and trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide Captains as to the best course of action. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
- 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 Points 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Narn, Minbari, League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Minbari Federation

OF THE SO-CALLED 'younger' races calling this galaxy its home, the Minbari is by far the eldest. They have thrived on their crystalline homeworld of Minbar for tens of thousands of years, and it shows in their mannerisms and technologies. Broken into a simple caste system that divides each Minbari by the 'calling of their heart', their stable traditions and triadic government grew from thousands of years of infighting and manipulation at the hands of the powerful and enigmatic Vorlons.

The three castes – Worker, Warrior and Religious – each fill a role in their society. Unsurprisingly, the Worker Caste designs and builds nearly everything in the Minbari culture. Architecture, spacecraft, cities and even the weapons of their armies have been under the playing touch of the Worker Caste members. The Warrior Caste has a twofold purpose, to train and to protect. Either through the constant defence of their colonies and their fleets or by the seeking out of their enemies to destroy them utterly, the Warriors are the reason why so few races ever had much contact with the Minbari before the Babylon project. The Religious Caste serves as the glue that binds this society together. Using tenets secretly programmed into them during their earliest years by the Vorlons, the Religious Caste teach their people the power of their traditions and the strength of unity they provide.

The three castes come together for specific projects consistently, and rarely is there conflict as to which caste takes the credit for outstanding achievements. Where egos may rub, or arguments arise, there is the word and laws of the Grey Council. Made up of nine representatives, three from each caste traditionally to keep balance, the Grey Council is the primary governing structure of the Minbari. Watching and adjudicating from their ancient and powerful vessel, the Grey Sharlin,

the Council roams Minbari Federation space in an effort to focus their efforts on where the problems lie rather than allowing problems to become mired and get lost on the way to a central base or governing body. This fact, that the Grey Sharlin is so mobile, is what nearly caused the extinction of the human race.

With subtle ushering from their Vorlon mentors, the Minbari spent thousands of years perfecting their technologies on and off their planets. The Workers had the best tools and materials to build the crystal cities of Minbar, the Religious had well-written and logged historic records that dated back several centuries, and the Warriors had some of the finest starships and weaponry imaginable, many of which have not had need to change at all in hundreds of years.

They expanded outward in search of resources and allies, and found many smaller systems happy to join the growing Federation – until they found the Klathu, a race of paranoid warmongers in the Iklath system. Having spent so much of their research in weapons development, they had yet to truly break the boundaries of their system in favour of a relatively powerful navy. When a small group of exploring Minbari ships jumped into Iklath they were immediately attacked and, in being so unprepared for a hostile greeting, suffered heavy losses at the hands of the awaiting armada. One vessel returned to the closest Minbari colony, Zendamore, and told their people there what had occurred.

The Minbari are traditionally a vengeful people when wronged and the foolish acts of the Klathu earned their ire fully. The Warrior Caste returned with a larger war fleet full of Sharlin battlecruisers and the smaller Tigara frigates, jumping into the Iklath system without warning and surrounding

and obliterating the inferior vessels of the Klathu. When their armada was floating particles the Warrior Caste turned their sights on the planets themselves and, in one short campaign of brutality, destroyed the Klathu's will to fight. Their surrender was given in short order. Iklath became a Federation system, and the Klathu have bowed their heads to the Minbari ever since. It is just one example of the Minbari's 'peace through superior weaponry' pattern of dealing with lesser races. It is no wonder why the Centauri referred to them as 'dragons' for a very long time after the two had met.

These fleets of superior ships sailed effortlessly out into the void in search of possible threats to the Federation, and allies for wars they were told to prepare for. The Vorlons whispered in their ears for a thousand years or more about an unknown darkness that would need to be defeated and only with the help of other races would that be possible. Roughly one thousand years before the Babylon project began, around the year 1255, the enemy reared its head. Even more powerful than the Minbari, possibly even the Vorlons, these 'Shadows' waged a massive war that caught the galaxy in a flat spin. Deadly black ships with weaponry that made Minbari technology look like children's toys appeared in the outskirts and tore ships to pieces. These horrible vessels were responsible for a great deal of damage to many races – ripping the telepaths from the Narn genetic pools – and seemed completely unstoppable, no matter what the Vorlons claimed. It had seemed that the Shadows were picking on Minbari targets in particular, as if they had done something to them in the past. It was only through the arrival of a mysterious space station and the mythical figure Valen that the Shadows were defeated, and the Vorlons stepped back into the role of mentor once more. Valen was alone on the enigmatic station and is said to

have been a 'Minbari borne of a human soul.'

Valen brought with him many prophecies, the most important of which was that of the Shadows' return. He claimed that the next thousand years would serve as preparation for the next battle between Light and Darkness. Instructing the Minbari to ready themselves on every level, Valen set plans in motion that would eventually turn the galaxy upside down – and re-write the standing of its inhabitants forever.

The next thousand years became a golden era for the Minbari, setting their collective peoples on the tasks Valen gave them. Ships grew in power and size, with new breakthroughs in laser and beam technology every few decades. Gravitic engines and fusion reactors gave Minbari ships powerful mobility and a seemingly endless supply of energy for larger and larger weapons. Honing their sensors to be ever wary of the unseen enemy and its allies, the Minbari were keenly alert to their surroundings.

Then Valen explained the need for allies outside the reach of the jumpgates. He claimed the existence of hundreds of lesser races ready to join the fight against the Shadows. With a little help from their Vorlon friends, the Minbari soon had efficient (both in power consumption and spatial size) jump engines that gave their vessels unabated access to hyperspace. They soon began not only to seek out friends amongst the stars, but also mapped several routes between them, creating some of the earliest hyperspace beacons and waypoint jumpgates in known space.

They found many races far away from Federation space. Centauri, Narn, the Streib, Drazi and many other smaller cultures became aware of the shining warships of the Minbari and their technological superiority. There were many small squabbles, most notably with the Drazi and the Narn who wanted the powerful fusion cannons

and pulsing lasers for their own fleets, but they were easily forgivable and ultimately forgettable in the higher purpose of preparing for the next Shadow War.

It was not until the thousand years since the search for Shadow influence had begun was drawing to a close that the Minbari almost sent what would later be their closest allies into extinction. While patrolling the borders of Federation space in search of the evils of Z'ha'dum, the Grey Council stumbled across a wandering alien vessel and set course to hail them. Much larger and more powerful than the small Earth Alliance *Prometheus*, the Grey Sharlin made no subtle gestures or awkward navigations that might be construed as warlike or flanking. In fact, as an added measure to show the peaceful intentions and respect for the new species the Minbari opened all weapon ports – a show of great respect amongst honourable Warrior Caste Minbari – and approached directly toward the *Prometheus*. The humans saw it as a hostile threat and, with the highly powerful scanners of the Minbari accidentally jamming those of the inferior Hyperion, battle stations were called and the *Prometheus* opened fire. Not expecting an attack, defensive measures were not in place and the Grey Sharlin took a massive amount of damage. Without bulkheads closed or non-essential systems routing power elsewhere, the attack tore through the much larger Minbari vessel like an avalanche of fire and destruction.

Fearing retribution the *Prometheus* escaped in great haste, but the damage had been done. The attack had not only crippled the flagship of the entire Minbari government but it had killed their spiritual leader and speaker of the Grey Council, Dukhat. The Sharlin was stunned as word leaked out that Dukhat was dead, and messages were sent out to all Minbari ships. Soon shock turned to sorrow, sorrow to anger and anger to hatred—which lit the fires of war in the hearts of their people.

In a frenzy of revenge, the Minbari lashed back at the humans with nothing short of blood on their minds. Setting every warship – including some new models that were being saved for Valen's predicted war – on the hunt for every human they could find, the Minbari began the trip toward the human homeworld of Earth. It was a display of superiority that shook the galaxy. Never in a thousand years had the highly advanced Minbari taken on the role of punisher, and many other galactic governments recoiled in fear that they would be next.

The war raged on and eventually came to the human homeworld itself, where a strange turn of events would force the Grey Council to submit an unconditional surrender. This pulled tensions tightly between the Warrior Caste, who were on the very edge of victory and the Religious Caste who discovered an important fact that birthed the surrender. The war was over, but tensions were still very much on the high, even between the Castes themselves.

After treaties were signed and the Babylon project began to forge new alliances with outside governments, the Minbari remained a technological leader. While the Religious Caste made arrangements to look for the allies Valen had promised, the Warrior Caste set to perfecting their vessels of war, if only to eventually finish the job they started during the Earth/Minbari War. The Minbari did little technological trade with others, as the others had nothing to offer them that had not already been shown to them centuries before by the Vorlons. Instead, they focused on perfecting the weapons they had, weapons they were told would make a difference in the next Shadow War.

The birth of newer neutron lasers and more focused fusion cannons replaced older models, as continuous fire attacks were recorded as being far more effective against the enemy's vessels that burst or pulsing fire. Training exercises that took great advantage of their jamming

abilities and focused fire became standard for all pilots and the Nial heavy fighter took the place of nearly all other models. Warships bristling with weapons rose in popularity, and the Warrior Caste ordered the construction of many vessels.

Old favourites like the Neshatan gunship flew the skies once more, their massive payloads ready to unleash against any foolish enough to stand against the Warrior Caste. The Sharlin remained the mainstay flagship, but another, deadlier variety sprang from a conjoined effort between the Warrior and Worker Castes, who still felt the surrender at the Battle of the Line was an enormous waste of resources. Turning the Sharlin battlecruiser into a floating fortress of crystalline energy matrices and refraction-based hull layers, the new Sharlin became the Warrior Caste's chosen implement of destruction. Designed to solely cut a target from out of space like a surgeon would a cancer, it would have been unstoppable in the Earth/Minbari War but never left the design phase until it was over, a fact that brings a curse to many Warrior's lips. With new time and resources, however, it became a reality over many Minbari colonies and systems.

All the while, an insular organisation called the Anla'shok, the Rangers, begun to come into their own power under the noses of the revenge-minded Warriors. Controlled by prophesy and old writings of Valen, the Anla'shok was a network of Minbari, and now *humans*, that existed only to learn and fight against the coming Shadows. Working in secret with the Vorlons, the Anla'shok and the Religious Caste created a whole new type of fast ship using Minbari technology built on Vorlon principles – the White Star. Piloted originally only by Rangers, the Warrior Caste demanded the use of the advanced fleet of vessels.

Then the Shadows came back. The Interstellar Alliance was formed around the White Star Fleet and the Minbari

joined quickly to fight against the foretold enemy. Sharlins, Neshatans, Tinashi and many more joined the battle with their half-Vorlon White Star brethren, and aided the Interstellar Alliance in eventually routing the Ancient enemy. Relations with the Vorlons became strained as well during the Shadow War and both First Ones were forced to leave the galaxy by the end of the conflict. It left the younger races alone, and the Minbari were again the technological giants.

This superiority shows in their common fleet tactics. Nearly always outnumbered by inferior vessels, Minbari fleet commanders, called *Alyt*, realise early on their strengths versus superior numbers. By jamming enemy ships' sensors, Minbari ships can effectively force the enemy to take wild shots in hopes of striking them in the comparatively enormous void between vessels. Even the darting fighters and flyers can scramble ship-based tracking systems, forcing enemies to engage them fighter-to-fighter, which the heavy Nial can happily handle. If a wing commander of fighters feels daunted by overwhelming numbers or somehow outclassed by enemy pilots, they often swing back toward a carrier or escort frigate, whose fusion cannons are more than capable to pick off the harassers.

Offensively, superior ranges on most Minbari laser technology allows the first strike to normally go to the Minbari. A good initial strike from a long distance, especially at the engagement's beginning moments, can do one of two things. First, if all captains focus their fire on a single cruiser or frigate they ought to destroy it utterly. This not only crushes enemy morale, but also showers the area with debris that could pulverise ships too close to the carefully chosen target, especially those caught just coming out of a jump point or gate. Second, if every ship targets a different vessel along an enemy's battle line the chances are good that a critical system might be damaged in a handful of them. This ruins the

enemy's consolidated front, separates flight groups and might cripple attack strategies long before they ever began. The first volley can be what wins a conflict for the Minbari, and many battles end shortly thereafter.

While this superiority makes all the difference against younger races, the Minbari must never become complacent. When the allies of the Shadows, the powerful Drakh, began to fight openly with the Interstellar Alliance, the Minbari came to their aid more than a few times. Unfortunately, as the Vorlons had aided the Minbari technologically, so too had the Shadows assisted the Drakh. When fighting against these advanced races, or even back when the Shadows themselves were a threat, Minbari vessels had to rely on sheer firepower focused on a single enemy until it crumpled to get by. When dealing with the absorbing hulls of the Shadows or the resistant skins of the Drakh attack fleets, which knit damage nearly as fast as it can be caused, *alyts* cannot cease firing at a single target until it is nothing but debris. Otherwise, like the sad story of the Morshin *Hand of Fire*, an enemy will seemingly crawl out of their proverbial grave to destroy them!

Highly advanced, highly skilled and dauntless sometimes to a fault, the Minbari Federation is amongst the most powerful governmental affiliations in the entire galaxy. A mystery to most, and a fearsome foe to others, they are better left alone to their devices. For those who meddle in their affairs may soon find their sky alight with jump points – a sight seldom forgotten, should they live through the ensuing conflict at all.

The Minbari Federation Fleet List

The following forms the entire fleet list for the Minbari Federation.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Flyer Wing (2 flights)
Nial Wing (1 flights)
Tishat Wing (1 flights)

Priority Level: Skirmish

Torotha-class assault frigate

Priority Level: Raid

Ashintan-class heavy escort
Esharan-class anti-fighter frigate

Leshath-class heavy scout
Teshlan-class fast cruiser
Tigara-class attack cruiser

Priority Level: Battle

Morshin-class carrier
Shantavi-class heavy battle frigate
Tinashi-class warship
Troligan-class armoured cruiser
Veshatan-class fast gunship

Priority Level: War

Neshatan-class gunship
Sharlin-class war cruiser
Sharroos-class heavy war cruiser
Sharkaan-class advanced war cruiser

Space Stations

Norgath Starbase War

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 Nial flights may replace any number of them for Tishats (so long as the scenario is set in 2231 or later) or 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.

Minbari Federation Initiative: +4



Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 8 **Hull:** 4 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+, Stealth 3+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2046+

Patrol (Wing)

Flyer Flight

Perhaps the most common Minbari spacecraft seen outside of heavily travelled space lanes, the flyer is a small but extremely potent vessel. Armed with a single fusion cannon for defence, in the hands of a skilled pilot, the flyer can be a match for many of the front line fighters used by other races. It is designed primarily to ensure the safe passage of a single individual through space and its highly intelligent computer system allows most functions to be performed automatically, to the extent where a completely unskilled passenger can simply inform the Flyer of where he wants to go and all navigational, docking procedures and even combat manoeuvres are performed without further intervention.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +1
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 4+, Fighter, Stealth 5+
Crew: — **In Service:** 2004+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	3	AP



Leshath-class Heavy Scout

Raid

The most advanced scouting vessel of any race in the galaxy, the Leshath combines truly serious firepower with almost total invisibility. It made a brief appearance in the Earth/Minbari War but was soon withdrawn when the Grey Council realised that humans had little chance of detecting even major warships, let alone advanced scouts. Common battlefield philosophy dictates that one should flood an area with fire in order to defeat a Leshath. Once attacks start to break through the stealth shrouds, the Leshath's weak armour can often make it easy prey.



Speed: 10 **Damage:** 24/5 **Craft:** 1 Nial or Flyer flight
Turn: 2/45° **Crew:** 28/6 **Special Rules:** Advanced Jump Point, Flight Computer, Scout, Stealth 5+
Hull: 4 **Troops:** 3 **In Service:** 1995+

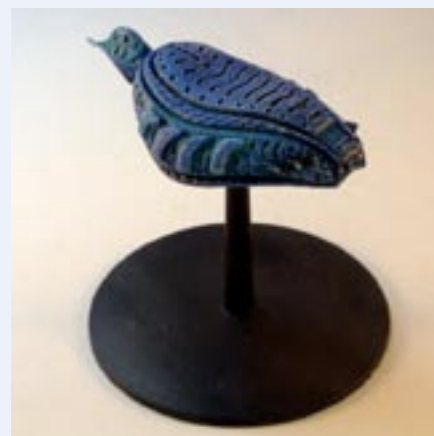
Weapon	Range	Arc	AD	Special
Fusion Cannon	18	F	8	AP, Mini-Beam
Fusion Cannon	18	A	6	AP, Mini-Beam
Fusion Cannon	18	P	6	AP, Mini-Beam
Fusion Cannon	18	S	6	AP, Mini-Beam

Morshin-class Carrier

Battle

The primary carrier in the Minbari Federation, a Morshin carrier holds four dozen fighters and a pair of flyers, a veritable fleet of small craft that can easily turn the tide of any battle they deploy into. At the Battle of the Line at Earth, it was the Nial heavy fighters brought to the battle by Morshin carriers that did more damage by far than any other kind of ship in the fleet, including the many Sharlin cruisers that were present. Morshin carriers are not as heavily armed as many other Minbari vessels but they possess enough firepower to deal with most vessels light enough to evade their fighter screens.

Speed: 8 **Damage:** 38/6 **Craft:** 1 Flyer flight, 8 Nial flights
Turn: 2/45° **Crew:** 36/7 **Special Rules:** Advanced Jump Point, Carrier 4, Command +1, Fleet Carrier, Flight Computer, Stealth 5+
Hull: 4 **Troops:** 4 **In Service:** 1995+



Weapon	Range	Arc	AD	Special
Fusion Cannon	18	F	6	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	2	AP, Mini-Beam
Fusion Cannon	18	S	2	AP, Mini-Beam

Nial Heavy Fighter Flight

Patrol (Wing)

The main frontline fighter of the Minbari Federation, the Nial is an utterly lethal craft. Benefiting from the same stealth technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with three light fusion cannon, powerful enough to utterly destroy any craft of similar size and granting the ability to engage even capital ships. Though short-ranged, the Nial's advanced flight control system allows its pilot to complete many actions automatically, leaving him to concentrate on the most important tasks, a vital advantage in combat.

Speed: 15 **Troops:** —
Turn: SM **Dogfight:** +3
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter, Stealth 4+
Crew: — **In Service:** 2050+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	3	AP



Norgath Starbase

War

One of the oldest designs in the Federation, the Norgath is also one of the largest starbases built by the Minbari. Early versions existed before the last Shadow War and some of these still stand in space today, though heavily upgraded. No Minbari starbase has fallen to attack from any of the younger races and, given their defences, this is a record that is likely to stand.

Speed: — **Damage:** 800/400/200 **Craft:** 2 Flyer flight, 4 Nial flights
Turn: — **Crew:** — **Special Rules:** Carrier 2, Command +1, Defence Network 12, Immobile, Interceptors 6, Space Station, Stealth 3+, Targets 4
Hull: 4 **Troops:** 40 **In Service:** 2082+

Weapon	Range	Arc	AD	Special
Nutron Laser	30	—	2	Mini-Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	—	6	AP, Mini-Beam

Neshatan-class Gunship

War

At first glance, enemies of the Minbari are often taken aback by the appearance of a Neshatan gunship. Bereft of the fins that usually adorn Minbari vessels, the Neshatan is one of the oldest designs still in operation in their fleet. Similar in size to a Sharlin and carrying a vast array of weapons, the Neshatan is not necessarily superior in combat to the new flagship of the Minbari due to its slow speed and manoeuvrability. What it does possess, and the reason it is still used by the pragmatic race, is sheer endurance and the potential for mass destruction. It takes an incredible amount of damage to destroy a Neshatan; usually, this is a long process that costs the enemy far more than the loss of a single gunship.



Speed: 8 **Damage:** 56/8 **Craft:** None
Turn: 1/45° **Crew:** 62/10 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 6 **Troops:** 5 **In Service:** 1977+

Weapon	Range	Arc	AD	Special
Neutron Laser	30	F	6	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	A	4	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	8	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	6	AP, Mini-Beam
Fusion Cannon	18	S	6	AP, Mini-Beam

Veshatan-class Fast Gunship (Neshatan Variant)

Battle

An oddity among the Minbari fleet, the Veshatan was a vessel that stayed in service for barely two centuries. Built at the behest of the Warrior Caste who were keen to see the Neshatan's capabilities grafted onto a more manoeuvrable, and therefore more flexible, ship, the resulting Veshatan was quickly outmoded by faster cruiser hulls. All examples were quickly (and, it has to be said, quietly) converted back into standard Neshatans, where most continue to serve with honour.

Speed: 12 **Damage:** 56/8 **Craft:** None
Turn: 1/45° **Crew:** 62/10 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 5 **In Service:** 1989-2207

Weapon	Range	Arc	AD	Special
Neutron Laser	25	F	4	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	6	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	4	AP, Mini-Beam
Fusion Cannon	18	S	4	AP, Mini-Beam

Sharlin-class War Cruiser

War

Often described as ugly by veterans who had to face them in the Earth-Minbari War, the Sharlin war cruiser is a breathtaking sight with a blue graceful hull that radiates pure menace. This is the primary front line spacecraft of the Minbari Federation and it is generally agreed that they are the most powerful vessels ever designed, with the possible exception of Vorlon ships. Carrying two full flights of Nial heavy fighters and possessing the incredible stealth systems, a Sharlin is fully capable of defeating an entire fleet of ships from any other race without taking appreciable damage. Indeed, during the Earth-Minbari War, many EarthForce officers quickly found that the only reasonable way to defeat a Sharlin was to ram it, a move that usually destroyed both spacecraft.



Speed: 8 **Damage:** 60/8 **Craft:** 1 Flyer flight, 4 Nial flights
Turn: 1/45° **Crew:** 66/9 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 5+
Hull: 5 **Troops:** 5 **In Service:** 1958+

Weapon	Range	Arc	AD	Special
Neutron Laser	30	F	6	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	A	4	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	8	AP, Mini-Beam
Fusion Cannon	18	A	8	AP, Mini-Beam
Fusion Cannon	18	P	8	AP, Mini-Beam
Fusion Cannon	18	S	8	AP, Mini-Beam

Sharkaan-class Advanced War Cruiser (Sharlin Variant) War

When the Minbari call something advanced, you can be sure the rest of the galaxy looks on with interest and trepidation in equal amounts. The Sharkaan is designed to update the venerable Sharlin hull with a design that can beat the capabilities of the latest vessels to emerge from the other younger races, such as the famed Warlock-class of the Earth Alliance. It is clear within the Worker Caste (if not their Warrior cousins) that the Sharlin is a hull with limitations that are fast being approached and so it cannot be long until the Minbari start work on a wholly new class of warship and thus elevate the technological baseline of the entire galaxy.

Speed: 8 **Damage:** 60/8 **Craft:** 2 Nial flights
Turn: 1/45° **Crew:** 66/9 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 5+
Hull: 5 **Troops:** 3 **In Service:** 2261+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	36	F	4	Beam, Precise, Super AP, Triple Damage
Neutron Laser	30	A	4	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	8	AP, Mini-Beam
Fusion Cannon	18	A	6	AP, Mini-Beam
Fusion Cannon	18	P	4	AP, Mini-Beam
Fusion Cannon	18	S	4	AP, Mini-Beam

Sharoos-class Heavy War Cruiser (Sharlin Variant) War

An attempt to make the Sharlin even more deadly in the frontline of battle, the Sharoos was designed from the outset to be able to engage several capital ships simultaneously and become triumphant over all. The sideways facing neutron lasers can prove to be a nasty shock to a Captain he feels he has safely out-maneuvred a Minbari fleet, though the reduced secondary armament may prove to be this vessel's undoing one day – to date, none have been lost in battle.

Speed: 8 **Damage:** 60/8 **Craft:** 1 Flyer flight
Turn: 1/45° **Crew:** 66/9 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 5+
Hull: 5 **Troops:** 5 **In Service:** 2008+

Weapon	Range	Arc	AD	Special
Neutron Laser	30	F	4	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	A	2	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	P	2	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	S	2	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	6	AP, Mini-Beam
Fusion Cannon	18	A	6	AP, Mini-Beam
Fusion Cannon	18	P	4	AP, Mini-Beam
Fusion Cannon	18	S	4	AP, Mini-Beam

Tigara-class Attack Cruiser

Raid

A variant of the Leshath, the Tigara is a more focused vessel intended to achieve space superiority in situations that either do not require the presence of a flagship or need only one as a co-ordination vessel. Tigara cruisers are perfectly capable of maintaining control over an area of space, even carrying its own screen of fighters for defence against a wide variety of possible enemies.

Speed: 12 **Damage:** 24/5 **Craft:** 1 Nial flight
Turn: 2/45° **Crew:** 36/6 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 3 **In Service:** 1990+

Weapon	Range	Arc	AD	Special
Molecular Disruptor	8	F	6	AP, Double Damage, Precise
Molecular Disruptor	8	A	4	AP, Double Damage, Precise
Molecular Disruptor	8	P	4	AP, Double Damage, Precise
Molecular Disruptor	8	S	4	AP, Double Damage, Precise
Antimatter Convertor	4	F	6	Double Damage, Super AP
Fusion Cannon	18	F	4	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	4	AP, Mini-Beam
Fusion Cannon	18	S	4	AP, Mini-Beam



Teshlan-class Fast Cruiser (Tigara Variant)

Raid

Though few races would seriously consider open warfare with the Minbari, the Federation covers a great deal of space and there will always be individuals wanting to claim what the Minbari jealously guard as their own. The Teshlan is often used as a long-ranged patrol vessel, where its combination of high speed and aggressive firepower proves a deterrent to any sane enemy. With more traditional armament than the standard Tigara, the Teshlan also proves popular with fleet commanders who prefer a more standardised appearance to their ships.

Speed: 14 **Damage:** 24/5 **Craft:** 1 Nial flight
Turn: 2/45° **Crew:** 36/6 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 3 **In Service:** 2177+

Weapon	Range	Arc	AD	Special
Neutron Laser	20	F	2	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	6	AP, Mini-Beam
Fusion Cannon	18	A	6	AP, Mini-Beam
Fusion Cannon	18	P	6	AP, Mini-Beam
Fusion Cannon	18	S	6	AP, Mini-Beam

Tinashi-class Warship

Battle

Once the Federation's standard heavy warship, and the forerunner of the Sharlin, the Tinashi is a powerful vessel with speed, armour, and striking power that makes it the equal or superior to any other craft its size. Even small ships belonging to the Ancients are often only an equal match for the combination of grace and power present in a Tinashi. When constructing fleets for tactically variable missions, the Tinashi is a natural choice and many Alyts default to them when looking for a vessel capable of accomplishing any mission objective.

Speed: 10 **Damage:** 38/6 **Craft:** None
Turn: 2/45° **Crew:** 42/7 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 4 **In Service:** 2020+

Weapon	Range	Arc	AD	Special
Neutron Laser	25	F	4	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	8	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	A	6	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	P	6	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	S	6	AP, Mini-Beam, Twin-Linked



Ashintan-class Heavy Escort (Tinashi Variant)

Raid

Trading long-ranged firepower for close-in defence, the Ashintan is a superb escort vessel and can often be found in the most sensitive areas of the Federation. Usually based on an ancient refitted Tinashi, it is often said that this variant is favoured by the Religious Caste due to its more defensive nature but in actual usage this proves a falsehood. The fearsome network of fusion cannon it brims with proves lethal enough for most Warrior Caste Captains.

Speed: 12 **Damage:** 38/6 **Craft:** None
Turn: 2/45° **Crew:** 42/7 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 4 **In Service:** 2236+

Weapon	Range	Arc	AD	Special
Fusion Cannon	18	F	6	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	A	6	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	P	6	AP, Mini-Beam, Twin-Linked
Fusion Cannon	18	S	6	AP, Mini-Beam, Twin-Linked

Esharan-class Anti-Fighter Frigate (Tinashi Variant) Raid

A controversial ship, many in the Religious Caste questioned the need for the Esharan, given that Minbari anti-fighter technology has never proved lacking and Nials still remain the foremost fighter in the galaxy. Over-ridden by a Warrior Caste eager for any technological innovation, the Esharan is perhaps the biggest threat to any fighter pilot of any fleet though as a frontline warship, it may be over specialised.

Speed: 12 **Damage:** 38/6 **Craft:** None
Turn: 2/45° **Crew:** 42/7 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 4 **In Service:** 2066+

Weapon	Range	Arc	AD	Special
Fusion Cannon	18	F	6	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	4	AP, Mini-Beam
Fusion Cannon	18	S	4	AP, Mini-Beam
Shock Cannon	5	F	4	AP, Anti-Fighter
Shock Cannon	5	A	4	AP, Anti-Fighter
Shock Cannon	5	P	4	AP, Anti-Fighter
Shock Cannon	5	S	4	AP, Anti-Fighter

Shantavi-class Heavy Battle Frigate (Tinashi Variant) Battle

Thought to be a test-bed for the technologies finally used in the White Star, the Shantavi is a credible refit of the ageing Tinashi. Though the inclusion of the latest weaponry puts a strain on the vessel's power systems to the extent that almost all the fusion cannon batteries had to be removed, making the Shantavi defenceless to flank attacks, it remains a powerful frontline warship.

Speed: 8 **Damage:** 38/6 **Craft:** None
Turn: 1/45° **Crew:** 42/7 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 3 **In Service:** 2259+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	25	F	4	Beam, Precise, Super AP, Triple Damage
Molecular Disruptor	6	F	8	AP, Double Damage, Precise
Fusion Cannon	18	F	4	AP, Mini-Beam

Tishat Medium Fighter Flight Patrol (Wing)

An attempt to better the Nial in dogfighting capabilities, the Tishat uses the same hull as a base but lacks the hard punch of its peer's triple Fusion Cannon, making it a less common choice for Minbari Admirals. However, it has gained favour among certain clans of the Warrior Caste where its extreme agility is appreciated. To date, no better dogfighting fighter has been developed though extreme specialisation has resulted in deficiencies elsewhere in the design.

Speed: 15 **Troops:** —
Turn: SM **Dogfight:** +4
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter, Stealth 4+
Crew: — **In Service:** 2031+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	1	AP



Torotha-class Assault Frigate

Skirmish

One of the fastest capital ships in the Minbari fleet, a Torotha assault frigate is a rapid attack craft with a lighter firepower than the fleet's other warships. It makes up for these lighter guns by moving quickly enough to evade a great deal of enemy fire while directing its weapons against one target at a time until it falls before the inexorable force of Minbari fusion cannons and molecular disruptors. The armour of a Torotha assault frigate is much lighter than other Minbari ships, a weakness that can be very costly if opposing vessels can somehow pin this ship down long enough for one retaliatory volley.



Speed: 12 **Damage:** 16/5 **Craft:** None
Turn: 2/45° **Crew:** 18/5 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 4 **Troops:** 2 **In Service:** 2006+

Weapon	Range	Arc	AD	Special
Molecular Disruptor	6	F	4	AP, Double Damage, Precise
Fusion Cannon	12	F	4	AP, Mini-Beam
Fusion Cannon	12	A	2	AP, Mini-Beam

Troligan-class Armoured Cruiser

Battle

Extremely rare and possessing a relatively weak armament for a Minbari frontline warship, the Troligan can nevertheless withstand a huge amount of punishment. In theory, the cruiser was designed to close range with an enemy fleet and, supported by warcruisers and fighters, wreak havoc and throw opponents into confusion as other Minbari ships break them apart. With limited stealth capabilities, Troligan Captains often have to rely more on their thick armour, something that goes against a lot of Minbari philosophy except in certain circles of the Warrior Caste.

Speed: 7 **Damage:** 55/7 **Craft:** 1 Flyer flight
Turn: 1/45° **Crew:** 64/7 **Special Rules:** Advanced Jump Point, Flight Computer, Stealth 4+
Hull: 5 **Troops:** 4 **In Service:** 2166+

Weapon	Range	Arc	AD	Special
Neutron Laser	30	F	2	Beam, Double Damage, Precise, Super AP
Fusion Cannon	18	F	8	AP, Mini-Beam
Fusion Cannon	18	A	6	AP, Mini-Beam
Fusion Cannon	18	P	6	AP, Mini-Beam
Fusion Cannon	18	S	6	AP, Mini-Beam



Campaigns: Refits and Other Duties

Minbari Federation Fleets use the following tables for Refits and Other Duties when playing campaign games.

Minbari Federation Refits

2d6 Refit

- 2 **Focussed Neutron Generators:** One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
- 3 **Powerful Sensor Arrays:** The ship gains up-rated sensor arrays that are so powerful that they can almost blind enemy ships. No enemy ship within 10" may opt to use a Special Action in its turn.
- 4 **Point Defence:** The ship gains a small weapon system designed to destroy close-in attackers. This is a Light Fusion Cannon with a Range of 8, a Turret fire arc, 1 AD and the AP and Mini-Beam traits.
- 5 **Silent and Stealthy:** Once per battle, you may force an enemy to re-roll his Stealth roll in order to target this ship.
- 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 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Superior Helm Control:** Add a +1 bonus to any Crew Quality checks made during a Come About! action.
- 9 **Hardened Structure:** The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
- 10 **Advanced Gravitic Drive:** The ship gains a +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
- 12 **Silent Runner:** The ship is modified to be super stealthy but this comes at the expense of energy output. Increase the ship's Stealth score by one but reduce its Speed by -2.

Minbari Federation Duties

2d6 Other Duty

- 2 **Minbari Protectorate Volunteers:** You gain the assistance of a group from the Minbari Protectorate after having completed a diplomatic mission in this war zone. You may immediately add a wing of Nials or Flyers to your fleet roster.
- 3 **New Alyt:** A new Alyt of the Warrior Caste takes command of the vessel – a highly decorated, even legendary Alyt. 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 **The Rangers:** This ship has been used to transport a member of the Anla'shok to an abandoned world in the system. He soon gains valuable intelligence on the activities of the other fleets, granting you a +2 bonus to your Initiative for the next Campaign Turn.
- 5 **Telepaths of the Religious Caste:** A group of Religious Caste telepaths join your ship's crew. Stretching forward with their minds, they strain to divine the intentions of the enemy. Once per battle, you may automatically win the Initiative for the turn. This may be declared after you have rolled dice for Initiative.
- 6 **Skin Dancers:** A squadron of highly trained Warrior Caste pilots volunteer to serve on your ship. When Nials launched from this ship attack another vessel, they may not be intercepted by escorting fighters.
- 7 **Dutiful Worker Caste:** The ship ferries Minbari of the Worker Caste to the rest of the fleet. Immediately repair 3d6 points of Damage on any ships in the fleet.
- 8 **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 Points available.
- 9 **Vorlon Directive:** The ship encounters a servant of the Vorlons who relays specific instructions for the entire fleet. In the next campaign turn, you will attack any Strategic Target of one randomly determined fleet. This will automatically be a Battle-level mission using the Annihilation scenario and will be nominated before any Initiative is rolled for. This battle will be your go for the turn. If you win the battle, any RR points gained in the next campaign turn will be doubled.
- 10 **Elite Warrior Caste Training:** A visiting dignitary of the Warrior Caste shakes your ship's crew into line. If you already have Crew Quality 5, increase it immediately to 6. If you have a different Crew Quality, roll again.
- 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 **Ambush:** Using its superior Jump Engines, this ship launches a surprise attack on an enemy ship travelling through the war zone. Pick an enemy fleet. You will cause 1d6 critical hits at Triple Damage on one random enemy vessel.

Centauri Republic

EVER SINCE THEIR earliest days on Centauri Prime, the Centauri have had a strong instinct to conquer and dominate outward. Completely eliminating the only sentient race to share their homeworld, the Xon, well before they even could leave their planet, the Centauri have honed picking on lesser species to a razor's edge. Once able to sail the stars on reverse-engineered vessels that crashed on their world, they roared out into the galaxy with a purpose – to create the most powerful empire imaginable.

After the various royal houses fought bloody battles to control the bits and pieces of alien technology, the victorious came together and built the first Centauri starship. A few test flights proved that colonists and research teams from many houses could go to new places in the stars and, with a little terraforming here and there, could live indefinitely. The idea of houses controlling entire planets or moons gave them all a good reason to agree on something, and all minds looked up and outward. Once equipped to do so, the Centauri spread to the rest of their system's planets and moons like bacteria. In a few short years they were present on every possible planetoid in the system, including moon bases, asteroid shipyards and so on. The High Houses soon began to argue once more, as the solar system grew too small for their growing hungers.

The High Houses control all of what goes in the Centauri Republic. A massive group of delegates from several dozen houses large and small, around 200 at last count, make up the Centaurum. The Centaurum is a sort of senate that makes minor legal decisions and ratifies anything the current Emperor might say. Once a true republic, the Centaurum had the power to make policy in contrary to that of the Emperor but when

assassinations became commonplace between disagreeing houses, the Emperor became infallible. Many houses work outside the laws of the Republic and plot the ends of countless other aristocrats. This backstabbing political engine is probably the only reason why the Centauri have yet to completely dominate the galaxy, even though they came very close... *twice*.

As soon as a scientific leap of faith opened the doors to hyperspace – an accidental breakthrough by House Jaddo – the High Houses became entwined in a new web of power brokering. Extra-system colonisation became the coin of the realm but Imperial edict limited the number of colonies the Centauri were allowed to have. It was a safety measure to keep some form of defence force in the Prime system, because one day someone would notice the expanding Centauri.

As they hopped from system to system they subjugated or eliminated dozens of lesser races, adding the spoils of their worlds to the rapidly swelling Republic. They had not come into contact with any races even close to their technological level, but had heard of several that existed out in the void. One such was the fabled Garmak Empire, a race with a power hunger and expansionist effort that mirrored their own. When the Centaurum heard of these possible threats they forced the Emperor's hand and sanctioned the creation of the Centauri Royal Navy, the first of its like to ever appear since the days of ocean armadas used to snuff out the Xon.

The Centauri are a people of excesses. Wine, women, song and food were guilty pleasures of the High Houses, and their eyes would grow wide at the sight of something bigger, better or more appealing in an instant. There is no word in the Centauri tongue

for 'enough', but there are over a hundred that are used for boasting. It is no wonder then that the Royal Navy was massive, far larger than needed considering they had not even come across a threatening enemy in which to utilise it. From a rumour and whispers the largest armada of star ships too grace the galaxy was formed.

Made up of extremely early versions of the Vorchan and the Haven, the initial navy was just a stepping-stone used to leap into the weapon technologies currently in use on their vessels. Using bits and pieces of scavenged or claimed alien weaponry and assimilating it into their own, the Centauri learned to focus lasers and control plasma attacks better with each successful campaign. The battle lasers and plasma streams fitted to some of their ships now are not that different from the original models, though having gone through hundreds of revisions and refits.

They continued to conquer small systems and races, hearing more and more about these Garmak everywhere they went. Both infuriated at a race they had never met and afraid their fleets would not be enough against them, they continued to pour research into better weapons and more efficient engines, fitting several smaller ships with a motley assortment of reworked systems. The Centaurum was torn – seek out the Garmak to catch them by surprise, or shore up a massive defence against their 'inevitable attack'? What made the deal was the thought of what could be gained by defeating these Garmak and what manner of technologies they might give to the Republic. The decision was made and a massive force of the Centauri Royal Navy went out in search of the fabled foe... but found much more.

The Garmak were waiting for the Centauri and an enormous battle was

predicted. Just as hailing frequencies were set, the starscape erupted in jump points and what later turned out to be the Minbari sailed through and attacked the Garmak, who were foolishly encroaching on Federation systems. Their weaponry was unreal, and the Centauri captains who witnessed the battle spoke of the Minbari as 'dragons that breathed fire and consumed the Garmak ships like the kethka monkey does insects.' The Centauri were ignored and although the victory was not exactly what they expected—they were glad to pick up the pieces.

The scavenging of the lifeless Garmak Empire – casualties of the Minbari's vengeance – gave the Centauri a great many scientific advancements. Matter cannons, twin arrays and a cleaner fusion reactor made newer, larger vessels a reality. Battlecruisers like the earliest Kutai and an infant Darkner sprang from the Garmak ruins, and so many advances with so little effort was like throwing jet fuel on the fires of the Centauri's power hunger.

They pushed hard into outside systems, growing by leaps and bounds over many races. Some smaller worlds fought hard for their freedom, but the 'Lion of the Galaxy' that the Republic had become pounded them into submission with blazing shows of force. Skirmishes were becoming more frequent and the Centaurum began to alter the organisation of the navy into three sections, the division of which is still used in current fleet structures. The Expeditionary Fleet and Battle Fleet, whose only role was to fight the fronts to expand the Republic's borders, and the Garrison Fleet, who remained in pickets and patrols around Centauri Prime.

As with any major empire, the foundation became unstable and could not hold the weight of the whole anymore. The High Houses squabbled over fund and resource use, plotted against one another to gain control of new and rich systems and eventually even sabotaged their own

fleets to ensure certain Houses' failure and disfavour. Like a tower built on too few pillars, the Centauri Republic collapsed in upon itself.

In an effort to regain their former power after their first major collapse, the Republic began once again to expand – except with a bit more direction rather than chaotic, unchecked growth. They waged massive campaigns against both the Drazi and the Orieni, eventually claiming much of both governments' space at great loss to all sides. In the captured Orieni systems they found a great many scientific projects and the High Houses fought for their control once again. This chaos was the time that the newly forged League of Non-Aligned Worlds chose to stand defiant against the declining Centauri, and it had seemed that the time for hostile conquering was over. Diplomatic relations began and soon things became much calmer in the Republic – at least on the surface.

After gifting the humans with jumpgate technology and seeing the immediate benefits, the Centauri looked to subjugate through a sweet smile instead of a matter cannon. A small resource-rich planet covered in primitive populations called Narn became an easy conquest for the honey-voiced Centauri. Landing with several ships at once, they claimed the planet as a windfall and the Narns themselves as slaves. For almost a hundred years the Narn were enslaved under the Centauri, when the constant guerrilla war against their oppression finally earned them a handful of rebellious planets and – once understanding the left-behind Centauri technologies – systems. The Narn inflicted a massive blow to the Centauri Republic, using retrofitted and salvaged ships and weaponry to attack back in a major backlash later named the War of Retribution.

The Centauri became insular and withdrawn after their retreat from the Narn systems, and it shows in the design alterations to their ships. The ships common to the Garrison Fleet –

Vorchan, Primus and even the massive Balvarin – were far more focused on protecting the home systems and keeping outsiders away unless invited. Battle Fleets contained more and more fast-attack variants and scouts, rather than the pounding behemoths that once formed up its ranks. The Centaurum gladly traded away a number of their advanced weapons and technologies in exchange for elementary favours and pipe-dream efforts to regain control over other races. Even though these years saw the creation of artificial gravity and automated weapons tracking systems, it was a sad time for the Lion of the Galaxy.

For many years the Centauri remained so, until a few well-timed attacks by mysterious strangers – the Shadows – began the aggressions once more in the name of the Centauri. The Narn were hit hard and fast, and in turn began a reprisal of the War of Retribution, except with better weaponry and more advanced ships at their disposal. With the unknown help of the Shadows, and some political manoeuvring on behalf of the powers behind them, the Centauri ignored normal war protocols and moved in straight for the kill – the Narn Homeworld itself.

Extremely illegal leftovers from the Dilgar War, mass drivers, were attached to the largest ships in the Battle Fleet, the newly designed Secundus assault cruiser. Drawing the Narn war fleets away from their home to be destroyed by awaiting Shadow vessels, the mass driver equipped ships jumped out into the space around Narn. Plucking asteroids out of orbit and hurling them at the Homeworld, the Centauri decimated the planet and tens of millions of Narns. The war was over between the Narn and Centauri, and the Narn found themselves as slaves once again.

Their act of forbidden savagery against the Narn labelled the Centauri as a major threat in the galaxy and the rest of the galactic governments sided up against them – and eventually against

their Shadow allies. The Shadow War, and the many anti-Centaury battles that preceded it, hurt the Centaury a great deal but overall their government was pleased to have the dark reigns of the Ancients removed for a time. They would later return to haunt them in the form of the subtle and controlling Drakh, but the Centaury were glad to at least be at the mercy of their own evils instead of those of others for a while.

After the Shadow War, as a member of the Interstellar Alliance, the Centaury learned much of the lesser species they had once sought solely to conquer. Many minor technologies changed hands, and old ship models saw some shaping and sculpting into newer frames. Even old stand-bys received a bit of spit and polish, like the addition of powerful ballistic torpedoes on the ceaselessly effective Demos variant of the Vorchan. Some alterations were at the behest of the machinations of the Drakh but most were purely Centaury in origin.

These newer ship types were put to good use against all manners of targets, being steered and manipulated by the Drakh-controlled government in an effort to bring about the fall of Centaury Prime. Their ploy eventually succeeded, and a massive planetary bombardment from old enemies – the Drazi and the Narn – crushed the wills of the remaining Centaury. In turn, they became bitter and hateful, perfect for the plots brewing in the minds of the Drakh. Now every Centaury knows his world is dying and his people have nothing short of extinction to fight for. This makes them not only reliant on their dark masters, but also violently stubborn when set to a task.

Even before the Drakh began to manipulate them the Centaury were terrifying opponents to combat against, and their new 'to the death' mentality only bolsters that fact. Centaury are trained to treat their flight groups as 'hunting packs.' Good flight captains group with similarly armed vessels and swarm lesser targets like wolves, firing

volley after volley of laser and matter cannon fire into a target until it is incapacitated. A crippled target is often ignored, saving the hulk for salvage, and bringing the pack back into the fight to focus on a different vessel. The Centaury have numerous middle-sized attack craft for a reason, and they are designed to work together very well. Two Vorchans escorting a Demos can give an enemy quite a surprise as they draw closer to deal with the constant ballistic torpedo salvos, and very few can deal with the concentrated firepower of a group of Havens.

Captains of larger ships such as the Primus or even the gigantic Octurion treat themselves as mobile fortresses. With heavy weaponry on all sides, and defensive turrets and fighters ready, these metal giants can sail carelessly into the centre of an engagement to draw a portion of fire away from the more fragile hunting 'flight packs' circling the outer edges of a conflict. Their powerful weapons should be used to finish off a limping enemy left behind after one of the hunting packs has injured and herded it into the larger ship's field of fire. Centaury battle plans are sometimes shaped like a corkscrew, with hunting packs circling slowly inward toward the awaiting flagship in the centre. This has worked for centuries and it seems consistent today.

Light fighters, Senti wings are rarely used for ship targets due to their woeful lack of punch. Great dogfighters and quite agile in the hands of the right pilot, they are terribly fragile and cannot withstand much damage. Against superior opponents, either in size or skill, Senti wings are little more than annoyances that keep an enemy's sensors clogged with random blips of information. Clouds of Sentris can theoretically hinder larger vessels, but most captains know this to be rare and would much rather save the pilots for a better use later.

The first and most important lesson a Centaury captain is taught is the

unforgiving nature of an exploding ally. So often are the Centaury grouped closely in hunting packs that when one is finished, on the verge of detonation, the others should leave them for dead. Every crewman that is saved on one of those burning hulks has over a thousand dead brothers who were not so lucky when their ship finally exploded – taking out any rescue attempts in the process. The Navy pays the House in which you come from greatly upon your death, so there is little harm in leaving you behind if your ship is crippled. Heroes do not live long in the Centaury Royal Navy; there is no room for them.

Cold and calculating with a taste for the hunt, the Centaury have always been the galaxy's most prolific predator. It shows in their battles and it shows in their dealings throughout the ages. With the Drakh now pulling their strings, it may only be a matter of time before the Lion of the Galaxy roars again – with a brand new voice.

The Centauri Republic Fleet List

The following forms the entire fleet list for the Centauri Republic.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Corvan-class scout
Haven-class patrol boat
Razik Wing (4 flights)
Rutarian Wing (2 flights)
Rutarian Replacement Wing *
Senti Wing (4 flights)

* This option allows you to replace up to 4 existing Senti flights (those carried on board ships in the fleet) with Rutarian flights as a single Patrol choice.

Priority Level: Skirmish

Amar-class fast carrier
Darkner-class fast attack frigate
Kutai-class gunboat
Maximus-class frigate
Morgrath-class frigate
Vorchan-class warship
Vorchar-class war scout
Vorchat-class war raider

Priority Level: Raid

Altarian-class destroyer
Balvarin-class carrier
Centurion-class attack cruiser
Dargan-class strike cruiser
Demos-class heavy warship
Elutarian-class bombardment destroyer
Magnus-class destroyer
Prefect-class armoured cruiser
Sulust-class escort destroyer

Priority Level: Battle

Balvarix-class strike carrier
Primus-class battlecruiser
Secundus-class battlecruiser
Tertius-class battlecruiser

Priority Level: War

Ocuturion-class battleship

Space Stations

Colony Station Battle

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 Senti flights may replace any number of them for Raziks or 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.

Centauri Republic Fleet Special Rules

The following special rules apply to all Centauri Republic fleets.

Fighting Narn: Centauri vessels will never surrender to the Narn and are immune to any effects that would require them to surrender to Narn vessels, such as the Stand Down and Prepare to be Boarded! Special Action.

Centauri Republic Initiative: +3

Altarian-class Destroyer

Raid

A deadly craft with a well earned reputation for lethality, the Altarian is an older design dedicated to the matter cannons that grace its hull. While Centauri military sciences officially stopped working on matter-related weaponry decades ago, the ones still in service on the Altarian and many other designs still function quite efficiently. Based on fission induction principles, matter weapons are inefficient from an energy output standpoint, but can have devastating effects in combat. The Altarian lacks any serious long-ranged weaponry but is more than capable of holding its own once ranges between fleets shrink.



Speed: 8 **Damage:** 34/6 **Craft:** 1 Senti flight
Turn: 1/45° **Crew:** 38/7 **Special Rules:** Jump Point
Hull: 6 **Troops:** 3 **In Service:** 2150+

Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	6	AP, Double Damage
Matter Cannon	15	A	4	AP, Double Damage
Twin Particle Array	8	F	8	Twin-Linked
Twin Particle Array	8	A	6	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked

Elutarian-class Bombardment Destroyer (Altarian Variant)

Raid

Intended to be a cutting edge refit of the Altarian, this variant mounts an incredibly accurate and powerful torpedo. However, as with many guided ballistic weapons, the fire rate is poor and once shot, leaves the Elutarian. As a planetary bombardment vessel, there are few ships this size in the Centauri fleet that serve so well but in frontline battles it is often relegated as a support ship.

Speed: 8 **Damage:** 34/6 **Craft:** 1 Senti flight
Turn: 1/45° **Crew:** 38/7 **Special Rules:** Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2235+

Weapon	Range	Arc	AD	Special
Ballistic Torpedo	30	F	5	Double Damage, Precise, Slow-Loading, Super AP
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	8	A	4	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked

Magnus-class Destroyer (Altarian Variant)

Raid

Designed by House Jaddo at the height of their power to demonstrate prestige within the Centarum, the revised weapon layout allowed small changes to be made to engine efficiency. The effectiveness of the Magnus destroyer over the original Altarian is a subject of much debate among Centauri nobles, especially those within House Jaddo.

Speed: 10 **Damage:** 30/6 **Craft:** 1 Senti flight
Turn: 1/45° **Crew:** 34/6 **Special Rules:** Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2208+

Weapon	Range	Arc	AD	Special
Battle Laser	20	F	2	Beam, Double Damage, Super AP
Matter Cannon	15	F	4	AP, Double Damage
Matter Cannon	15	A	2	AP, Double Damage
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	8	A	4	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked

Balvarin-class Carrier

Raid

One of the largest ships in the Centauri Republic, a Balvarin carrier is an effective warship in its own right and capable of commanding an entire battle from its sensor array and control deck. In fact, some Admirals of the fleet prefer to take their command tours aboard a Balvarin instead of the Primus or Octurion that most are assigned. When a Balvarin opens its bay doors and releases its fighter compliment, the entire tide of a battle can change in the Centauri's favour.

Speed: 6 **Damage:** 55/14 **Craft:** 6 Senti flights
Turn: 1/45° **Crew:** 60/15 **Special Rules:** Carrier 2, Command +1, Fleet Carrier, Interceptors 2, Jump Point
Hull: 5 **Troops:** 4 **In Service:** 2192+



Weapon	Range	Arc	AD	Special
Twin Particle Array	8	F	8	Twin-Linked
Twin Particle Array	8	A	6	Twin-Linked
Twin Particle Array	8	P	8	Twin-Linked
Twin Particle Array	8	S	8	Twin-Linked

Balvarix-class Strike Carrier (Balvarin Variant)

Battle

The Balvarix was used to bring the original Balvarin into the heart of battle. With upgraded weaponry and command facilities, this ship can form the core of a Centauri fleet, controlling other ships and lending fighter support where needed. This is the latest in a long line of variants that have attempted to turn the large Balvarin hull into a battleship.

Speed: 5 **Damage:** 55/14 **Craft:** 8 Senti flights
Turn: 1/45° **Crew:** 60/15 **Special Rules:** Carrier 2, Command +2, Fleet Carrier, Interceptors 2, Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2262+

Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	8	AP, Double Damage
Matter Cannon	15	A	8	AP, Double Damage
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	8	A	6	Twin-Linked
Twin Particle Array	8	P	6	Twin-Linked
Twin Particle Array	8	S	6	Twin-Linked

Breaching Pod

Patrol (Wing)

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 6 **Hull:** 5 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2157+

Colony Station

Battle

As the Narn have their listening posts, so too do the Centauri use nominally civilian manufacturing and agricultural bases for military endeavours whenever they border other governments or are built in contested areas – Ragesh 3 being a prime example of this. This station is typical of Centauri architecture, sporting both matter cannon and battle lasers for a heavy punch and defended by swarms of Sentris.

Speed: — **Damage:** 700/350/175 **Craft:** 8 Sentri flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Defence Network 4, Immobile, Space Station, Targets 3
Hull: 4 **Troops:** 20 **In Service:** 2200+

Weapon	Range	Arc	AD	Special
Battle Laser	30	—	1	Beam, Double Damage, Super AP
Matter Cannon	18	—	6	AP, Double Damage
Twin Particle Array	15	—	8	Twin-Linked

Mine Network: The Centauri are well known for their extraordinary range of space-based mines. Their space stations are literally ringed with them, making for a very hazardous approach. Any enemy ship approaching within 18" of a Centauri Colony will automatically suffer an AP attack of 2 AD during every End Phase in which it remains in this area.

Centurion-class Attack Cruiser

Raid

A relatively small ship for its class, the Centurion has earned its reputation for swift, deadly strikes in hostile territory in its more than three hundred years as a design. The latest Centurion is equipped with battle lasers and the venerable matter cannon that the Altarian, a similar vessel, also carries. The Centurion masses more firepower than the Altarian, but it is not as long ranged and so has to settle for brief skirmishes rather than lengthy campaigns.



Speed: 10 **Damage:** 35/8 **Craft:** None
Turn: 2/45° **Crew:** 38/8 **Special Rules:** Jump Point
Hull: 5 **Troops:** 4 **In Service:** 2202+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	2	Beam, Double Damage, Super AP
Matter Cannon	12	F	6	AP, Double Damage
Twin Particle Array	8	F	10	Twin-Linked
Twin Particle Array	8	P	6	Twin-Linked
Twin Particle Array	8	S	6	Twin-Linked

Prefect-class Armoured Cruiser (Centurion Variant)

Raid

Often accused of trying to punch above its weight, the Prefect is a refitted Centurion with heavy armour and revised weapon hardpoints that are all designed to allow it to engage much larger vessels with an expectation of success. The result is somewhat convincing, as the extra armour plating and increased power of the battle lasers removes two of the Centurion's greatest weaknesses – survivability and knock-out punch weapons. The Prefect, however, retains its predecessor's aftward vulnerability and several have fallen to massed Narn Frazi squadrons. The extra firepower and defences also force an inevitable toll on the engines and lesser weapons systems.

Speed: 8 **Damage:** 35/8 **Craft:** None
Turn: 1/45° **Crew:** 38/8 **Special Rules:** Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2243+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	3	Beam, Double Damage, Super AP
Matter Cannon	12	F	6	AP, Double Damage
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked

Corvan-class Scout

Patrol

One of the smallest fully active capital ships in the Centauri Republic, the Covran is a lightly armed, well defended vessel with a singular purpose that it excels at – scouting. The Covran is the stealthiest ship the Centauri have ever produced and while it is not quite as untraceable as a vessel the Minbari might field, it is still very well hidden from most sensors.



Speed: 12 **Damage:** 12/4 **Craft:** 1 Senti flight
Turn: 2/45° **Crew:** 12/4 **Special Rules:** Interceptors 1, Jump Point, Scout, Stealth 4+
Hull: 4 **Troops:** 1 **In Service:** 2191+

Weapon	Range	Arc	AD	Special
Twin Particle Array	8	F	4	Twin-Linked
Twin Particle Array	8	A	4	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked

Dargan-class Strike Cruiser

Raid

The Dargan is an old design with an old purpose in mind, that of swift assault. Built on a classic Centauri hull, the Dargan is agile and carries enough firepower to make its lightning attack runs matter. It is not the most heavily armed cruiser in the fleet, but it is certainly among the fastest. Many garrison fleets put the Dargan to good use as a relief and first strike vessel; its unfailing ability to be where needed has saved more than one world from the depredations of raiders. Its compliment of fighters is also a valuable asset in any kind of skirmish.



Speed: 10 **Damage:** 28/7 **Craft:** 2 Senti flights
Turn: 2/45° **Crew:** 30/7 **Special Rules:** Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2258+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	2	Beam, Double Damage, Super AP
Matter Cannon	12	F	6	AP, Double Damage
Twin Particle Array	8	F	8	Twin-Linked
Twin Particle Array	8	A	8	Twin-Linked
Twin Particle Array	8	P	8	Twin-Linked
Twin Particle Array	8	S	8	Twin-Linked

Darkner-class Fast Attack Frigate

Skirmish

Larger than a Corvan, the Darkner serves as a swift escort and attack craft with the speed and agility to accomplish a lot even in the thick of a full scale interstellar combat. The weapons of a Darkner are impressive but not overwhelming and so they usually fight in pairs to cover each other and provide concentrated fire against larger foes. A squadron massing many battle lasers is something to be feared, even by Primus or Omega Captains.

Speed: 12 **Damage:** 25/6 **Craft:** None
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Jump Point
Hull: 4 **Troops:** 2 **In Service:** 2249+



Weapon	Range	Arc	AD	Special
Battle Laser	20	F	2	Beam, Double Damage, Super AP
Matter Cannon	8	F	4	AP, Double Damage

Amar-class Fast Carrier (Darkner Variant)

Skirmish

Often criticised for a lack of firepower, the Amar nevertheless remains the only vessel in the Centauri fleet that is able to carry fighters into battle while matching the speed of lighter warships. It is usually deployed as an escort for commerce raiders, with its fighters acting as a screen against reprisals from defending carriers.

Speed: 12 **Damage:** 25/6 **Craft:** 2 Senti flights
Turn: 2/45° **Crew:** 30/6 **Special Rules:** Jump Point
Hull: 4 **Troops:** 2 **In Service:** 2249+

Weapon	Range	Arc	AD	Special
Twin Particle Array	8	F	8	Twin-Linked

Demos-class Heavy Warship

Raid

It is generally agreed that the Vorchan is a good ship. The Demos was an attempt to make it even better and, to a large degree, it succeeded. Though based on the Vorchan's hull, the Demos is effectively a whole new design that incorporates the best technology the Centauri possess. It is certainly a warship to be feared though critics point out that the loss of speed greatly detracts from what the Vorchan was intended to be in the first place – a lightning fast raider.

Speed: 10 **Damage:** 18/7 **Craft:** None
Turn: 2/45° **Crew:** 22/7 **Special Rules:** Jump Point
Hull: 5 **Troops:** 1 **In Service:** 2241+

Weapon	Range	Arc	AD	Special
Plasma Accelerator	12	F	4	AP, Double Damage
Heavy Array	8	F	6	Double Damage
Ballistic Torpedoes	15	F	2	Super AP, Triple Damage



Haven-class Patrol Boat

Patrol

A small ship charged with a huge responsibility, the Haven is a valuable ship to any system and fleets of them patrol the major worlds of the Republic on a constant state of readiness. Haven crews are a mixed group; many are wary and alert to any danger than might enter their territory, while others have served their entire careers and never engaged an enemy ship. The Admiralty has recently begun rotating Haven duty assignment to maintain better readiness from all their crews.

Speed: 12 **Damage:** 8/3 **Craft:** None
Turn: 2/90° **Crew:** 6/2 **Special Rules:** Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2150+



Weapon	Range	Arc	AD	Special
Matter Cannon	8	F	2	AP, Double Damage
Twin Particle Array	4	F	3	Twin-Linked
Twin Particle Array	4	A	3	Twin-Linked
Twin Particle Array	4	P	2	Twin-Linked
Twin Particle Array	4	S	2	Twin-Linked

Kutai-class Gunship

Skirmish

The Kutai gunship is a design based on alien (probably League) technology that retains its odd shape but has long since been completely rebuilt using Centauri materials and equipment. The Kutai is a deadly vessel with more than enough guns to make a difference in an assault but tends to lend support to larger ships more often than engage targets on its own.

Speed: 10 **Damage:** 10/3 **Craft:** None
Turn: 2/45° **Crew:** 12/4 **Special Rules:** Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2134+



Weapon	Range	Arc	AD	Special
Matter Cannon	12	F	6	AP, Double Damage
Twin Particle Array	4	F	6	Twin-Linked

Maximus-class Frigate

Skirmish

A one-ship system defence fleet, no other design has been attributed with the successful repulsion of attacking forces from Republic space more often than the Maximus. A well designed defensive vessel with just enough firepower to keep its enemies at bay until help can arrive from the rest of the fleet, this ship is built to take a pounding and has proven its worth on hundreds of occasions.

Speed: 10 **Damage:** 16/5 **Craft:** None
Turn: 2/45° **Crew:** 18/6 **Special Rules:** Interceptors 1
Hull: 6 **Troops:** 1 **In Service:** 2191+



Weapon	Range	Arc	AD	Special
Twin Particle Array	8	F	10	Twin-Linked
Particle Gun	4	T	4	Anti-Fighter, Weak

Morgrath-class Frigate

Skirmish

Another ship based on League technology and design, the Morgrath incorporates a weapon that the Centauri Republic has been trying to replicate for the better part of a century. Morgraths are rare and valuable ships because of their plasma stream weapons and few are ever risked in heavy combat. The plasma stream remains a useful beam weapon, however, and there are many Captains who are eager to prove the worth of their vessels in battle.

Speed: 8 **Damage:** 16/5 **Craft:** None
Turn: 1/45° **Crew:** 18/7 **Special Rules:** Interceptors 1
Hull: 5 **Troops:** 1 **In Service:** 2145+



Weapon	Range	Arc	AD	Special
Plasma Stream	10	F	2	AP, Beam
Matter Cannon	12	F	2	AP, Double Damage
Twin Particle Array	8	T	6	Twin-Linked, Weak

Octurion-class Battleship

War

The Octurion is a massive vessel, the largest in the Centauri fleet, and serves many roles. It is a mobile fire base, a planetary bombardment ship, a command centre for an entire battle group, and anything else its firepower and auxiliary systems will support. An Octurion present in an area automatically makes it the fleet's command ship. It is rare to see two Octurions in the same sector of space, but when it occurs the highest ranking commanding officer's ship maintains seniority.

Speed: 6 **Damage:** 70/18 **Craft:** 4 Senti flights
Turn: 1/45° **Crew:** 85/24 **Special Rules:** Command +2, Interceptors 2, Jump Point
Hull: 6 **Troops:** 8 **In Service:** 2202+

Weapon	Range	Arc	AD	Special
Battle Laser	35	F	6	Beam, Double Damage, Super AP
Battle Laser	35	A	2	Beam, Double Damage, Super AP
Matter Cannon	12	F	10	AP, Double Damage
Matter Cannon	12	A	6	AP, Double Damage
Matter Cannon	12	P	8	AP, Double Damage
Matter Cannon	12	S	8	AP, Double Damage
Twin Particle Array	10	F	16	Twin-Linked
Twin Particle Array	10	A	8	Twin-Linked
Twin Particle Array	10	P	10	Twin-Linked
Twin Particle Array	10	S	10	Twin-Linked



Primus-class Battlecruiser

Battle

Second only to the Ocuturion-class battleship, the Primus is a testament to the might and power the Centauri once wielded in the galaxy. One of the strongest front line vessels found among the younger races, Primus battlecruisers mount a variety of weapons, permitting them to engage almost any enemy with a good chance of victory. The Primus was the hull of choice when it came to construct the Emperor's personal cruiser and it has since become one of the most common ships in the Republic's fleet with several variants ensuring it will remain in service for decades more to come. It is said to lack the powerful secondary armament usually found in ships of this size, which often leads enemy Captains to close range when engaging but the powerful battle lasers mounted on the Primus are more than capable of crippling an enemy as he manoeuvres to attack.

Speed: 8 **Damage:** 45/12 **Craft:** 2 Senti flights
Turn: 1/45° **Crew:** 60/15 **Special Rules:** Interceptors 2, Jump Point
Hull: 6 **Troops:** 5 **In Service:** 2195+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	6	Beam, Double Damage, Super AP
Twin Particle Array	8	F	10	Twin-Linked
Twin Particle Array	8	A	4	Twin-Linked
Twin Particle Array	8	P	6	Twin-Linked
Twin Particle Array	8	S	6	Twin-Linked

Secundus-class Battlecruiser (Primus Variant)

Battle

A true assault cruiser, the Secundus is able to transport an entire legion of ground troops in relative safety through a war zone to deploy them into the heart of any action. Though lacking in the heavier firepower of the Primus and even its escorting Sentris, the Secundus makes up for this with sheer weight of gun batteries.

Speed: 8 **Damage:** 45/12 **Craft:** None
Turn: 1/45° **Crew:** 65/19 **Special Rules:** Interceptors 3, Jump Point
Hull: 6 **Troops:** 10 **In Service:** 2248+

Weapon	Range	Arc	AD	Special
Heavy Array	15	F	12	Double Damage, Twin-Linked
Twin Particle Array	8	F	10	Twin-Linked
Twin Particle Array	8	A	10	Twin-Linked
Twin Particle Array	8	P	10	Twin-Linked
Twin Particle Array	8	S	10	Twin-Linked



Tertius-class Battlecruiser (Primus Variant)

Battle

With superb forward weapons giving range and a network of particle arrays providing defensive fire, there are some nobles who claim that the Primus lacks any real secondary weapons. During the real decline of the Republic after the fall of Centauri Prime, the advanced systems of the Primus became harder to source, due mainly to the isolation of the Centauri after their last war with the galaxy. The Tertius is an attempt to use weapons and other systems that are more readily available (indeed, the plasma accelerators are removed from Vorchans that are no longer spaceworthy) while retaining the traditional heavy punch of the fleet.

Speed: 8 **Damage:** 45/12 **Craft:** None
Turn: 1/45° **Crew:** 75/20 **Special Rules:** Interceptors 1, Jump Point
Hull: 6 **Troops:** 3 **In Service:** 2263+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	6	Beam, Double Damage, Super AP
Plasma Accelerator	10	F	8	Double Damage, Super AP
Plasma Accelerator	10	A	4	Double Damage, Super AP
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	8	A	6	Twin-Linked
Twin Particle Array	8	P	6	Twin-Linked
Twin Particle Array	8	S	6	Twin-Linked

Razik Light Fighter Flight

Patrol (Wing)

The forerunner of the Sentri, the Razik is rarely seen in frontline fleets though some Admirals still favour it. It possesses a greater agility to the Sentri but is inferior in nearly every other way, making it unsuitable when matched against most frontline fighters of other races. However, when crewed by veteran pilots the Razik can mount a fearsome defence of Centauri warships.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +3
Hull: 2 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2105+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	2	Weak



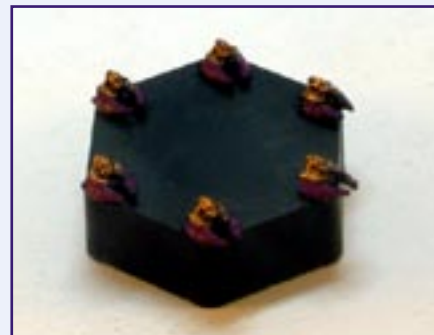
Rutarian Strike Fighter

Patrol (Wing)

One of the newest vessels to emerge from the Centauri Republic, the Rutarian is designed to be the last word in fighter design. Sporting the stealth of the Nial and the longer ranged firepower of the Thunderbolt while retaining the traditional Centauri love of dogfighting capabilities, it remains to be seen whether the Rutarian is truly a revolutionary design or a mere jack-of-all-trades.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +2
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 3+, Fighter, Stealth 3+
Crew: — **In Service:** 2258+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	2	Weak
Ion Bolt	4	T	1	Double Damage, Precise



Sentri Medium Fighter Flight

The mainstay of the Centauri fighter fleets, the Sentri sports the recognisable crescent wing the Republic's craft are well known for and carries a pair of rapid-firing particle guns. While they lack some of the firepower of the Narn Regime's Frazi fighters, they often get the better of combat engagements due to superior manoeuvrability, accuracy and speed. They remain somewhat behind the capabilities of other fighter using races, however, especially Earth and the Minbari, preferring to rely on the crushing power of their main warships. As such, officer duty within fighter wings has comparatively little prestige attached to it.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +2
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2202+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	3	Weak



Sulust-class Escort Destroyer

In combat against the Centauri, a number of races have learned to screen their more valuable command ships with smaller escorts. This shields the fleet vessels from the powerful matter guns and battle lasers of the Republic fleet. Rather than waste time and energy ripping these smaller craft apart with battleship and battlecruiser class weapons, escort destroyers are called in to shatter these defensive lines and punch a hole through which the Centauri's bigger guns can deal with their priority targets. The Sulust is the most successful design of escort destroyer in use by the current fleet.

Speed: 10 **Damage:** 35/6 **Craft:** None
Turn: 1/45° **Crew:** 38/7 **Special Rules:** Interceptors 2
Hull: 5 **Troops:** 3 **In Service:** 2218+

Weapon	Range	Arc	AD	Special
Battle Laser	25	F	4	Beam, Double Damage, Super AP
Twin Particle Array	8	F	8	Twin-Linked
Twin Particle Array	8	P	4	Twin-Linked
Twin Particle Array	8	S	4	Twin-Linked



Raid

Vorchan-class Warship

Skirmish

A notable craft with a long service record and astounding lethality for its size, the Vorchan is one of the more easily recognised ships in the Centauri fleet because of its twin perpendicular crescent wings. Looking much like the Centauri bird of prey it was named after, with its beak-like forward cabin, the Vorchan mounts a deadly plasma accelerator as its main gun and several particle arrays for stopping power and effective short ranged attacks. When the Republic needs to hunt down a mobile enemy or take out large numbers of smaller craft, it relies heavily on the swift, efficient Vorchan armada. In larger battles, Vorchans usually amass into large squadrons, utilising their speed and incredible agility to flank enemy fleets and pound them into submission as the main Centauri fleet begins to engage. Though beginning to show its age, service aboard a Vorchan is still a prized position for many young nobles, as its function in the fleet almost guarantees action and corresponding reward.



Speed: 14 **Damage:** 15/5 **Craft:** None
Turn: 2/45° **Crew:** 20/6 **Special Rules:** Jump Point
Hull: 5 **Troops:** 1 **In Service:** 2160+

Weapon	Range	Arc	AD	Special
Plasma Accelerator	12	F	4	AP, Double Damage
Twin Particle Array	8	F	8	Twin-Linked

Vorchar-class War Scout (Vorchan Variant)

Skirmish

Usually attached to Vorchan squadrons to provide a scouting capability, the Vorchar is a much loved vessel among Centauri Captains, though the Republic has never produced them in large numbers. With heavy weapons removed, the Vorchar has reasonable stealth features built into its hull and the sheer speed of the platform allows it to evade any enemy it cannot hide from.

Speed: 14 **Damage:** 15/5 **Craft:** None
Turn: 2/45° **Crew:** 20/6 **Special Rules:** Jump Point, Scout, Stealth 4+
Hull: 5 **Troops:** 1 **In Service:** 2267+

Weapon	Range	Arc	AD	Special
Twin Particle Array	8	F	6	Twin-Linked

Vorchat-class War Raider (Vorchan Variant)

Skirmish

An attempt to build a Vorchan variant that could feasibly operate alone, the Vorchat has met with mixed success, often dependant on the daring and skill of their Captains. While some maintain that ships as small as the Vorchan will never be efficient when alone, others praise its flexibility and endurance on patrol.

Speed: 12 **Damage:** 15/5 **Craft:** 1 Senti flight
Turn: 2/45° **Crew:** 20/6 **Special Rules:** Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2189+

Weapon	Range	Arc	AD	Special
Battle Laser	10	F	4	AP, Double Damage
Twin Particle Array	8	F	6	Twin-Linked
Twin Particle Array	4	A	4	Twin-Linked
Twin Particle Array	4	P	4	Twin-Linked
Twin Particle Array	4	S	4	Twin-Linked

Campaigns: Refits and Other Duties

Centauri Republic Fleets use the following tables for Refits and Other Duties when playing campaign games.

Centauri Republic 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Super Charged Lateral Thrusters:** If the ship has a Dodge score, this increases by one. If the ship has no Dodge score, it gains Dodge 6+. This trait may be gained multiple times, up to a maximum of Dodge 4+ but may only be applied to ships with a Damage score of 20 or less.
- 4 **Enhanced Interceptor Network:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1.
- 5 **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.
- 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 Arrays Fitted:** Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Point Defence:** The ship gains a small weapon system designed to destroy close in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
- 9 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 **High Quality Engines:** The ship gains a +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Centauri Republic Duties

2d6 Other Duty

- 2 **Assignment to the Royal Court:** The ship is commandeered by a noble of one of the Great Houses to take him back to Centauri Prime. The ship may not be used in a battle for two campaign turns. However, it will receive the very best of attention while it is away. Roll twice on the Refits table and bring it back up to full Damage and Crew.
- 3 **Techno-Mage:** On a routine patrol, the ship is contacted by a wandering Techno-Mage craft. The subsequent meeting between the Techno-Mage and your Admiral is relayed to Centauri Prime and gains the interest of many of the great Houses wanting to ally themselves with this new force. Gain 3d6 RR points immediately as support comes flooding into the fleet.
- 4 **Noble Telepath:** One of the noble Houses temporarily makes available one of their trained telepaths to help protect an important nephew serving on board this ship. The ship immediately gains three re-rolls which may be used in subsequent battles.
- 5 **Slavemaster:** The ship picks up a new Slavemaster who has long agony whips and a particularly vicious streak. After every battle, the ship will now repair 1d6 Damage points for no cost.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **Slave Convoy:** The ship is used as a convoy escort to bring an influx of slaves into the system. You may immediately replace 4d6 points of lost Crew on any ships throughout your fleet.
- 8 **Haven Escort:** The Captain of this ship is deemed valuable by his House and has been granted a permanent escort. If the ship is of Skirmish level or lower, it immediately gains one Haven patrol boat. If it is of Raid level or higher, it gains 2. These Havens always accompany the ship as an escort and will form a squadron with it. In addition, they may be fielded for free whenever the ship is selected for battle – they will not cost any Fleet Allocation Points.
- 9 **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 Points available.
- 10 **Shadow Technology:** A noble patron of the ship's Captain makes available some strange pod-like devices his House has been hiding. Once fitted, they allow the entire ship to be controlled without a crew. The ship no longer has a Crew score but is assumed to have a Crew Quality score of 5. Furthermore, it now ignores all damage to Crew. This result may only be applied in campaigns that take place in the Earth Year 2260 or later.
- 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Minbari or League fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Narn Regime

BECOMING A MAJOR power in the galactic struggles was never a plan for the teeming agrarian inhabitants of the lush world called Narn. They were happy to live their family-based villages on their homeworld, tending their crops and reciting the words of the prophets. It was through the actions of unwanted visitors that the Narn became aware of other beings in the galaxy – both times the Narn suffered greatly.

A thousand years or more before the current times, it was dark creatures called Shadows that came and led powerful forces against the simple Narn. Threatened by the ‘mindwalkers’ (Narn telepaths), the Shadows landed upon Homeworld to eradicate the powerful mentalists. A long and terrible war was fought between the stalwart Narn and the advanced soldiers of the Shadows. The Narn stood behind their spiritual leaders and eventually overcame the darkness, but paid a high price for their ‘victory.’ Each and every Narn telepath was wiped out, the mindwalkers’ genes removed from the breeding gene pool seemingly forever. It was a bittersweet success, and the Narn rejoiced.

Centuries later, after the Narn had written their quarrel with the Shadows as legendry and holy scripture, Homeworld was visited again from the stars. This time, several starships hovering in orbit around the planet dispatched thousands of honey-tongued Centauri. They came to the surface with outstretched arms and welcoming smiles – the while counting in their heads the fortune they would make there. In a very few short weeks, with the aid of the Centauri’s advanced war and punitive technologies, the Narn were enslaved. It was a dire time for the Narn.

The Centauri were harsh and merciless taskmasters and the Narn Homeworld was ripped asunder from strip mining,

deforestation and polluting factories. Narn were shipped off to other planets and systems nearby to be used as labour in new production colonies – they were well suited for work and survival in less-than-savoury conditions. Soon there were thousands of Narn across a dozen systems or more.

Seventeen years into the occupation, the Narn had become difficult to pacify and control – many ignoring the crack of a pain whip or the execution of a loved one in spite of their Centauri masters. The Centauri Emperor ordered a massive show of force to the Narn and had a huge execution of 10,000 Narn at Ka’dar Rift broadcast to millions of Narn throughout the occupied territory. It had a very different effect than what the Centauri were hoping for.

It was then that the current Narn government was born. Out of the constant pain and suffering rose a council of secret leaders called the Kha’Ri. These scattered leaders whispered tenacity, faith and courage to their brethren. Asking them to wait, to learn how to fight against the enemy, to use their own tools and skills against them. So many Narn worked in weapons factories, shipyards and reactor processing plants that it was not too difficult to begin to learn how their technologies worked and, more importantly, how to create and use them.

The Kha’Ri led through example and through a network of special Circles that each takes responsibility for the workings of the Narn people. They are revered by all Narn as holy leaders and spiritual guides, as the Prophets of old were once noted for. Although they do not presume the role of Prophet themselves, many throughout the years have become just as important in Narn society, if not more so. During the Centauri occupation, they were leaders

of a secret war of preparation for revolt. Using stolen communicators and hidden notes and messages between planets, they organised a species-wide rebellion.

Over decades the Narn began to steal and convert weaponry from the Centauri, breaking key components off of existing machinery or systems to eventually construct their own elsewhere. They worked under the lash, punished severely for their frequent mistakes – many died during the process. It was worth the effort however, as 82 years after the Centauri landed the Kha’Ri ordered the uprising.

It was bloody and costly to the Centauri, who were not prepared to fight against the hordes of thick-skinned ‘primitives’ they brought to all their colonies and essentially equipped with weapons of war. After months of bitter fighting and consistently lost reinforcement, the Centauri chose to pull out of the Narn systems – behind thousands of factories, processors and even docked spacecraft for the Narn to call spoils. Once again, the Narn had removed a star-borne threat from their planet and their voices raised in rejoice. It came at a great cost once more, as the Narn had freed dozens of broken and beaten planets pockmarked by mining and clouded by industrial pollution. Their beautiful Homeworld was an angry place and the Narn themselves had transformed from agrarian farmers to bloodthirsty guerrillas – immediately ready to go into the stars after the Centauri.

The Kha’Ri too wanted to be out into space, now knowing that there was other life in the stars. They wanted to find new homes and fertile planets to help heal Homeworld. They saw that the arms and power that the Centauri had left behind could turn them into a real force to be reckoned with, and

in one wholehearted decision to lead the Narn into the void – they began to repair and refit the ships left behind.

Ripping out the frills and aesthetics that most Centauri vessels are woven with, the Narn began removing secondary power drains like sonic showers and emptying cargo bays to create barracks. Smaller Centauri ships were cannibalised to add their weaponry to larger hulls, welding heavy bulkheads along the wide hallways – Narn were happy in small places and would rather have more protection than room to dance and frolic. Ship reactors were augmented and clocked over their safety regulations, the excess radiation a slight tingle to the resilient Narn.

In less than a year the Narn were beginning their first trips to other freed Narn planets, powerful ships made from the Centauri husks bringing them to space in large fleets. The Narn, having learned the terms and means of conquest from their former masters, found and subjugated several small worlds and systems around theirs with their new warships – and the Kha'Ri boasted of their victories. Gifts from the universe itself, the Narn believed their ships to be superior and indomitable. Beginning to explore a bit further into the galaxy, the Narn learned otherwise very quickly.

Upon reaching controlled colonies of the Gaim and Descari, the Narn went about their normal 'attack first and ask for surrender later' methods but found these races to be far more advanced than the others. The insectoid Gaim systematically crippled two-thirds of any fleet encountered, allowing the foolish Narn to retreat. The Descari, far less forgiving of trespassers, obliterated every ship that ventured near their space they could, and no vessel returned from a Descari campaign unharmed. It was the waking slap to the Kha'Ri that they were going about this the wrong way and that perhaps negotiation and avoidance might suit them better until they were more skilled in space.

The fleets began to seek out uninhabited systems or those with lesser beings easily cowed, adding them to the slowly swelling Narn Regime. They took a great interest in the abandoned worlds that the Centauri had left behind after their failed expansions decades earlier—which gave the Narn even more access to arms, technology and resources. It also gave them the best bargaining chip with their galactic neighbours. Not knowing what exclusivity means in the scientific race for superiority, the Narn used old Centauri arms and components to make very good and very fast friends amongst the League of Non-Aligned Worlds.

This was the time of greatest growth for the now powerful Narn Regime. Arms dealing with nearly every race in the galaxy – save for the Centauri for obvious reasons, and the Minbari for their utter lack of need – the Narn became known for their mercenary attitude towards trading. Besides the gains made during these negotiations, the Narn also looked inward at their fleets' abilities. New technologies evolved from their days of battle against the Centauri, turning old terrorist tactics and off-the-cuff decisions into weapons that one day would make powerful governments quake at their use.

During the rebellion the Narn often would use fighter reactor cores as makeshift bombs that levelled buildings or filled areas with deadly radioactive debris. Once in space they realised the potential to do this in groups of starships, and the first energy mine projectors were created. Originally using actual Centauri fighter-cores but later having a reactor-charge of their own, the energy mine is a powerful deterrent against massive fighter use against the Narn – something that they have difficulties defending against otherwise. The energy mine has seen a few alterations, like the high-radioactive pulsar and armour-punching heavy varieties, but several Narn hulls mount a number of these weapons. One in particular, the Dag'Kar, is a small

frame built around an amazing six launch tubes and an accompanying six torpedo emitters! A supporting vessel of amazing potential, the Dag'Kar has grown into a much-feared target by all of the enemies of the Narn.

It was not until the Dilgar War that the Narn found their next technological windfall. Making unofficial agreements and treaties with the much-hated conquerors, the Narn ensured their systems would not be targeted – and even allowed small hidden fleet bases to be left on smaller colonies. The Kha'Ri felt it was a good preservation tactic, and saw a growing power in the Dilgar. Receiving massive scrutiny and resentment from the League of Non-Aligned Worlds for their outward apathy, the Narn lost much of their clout with the other races. This continued until the Kha'Ri discovered the Dilgar had been using their 'secret' fleet bases for biological testing and weapons design, when they openly fought the fleets remaining in their space in outrage. By the time the humans had crippled them, the only Dilgar influence left in the Regime was their technology.

From the Dilgar the Narn learned the nuances of gauss projectiles and learned the beginnings of ion-magnetic weaponry. These potent anti-ship technologies were soon polished and honed into the computer-destroying burst beam cannon and the hull-punching ion torpedo, tools that spawned new hulls based around them like the Dag'Kar, Sho'Kos and the Thentus. One weapon the Narn found, the mass driver, was restructured to hurl gigantic balls of superheated fusion instead of asteroids and was the basis of the infamous 'mag gun.' It seems fitting, that the most powerful weapon in the Narn fleet is based from the very thing that would later be their near ruin.

These new weapons and the bulkhead support structure of larger Dilgar ships gave the Narn the ability to build newer, larger hulls. The Bin'Tak

dreadnought was built around the mag gun superstructure, and the distinctly different T'Loth assault cruiser made a new use of gauss tubes to hurl blasts of plasma instead of ferric shot. The Narn were re-armed and prepared for seemingly anything, their armada was massive and powerful, and after the Dilgar had passed, the Narn turned their new weaponry back to their hated foe – the Centauri.

After a long period of growth and preparation with the other galactic governments, primarily through their role on the Babylon 5 station, the Narn attacked their longstanding enemy. After a mysterious and unsolved attack on the Narn outpost in Quadrant 37, the powerful Narn war fleets struck out to wage a new war – a War of Retribution – upon the Centauri. Initially the war went very well, with several small victories fuelling the rest of the campaign. Even so, the momentum was soon diffused and the Narn fleets found themselves mired in engagements with plentiful and well-trained forces. It was a cunning ruse at Gorash 7 that sealed the fate of the Narn. When the Centauri deliberately left a path to the Gorash system open, they set a tantalising trap that a massive Narn fleet would be foolish to miss. Waiting for this armada was a handful of allied Shadow vessels – the ancient darkness from the Narns' past had returned to punish them.

While the fleet at Gorash 7 was being torn apart by the Shadow vessels, a spearheaded attack force of newly refitted Secundus cruisers made their way to the Narn Homeworld. Unwilling to fight another guerrilla war against the Narn, they instead used highly illegal mass drivers to pulverise the planet from orbit. In the first few hours the war was over, and for the rest of the bombardment, the punishment had begun.

The next year was very hard on the Narn, as the Centauri had learned from many of their mistakes and set precedents against the Kha'Ri uprising

once again. Every Centauri killed by a Narn terrorist would see 500 of his family and friends executed in the streets for such crimes, and few Narn felt the cost was justified.

It was not until the discovery and vanquishing of the Shadows by the fabled Army of Light that an internal political matter – and a secret assassination of the current Emperor – was resolved and the Narn freed. Undertaking the motion as part of their help in overthrowing a madman, Prime Minister Londo Mollari gave the Narn back their systems, happily washing his hands of the whole ordeal.

Afterwards the Narn were eager to become part of the newly rising Interstellar Alliance, partly to take shelter and lick their wounds after their folly in the War of Retribution and partly to thank the forces that helped remove the yoke of darkness from their people's necks. Now they are glad to aid the Interstellar Alliance whenever possible and their crimson-hulled ships can be seen accompanying their fleets throughout the galaxy.

When not backing up the ISA, Narn war fleets have to police their own space against Raiders, uprising planets from their former Regime and even the occasional Centauri attack from vengeful houses. With their history standing against the Shadows, the Kha'Ri is also very aware of the Drakh menace – and is preparing new tactics and polishing old ones for use against the powerful foe.

Narn captains have but one rule – never give, never bend and always kill the alpha first. Using the often-massive weapon payloads of heavier Narn vessels, fleet admirals have no problems overwhelming a target when they converge upon it. Maximise damage control and have repair crews standing by for the approach, when all heavy cruisers fly directly at a pre-designated ship or installation that has been identified as the 'alpha.' Used to fighting against the pack tactics of the

Centauri, the alpha is almost always the one ship that is varied from the rest or drastically broader in armament. All ahead, using only torpedo tubes and e-mine barrages to soften up the enemy while barrelling forward toward the designated target, Narn heavy attack vessels can devour most ships in a few moments of concentrated fire. Not only does this take out hopefully the most advanced enemy ship, but historically it also contained the highest amount of nobility – a trophy-worthy boon to any Narn captain!

Narn fighters are not built for dogfighting but instead pack enough of a punch to chase down ships that are too agile or fast for the bulky weapon-laden attack ships to manoeuvre upon. They are woefully susceptible to energy mine splash, which are almost always targeting enemy groups of fighters – which is why Frazi pilots rarely enter fighter-on-fighter engagements for long, leading them away from friendly vessels, then leaving them for the brilliant flashes of plasma.

Everything the Narn learned about warfare, violence and cruelty they learned from the Centauri, and they know the strength of will their hatred for them brings. They are prepared to withstand enemy fire until they are holding the ship together by hand, if it means bringing that massive mag gun to bear on the enemy. Their ships are generally built like their resolve, thick and enduring, and can withstand heavy attacks to escape and fight again elsewhere. Good Narn fleet admirals know the valour of surviving a battle, even if it means leaving the engagement to return later and pick up the pieces. After all, they have been picking up pieces all of their lives – their technology, their world and their freedom.

The Narn Regime Fleet List

The following forms the entire fleet list for the Narn Regime.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Frazi Wing (3 flights)
Gorith Wing (3 flights)
Sho'Kos-class police cutter
Sho'Kov-class torpedo cutter

Priority Level: Skirmish

G'Karith-class patrol cruiser
G'Sten-class war cruiser
Ka'Tan-class escort destroyer
Ka'Toc-class battle destroyer
Sho'Kar-class light scout cruiser
Thentus-class frigate

Priority Level: Raid

Dag'Kar-class missile frigate
Rongoth-class destroyer
Rothan plasma destroyer
T'Loth-class assault cruiser
T'Rann-class heavy carrier

Priority Level: Battle

G'Lan-class mag cruiser
G'Quan-class heavy cruiser
Var'Nic-class long range destroyer

Priority Level: War

Bin'Tak-class dreadnought
G'Quonth-class attack cruiser
G'Tal-class command cruiser

Space Stations

Listening Post

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 Frazi flights may replace any number of them for Goriths or 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.

Narn Regime Fleet Special Rules

The following special rules apply to all Narn Regime fleets.

Fighting Centauri: Narn vessels will never surrender to the Centauri and are immune to any effects that would require them to surrender to Centauri vessels, such as the Stand Down and Prepare to be Boarded! special actions.

Energy Mine Configurations: Though energy mines fire small charges that hold a powerful plasma ball in check with magnetic fields until detonation, inventive Narn scientists have always experimented with different energy configurations in order to provide a variety of effects. Many of these remain of questionable military use and are dismissed by Captains as little more than scientific curiosities. However, others have found a strong following among some Captains, particularly those who command specialised ships or who routinely engage in difficult

missions that require something beyond conventional thought.

Any Narn ship capable of firing energy mines may freely select from the configurations listed below. Note that the weapon system must be a specific Energy Mine – simply having the Energy Mine trait itself is not enough! Each Energy Mine weapon system on a ship may only fire one type of configuration and may only use that for the entire battle. Different energy mine weapon systems on the same ship may choose different configurations and ships in a campaign may freely change their configurations before the start of each battle. The altering of Energy Mine configurations is a relatively easy process but it is fairly time consuming and may not be attempted during battle.

The exception to this rule is the Short Charge configuration. Any energy mine equipped ship may use Short Charge at any time during a battle, regardless of what it is normally configured to fire.

Ionic Burst

By agitating the plasma of an energy mine while it charges, the explosion can be devastating to an enemy's command and control systems, throwing bridge crew and engineers into chaos for crucial moments. Some Narn Captains have learnt to cleverly time these blasts to gain a massive advantage on their quarry, allowing them to swing their ships round in a hard turn to bring boresight weapons to bear or maintain lock-ons to increase the effects of their salvos while the enemy is powerless to resist. The ionic burst gains the Weak trait but any enemy ship under its area while be unable to perform any special actions in its next turn and have the effects of any existing special actions negated.

Narn Regime Initiative: +2

Ship-Breaker

Originally designed to smash through the hull of the heavily armoured Centauri Primus, the ship-breaker over-charges the plasma of the Energy Mine, releasing it only milliseconds before impact. This has the effect of packing an incredible amount of energy into a very tight space, making a mockery of any armour. The energy mine's Special Traits change to Double Damage, Slow-Loading, Super AP (yes, it loses Energy Mine!). Its range is also reduced to 10", as this energy cannot be kept in a stable condition for long.

Short Charge

While very powerful weapons that can effect ships across a huge area of space, Energy Mines have always been plagued by long recycling rates that can leave a ship vulnerable while offline. In desperate circumstances, Narn Captains have been known to short charge their Energy Mines, releasing the plasma they contain before it has reached a critical level. The effects of the weapon are very much reduced but they do sometimes allow a Narn ship to act where it would otherwise be forced to remain silent. The Energy Mine loses its Slow-Loading trait, although this does not allow the weapon system to fire when it would normally be unable to do so due to firing another type of e-mine in the previous turn. However, it will also lose Attack Dice. Halve the number of Attack Dice used, rounding down. Range will also be reduced to 20".

Wide Burst

In many ways the opposite of the ship-breaker, the wide burst also harnesses great energies but instead uses them to throw its reach across an immense distance. The sight of a wide burst being deployed is spectacular to say the least but dispersing energy across such a wide area inevitably reduces its overall effect. Wide bursts roll their Attack Dice against every object within 5" of the target point instead of the normal 3" but gain the Weak trait.

Bin'Tak-class Dreadnought

War

The pride of any Narn fleet, a Bin'Tak is almost always the flagship of any attack group it accompanies. Bin'Tak hulls are the largest in the Regime, representing a huge expenditure in resources and work hours and while its armament is formidable, it is vulnerable to massed assault and will never be deployed to a battle without an escort. This should not be mistaken for weakness, however, for the Bin'Tak can single-handedly decimate a small fleet of lesser spacecraft and is arguably superior in many ways to a Centauri Octurion battleship.



Speed: 5 **Damage:** 85/17 **Craft:** 3 Frazi flights
Turn: 1/45° **Crew:** 95/23 **Special Rules:** Command +1, Jump Point, Shuttles 2
Hull: 6 **Troops:** 8 **In Service:** 2245+

Weapon	Range	Arc	AD	Special
Mag Gun	20	F	2	Beam, Super AP, Triple Damage
Heavy Laser Cannon	25	B	6	Beam, Double Damage, Super AP
Heavy Laser Cannon	25	B(a)	4	Beam, Double Damage, Super AP
Energy Mine	30	F	8	Energy Mine, Slow Loading
Energy Mine	30	F	8	Energy Mine, Slow Loading
Ion Torpedo	30	F	4	Precise, Super AP
Twin Particle Array	8	F	16	Twin-Linked, Weak
Twin Particle Array	8	A	4	Twin-Linked, Weak
Twin Particle Array	8	P	8	Twin-Linked, Weak
Twin Particle Array	8	S	8	Twin-Linked, Weak
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	4	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

Breaching Pod

Patrol (Wing)

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 6 **Hull:** 6 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2172+

Dag'Kar-class Missile Frigate

Raid

A vehicle with incredible destructive potential, the Dag'Kar rarely returns from large engagements and is considered the second most expensive vehicle in the Narn Regime to field because of its high attrition rate. These missile frigates rarely return because enemies often open fire on it as soon as they come into range, even in preference over closer or more valuable targets. This is because the Dag'Kar, if given a chance to fire, can launch an incredible number of missiles and faster firing ion torpedoes. The power of a Dag'Kar's salvo is so great, no vessel in any younger race fleet can ignore its firepower for more than a few minutes. Its lack of secondary weapons and fast loading Energy Mines, however, have proved too often to be the Dag'Kar's undoing, as it is quickly overwhelmed by any fleet that survives its initial salvos.

Speed: 5 **Damage:** 30/6 **Craft:** None
Turn: 1/45° **Crew:** 38/8 **Special Rules:** None
Hull: 4 **Troops:** 4 **In Service:** 2240+



Weapon	Range	Arc	AD	Special
Energy Mine	30	F	4	Energy Mine, Slow Loading
Energy Mine	30	F	4	Energy Mine, Slow Loading
Energy Mine	30	F	4	Energy Mine, Slow Loading
Energy Mine	30	F	4	Energy Mine, Slow Loading
Ion Torpedeo	30	F	2	Precise, Super AP

Frazi Flight

Patrol (Wing)

The most common fighter fielded by the Narns, the Frazi is capable of withstanding an incredible amount of damage though it lacks raw manoeuvrability. While only armed with relatively primitive particle guns, Narn scientists have learned to greatly increased their raw power, making them lethal weapons.

Speed: 10 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 3+, Fighter
Crew: — **In Service:** 2249+

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	4	—



G'Karith-class Patrol Cruiser

Skirmish

Considered the 'pack hunters' of Narn Regime warships, these light capital ships can be deadly when they are fielded in squadrons. With fighter carrying capability and a decent compliment of weapons, the G'Karith handles its role as a system patrol craft extremely well and supports larger fleets admirably. Most of the outer worlds of the Narn regime have at least one G'Karith watching over them at all times, even when their normal defence group has been cycled out or called away on other duties. A tactical cruiser by design, the G'Karith can hold its own against heavier ships but cannot fight outside its class for long.

Speed: 8 **Damage:** 24/4 **Craft:** 1 Frazi flight
Turn: 2/45° **Crew:** 28/5 **Special Rules:** Jump Point
Hull: 4 **Troops:** 4 **In Service:** 2253+



Weapon	Range	Arc	AD	Special
Pulsar Mine	20	F	4	Energy Mine
Pulsar Mine	20	A	4	Energy Mine
Medium Pulse Cannon	10	F	10	—
Light Pulse Cannon	8	A	4	—
Light Pulse Cannon	8	P	4	—
Light Pulse Cannon	8	S	4	—

G'Sten-class War Cruiser (G'Karith Variant)

Skirmish

Several surviving G'Karith hulls were converted immediately after the War of Retribution in order to fill an important gap in the Narn fleet, that of a smaller cruiser capable of going toe-to-toe with other frontline warships. As more capable vessels were brought into the fleet, it gradually fell into disservice but it was well respected by the Captains who commanded it during the earliest days of the Interstellar Alliance.

Speed: 8 **Damage:** 24/4 **Craft:** 1 Frazi flight
Turn: 2/45° **Crew:** 28/5 **Special Rules:** Jump Point
Hull: 4 **Troops:** 4 **In Service:** 2260 - 2269

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	6	Double Damage, Twin-Linked
Medium Pulse Cannon	10	F	10	—
Light Pulse Cannon	8	A	8	—
Light Pulse Cannon	8	P	4	—
Light Pulse Cannon	8	S	4	—

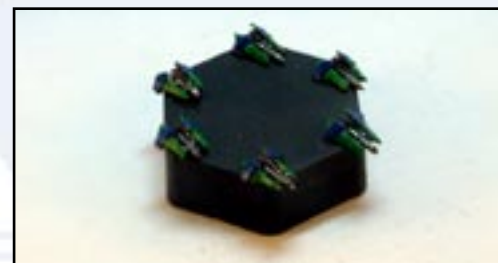
Gorith Flight

Patrol (Wing)

An excellent dogfighter, the Gorith predates the Frazi by some years and was originally designed as an interceptor for the fleet. Its capabilities in this area are on par with its main foe, the Centauri Sentri, and the two are extremely well-matched, leading to some spectacular dogfights when the two old enemies engage. The Gorith lacks the hard hitting power of the Frazi and so is of little concern to capital ships.

Speed: 10 **Troops:** —
Turn: SM **Dogfight:** +1
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2223+

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	2	—



G'Quan-class Heavy Cruiser

Battle

The G'Quan heavy cruiser is perhaps the best known of all Narn warships and examples can be seen throughout Regime space. Though in theory technologically behind races such as the Minbari and Centauri, the G'Quan possesses a brutal efficiency that allows it to compete on an even level with its peers in the fleets of other governments. It boasts an impressive array of weapons, many based on technology captured from the Centauri during their occupation of Narn, and its crewmen are usually very highly motivated. Many variants of the G'Quan have been constructed and vessels heavily damaged in battle are often refitted into one of the new types while in space dock, thus keeping the entire fleet up to current specifications. The heavy laser cannon of the G'Quan is its primary weapon and is familiar to many other races. However, the twin energy mines give squadrons of these cruisers a brutal long-ranged punch and there are few ships of this size that carry so many secondary weapons, making them proportionally lethal in a close-ranged knife fight.

Speed: 6 **Damage:** 55/13 **Craft:** 2 Frazi flights
Turn: 1/45° **Crew:** 70/19 **Special Rules:** Jump Point
Hull: 6 **Troops:** 8 **In Service:** 2242+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	3	Beam, Double Damage, Super AP
Energy Mine	30	F	6	Energy Mine, Slow Loading
Energy Mine	30	F	6	Energy Mine, Slow Loading
Twin Particle Array	8	F	10	Twin-Linked, Weak
Twin Particle Array	8	A	10	Twin-Linked, Weak
Twin Particle Array	8	P	10	Twin-Linked, Weak
Twin Particle Array	8	S	10	Twin-Linked, Weak
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

G'Lan-class Mag Cruiser (G'Quan Variant)

Battle

Originally designed to serve as a close support ship alongside the mainstay G'Quans of the fleet, the G'Lan suffered from many design problems – not least of which was that the power requirements of the mag guns demanded not only the expected replacement of the energy mines but also a downgrading of the main lasers. Though lacking long-ranged weaponry the close up firepower of the G'Lan cannot be ignored for long.

Speed: 6 **Damage:** 55/13 **Craft:** 2 Frazi flights
Turn: 1/45° **Crew:** 70/19 **Special Rules:** Jump Point
Hull: 6 **Troops:** 6 **In Service:** 2259+

Weapon	Range	Arc	AD	Special
Mag Gun	18	F	2	Beam, Super AP, Triple Damage
Medium Laser Cannon	18	B	4	AP, Beam, Double Damage
Twin Particle Array	8	F	10	Twin-Linked, Weak
Twin Particle Array	8	A	10	Twin-Linked, Weak
Twin Particle Array	8	P	10	Twin-Linked, Weak
Twin Particle Array	8	S	10	Twin-Linked, Weak
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

G'Quonth-class Attack Cruiser (G'Quan Variant)

War

Sacrificing fighters for a no-compromise approach to raw firepower, the G'Quonth attack cruiser demands respect whenever it appears on the battlefield. With extra heavy lasers and an ion torpedo launcher added to an already formidable hull, there are few vessels that can go toe-to-toe with a G'Quonth for long, forcing enemies to use their most powerful vessels to deal with what is little more than an upgraded G'Quan.



Speed: 5 **Damage:** 55/13 **Craft:** None
Turn: 1/45° **Crew:** 70/19 **Special Rules:** Jump Point
Hull: 6 **Troops:** 6 **In Service:** 2252+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	6	Beam, Double Damage, Super AP
Energy Mine	30	F	6	Energy Mine, Slow Loading
Energy Mine	30	F	6	Energy Mine, Slow Loading
Ion Torpedo	30	F	4	Precise, Super AP
Twin Particle Array	8	F	10	Twin-Linked, Weak
Twin Particle Array	8	A	10	Twin-Linked, Weak
Twin Particle Array	8	P	10	Twin-Linked, Weak
Twin Particle Array	8	S	10	Twin-Linked, Weak
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	8	—
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—

G'Tal-class Command Cruiser (G'Quan Variant)

War

A reasoned approach to upgrading the capabilities of the G'Quan hull, the G'Tal command cruiser manages to increase the power of its heavy lasers, particle arrays, pulse cannon and energy mine loading facilities without putting an undue strain on the ship's reactor or engines. Added to this its command capabilities, and the G'Tal is a vessel envied by many fleets.

Speed: 5 **Damage:** 60/14 **Craft:** 1 Frazi flight
Turn: 1/45° **Crew:** 75/20 **Special Rules:** Command +2, Jump Point
Hull: 6 **Troops:** 7 **In Service:** 2263+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage, Super AP
Energy Mine	30	F	8	Energy Mine, Slow Loading
Energy Mine	30	F	8	Energy Mine, Slow Loading
Twin Particle Array	10	F	10	Twin-Linked, Weak
Twin Particle Array	10	A	6	Twin-Linked, Weak
Twin Particle Array	10	P	10	Twin-Linked, Weak
Twin Particle Array	10	S	10	Twin-Linked, Weak
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	4	—
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—

Ka'Toc-class Battle Destroyer

Skirmish

A deadly vessel the Narns built for one purpose – to hunt down and destroy enemy warships. It is not a carrier, it is not an escort, and it is not a transport, though it can serve in all of those capacities to some degree. What it does best is what it was built to do; the Kha'Ri know this and deploy it in its chosen role as often as possible. With the ability to field a flight of fighters when the need arises, a Ka'Toc can remain in a battle for quite some time and still expect to survive heavy combat. Its lack of a jump drive makes it dependent on other capital ships or jump gates for true mobility, however. It is often deployed in the aftermath of a large battle, usually in the company of Sho'Kar scouts. Roaming the system, the squadron will hunt down any enemy vessels that survived the battle, destroying them as they make repairs.

Speed: 10 **Damage:** 20/5 **Craft:** 1 Frazi flight
Turn: 1/45° **Crew:** 27/6 **Special Rules:** None
Hull: 5 **Troops:** 2 **In Service:** 2240+



Weapon	Range	Arc	AD	Special
Mag Gun	12	F	1	Beam, Super AP, Triple Damage
Heavy Laser Cannon	20	B	2	Beam, Double Damage, Super AP
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

Ka'Tan-class Escort Destroyer (Ka'Toc Variant)

Skirmish

A refitted Ka'Toc, this variant is designed to bring a little more flexibility to the class. The shattering mag gun is replaced with another laser cannon, though of lower grade than the existing weapons, and the pulse cannon batteries are all fitted with additional hardpoints. The result is a fast escort that can withstand a great degree of punishment in the frontline of battle.

Speed: 10 **Damage:** 20/5 **Craft:** 1 Frazi flight
Turn: 1/45° **Crew:** 27/6 **Special Rules:** None
Hull: 5 **Troops:** 1 **In Service:** 2243+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	20	B	2	Beam, Double Damage, Super AP
Medium Laser Cannon	15	B	2	Beam, Double Damage, Super AP
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	8	—
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—

Listening Post

Battle

There are dozens of Narn listening posts scattered across the borders of the Regime, with many placed in systems that, technically, belong to other governments. Though usually cited as being civilian-owned and maintained, the Narn Regime typically uses such stations to monitor the communications and shipping of its neighbours, ever watchful for possible attack and, it has to be said, opportunity. Those on the borders of Centauri space before 2259 were the cause of long diplomatic disputes between the two old enemies before eventually becoming the focus of war's outbreak.

Speed: — **Damage:** 1,000/500/250 **Craft:** 6 Frazi flights
Turn: — **Crew:** — **Special Rules:** Carrier 2, Command +1, Defence Network 6, Immobile, Space Station, Targets 3
Hull: 5 **Troops:** 40 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	—	1	Beam, Double Damage, Super AP
Light Pulse Cannon	20	—	8	—

Rongoth-class Destroyer

Raid

A destroyer of some renown, the Rongoth is a valuable part of the Narn Regime's tactical fleet because of its heavy firepower and the efficiency with which it performs its primary task. The Rongoth has a long history of solid service and while the design is ageing, it is still far from outdated. The Rongoth hull has been a test bed for many weapon systems since the design's first maiden voyage, but its original layout has remained unchanged. The Kha'Ri do not tend to upset successful combinations and the Rongoth has proven itself in hundreds of engagements.

Speed: 6 **Damage:** 40/8 **Craft:** None
Turn: 1/45° **Crew:** 50/10 **Special Rules:** None
Hull: 6 **Troops:** 5 **In Service:** 2241+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	12	—
Twin Particle Array	8	F	8	Twin-Linked, Weak
Twin Particle Array	8	A	8	Twin-Linked, Weak
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

Rothan-class Plasma Destroyer (Rongoth Variant)

Raid

In truth, the Rongoth is actually a variant of the Rothan, rather than the other way round. The Rothan is a typical vessel that Narns once relied upon when they concentrated on the use of plasma weaponry. They have since come to rely on the more flexible pulse weapons of other races and most Rothans were refitted accordingly. However, a few ancient examples are still present within the Narn fleet.

Speed: 6 **Damage:** 37/8 **Craft:** None
Turn: 1/45° **Crew:** 48/10 **Special Rules:** None
Hull: 6 **Troops:** 5 **In Service:** 2211+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	12	F	6	AP, Double Damage
Light Plasma Cannon	8	A	6	AP
Twin Particle Array	8	F	8	Twin-Linked, Weak
Twin Particle Array	8	A	8	Twin-Linked, Weak

Sho'Kar-class Light Scout Cruiser

Skirmish

An effective light scouting vessel, the Sho'Kar is equipped with a powerful sensors package and is one of the best surveillance vessels in the Regime fleet, though it still lags behind similar vessels in other fleets in a field that is ultimately driven by high technology. The light armour and firepower of the Sho'Kar also makes it an easy target for enemy ships and they have to be heavily protected at all times. This makes it risky to field alone, something of a drawback for any vessel dedicated to scouting duties.

Speed: 10 **Damage:** 18/4 **Craft:** 1 Frazz flight
Turn: 2/45° **Crew:** 25/5 **Special Rules:** Jump Point, Scout, Stealth 3+
Hull: 4 **Troops:** 1 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Burst Beam	12	F	3	AP, Beam
Twin Particle Array	8	F	6	Twin-Linked, Weak
Light Pulse Cannon	8	F	4	—
Light Pulse Cannon	8	A	4	—
Light Pulse Cannon	8	P	2	—
Light Pulse Cannon	8	S	2	—



Sho'Kos-class Patrol Cutter

Patrol

The Sho'Kos is roughly the same size as the Sho'Kar but drops some of the power-hungry sensory gear for a better mix of short-ranged weapons and slightly faster engines. The result is a small, agile vessel capable of acting in both a cutter and interceptor capacity. The Sho'Kos is used heavily in trade areas where it enforces Narn law against Raider activity and protects incoming and outgoing merchant vessels. It is rare to find a Sho'Kos on extended patrol as the vessels are not designed for long-term autonomous missions but they are sometimes pressed into service within large battle fleets when war comes to their patrol routes.

Speed: 12 **Damage:** 12/3 **Craft:** None
Turn: 2/45° **Crew:** 10/3 **Special Rules:** Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Burst Beam	4	F	2	Beam, Precise
Medium Pulse Cannon	6	F	2	—
Light Pulse Cannon	4	T	4	Weak



Sho'Kov-class Torpedo Cutter (Sho'Kos Variant)

Patrol

A valiant attempt to give the Sho'Kos value to frontline forces, the Sho'Kov instead usually finds its way into patrol duties where its exceptional firepower can give raiders a very nasty fright. Replacing both burst beams and medium pulse cannon with a medium-ranged ion torpedo launcher, the Sho'Kov can nevertheless cause capital ships some problems when used en masse.

Speed: 12 **Damage:** 12/3 **Craft:** None
Turn: 2/45° **Crew:** 10/2 **Special Rules:** Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2243+

Weapon	Range	Arc	AD	Special
Ion Torpedo	20	F	1	Precise, Super AP
Light Pulse Cannon	4	T	4	Weak

Thentus-class Frigate

Skirmish

The ever-reliable Thentus Frigate has been serving the Regime since the Narn took to space. Built to replace the very first ships the Narn launched, this vessel was one of the first designs to use components of Centauri technology without placing them in a retrooled Centauri hull. A vast improvement over the ships it replaced, the Thentus is beginning to show its age and is rarely used for anything more serious than anti-fighter support or light system patrol duty. The Thentus does have a role in heavy combat but only as fire support and screen clearance, though its burst beams have given more than one Captain of an advanced warship a nasty surprise.

Speed: 8 **Damage:** 24/5 **Craft:** None
Turn: 2/45° **Crew:** 28/6 **Special Rules:** None
Hull: 5 **Troops:** 4 **In Service:** 2240+



Weapon	Range	Arc	AD	Special
Burst Beam	12	F	2	AP, Beam
Medium Laser Cannon	15	B	2	Beam, Double Damage, Super AP
Twin Particle Array	8	F	4	Twin-Linked, Weak
Twin Particle Array	8	A	4	Twin-Linked, Weak
Twin Particle Array	8	P	6	Twin-Linked, Weak
Twin Particle Array	8	S	6	Twin-Linked, Weak

T'Loth-class Assault Cruiser

Raid

The T'Loth is a deadly addition to any assault group because of the powerful weapons and full assault company it brings with it into any fray. Built to support or spearhead an attack, depending on the needs of accompanying vessels, a T'Loth can even act as a low-capability command ship. There are variants of the T'Loth that use it exclusively for this purpose, but its ageing design and outdated technology compared to the G'Quan keep it from being widely accepted by warleaders.

Speed: 8 **Damage:** 60/12 **Craft:** 1 Frazz flight
Turn: 1/45° **Crew:** 90/21 **Special Rules:** Jump Point, Shuttles 3
Hull: 5 **Troops:** 12 **In Service:** 2241+



Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	18	B	6	AP, Double Damage
Light Pulse Cannon	8	F	10	—
Light Pulse Cannon	8	A	10	—
Light Pulse Cannon	8	P	10	—
Light Pulse Cannon	8	S	10	—

T'Rann-class Heavy Carrier (T'Loth Variant)

Raid

It is said that the Narn have no real carriers and, despite the T'Rann's official designation, this may remain to be true. Though ageing T'Loth hulls are sometimes converted into floating hangers with uprated weaponry, they lack the quick launch and recovery systems of dedicated carriers. Even so, the presence of a T'Rann in a fleet can give Narn ships some much needed fighter protection.

Speed: 8 **Damage:** 60/12 **Craft:** 4 Frazi flights
Turn: 1/45° **Crew:** 90/21 **Special Rules:** Jump Point
Hull: 5 **Troops:** None **In Service:** 2247+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	12	F	6	Double Damage
Light Pulse Cannon	8	F	10	—
Light Pulse Cannon	8	A	10	—
Light Pulse Cannon	8	P	10	—
Light Pulse Cannon	8	S	10	—

Var'Nic-class Long Range Destroyer

Battle

The true hunter/killer ship of the Narn Regime, the Var'Nic long range destroyer is a deadly ship with the ability to jump into a system, quickly locate a target, and assault it with overwhelming firepower at every tactical range. In a single attack pass, a Var'Nic can feasibly cripple a ship of its class or smaller and inflict enough damage to severely damage larger vessels. Effective for very little else, the Var'Nic operates as the scalpel of the Regime.

Speed: 9 **Damage:** 44/11 **Craft:** 1 Frazi flight
Turn: 2/45° **Crew:** 58/14 **Special Rules:** Jump Point
Hull: 6 **Troops:** 3 **In Service:** 2241+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	B	4	Beam, Double Damage, Super AP
Ion Torpedo	30	F	4	Super AP
Heavy Pulse Cannon	12	F	6	—
Twin Particle Array	8	F	8	Twin-Linked, Weak
Light Pulse Cannon	8	A	6	—



Campaigns: Refits and Other Duties

Narn Regime Fleets use the following tables for Refits and Other Duties when playing campaign games.

Narn Regime 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Overcharged Ion Torpedoes:** Choose one Ion Torpedo weapon system. It immediately gains the Double Damage trait.
- 4 **Hanger Conversion:** The ship has extensive work on its hanger bays. Remove all craft from the ship. In their place, the ship gains a Sho'Kos police cutter. This may be launched during a battle in the same manner as auxiliary craft or it may be deployed separately at the beginning of a battle. The cutter never takes up any Fleet Allocation Points and is assumed to be paid for with the cost of the parent ship. This may only be applied to ships with a Damage score of at least 36.
- 5 **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.
- 6 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 7 **Additional Arrays Fitted:** Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Superior Helm Control:** Add a +1 bonus to any Crew Quality checks made during a Come About! action.
- 9 **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).
- 10 **Supercharged Thrusters:** The ship gains a +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
- 12 **Complete Refit:** The ship is pulled back into a spacedocks and a complete refit is performed on it to increase its effectiveness. The ship will miss the next two campaign turns but when it returns it will now be a variant of the original hull design – it is your choice as to which. Any existing refits will be removed during this complete refit.

Narn Regime Duties

2d6 Other Duty

- 2 **Gun-Running:** The ship is engaged in delivering weapons and supplies to Narn ground forces. Gain 3d6 RR points immediately as your forces benefit from this group's activities.
- 3 **Orders From the Kha'Ri:** The ship's Captain receives highly classified orders from the Kha'Ri, which must be followed to the letter for the good of all Narn. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
- 4 **New War Leader:** The ship is used to escort a new War Leader who replaces the leadership of this campaign force - and he is very accomplished. You gain a permanent +1 bonus to your Initiative during campaign turns.
- 5 **The Thenta Makur:** The ship is used to transport an assassin of the Thenta Makur on a secret mission. It is soon after revealed that a high-ranking officer in another fleet has been assassinated causing confusion and delays in orders. Pick an opposing fleet. It will suffer a -4 penalty to its Initiative in the next Campaign Turn.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **Lightning Attack:** With typical Narn aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
- 8 **The Blessing of G'Quan:** The crew of this ship believe themselves truly blessed by the religious leader of old. Their ship gains a new re-roll at the start of every battle for the duration of this campaign.
- 9 **Ga'To Jutan Takeover:** The officers of this ship have been replaced by leaders in the Ga'To Jutan, the organisation dedicated to the annihilation of aliens. Though often shunned by the rest of the fleet, there is no doubt they are fine warriors. Once per battle, the ship can be assumed to be on Concentrate All Firepower! special orders *after* it has been moved. This effectively allows the ship to move normally and declare a target after it moves instead of before.
- 10 **Diverting Raid:** Launching a fast 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 Points available.
- 11 **The Red Hunt:** The ship's Captain has found a highly regarded Centauri noble in the war zone. You may launch an Assassination mission against any Strategic Target held by a Centauri fleet before Initiative is rolled for in the next campaign turn. This will be regarded as your go in the turn and this ship must be used in the fleet that engages in the mission.
- 12 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Minbari, League, or ISA fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Interstellar Alliance

FORMED IN THE wake of the great Shadow War, an alliance of races spanning the galaxy larger even than the League of Non-Aligned Worlds calling itself the Interstellar Alliance (also known as the ISA) has risen. It brings with it a message of peace to those without, and a promise of war to any who would threaten it. Led by President John Sheridan – the captain of Babylon 5 during the four years prior to the ISA's founding in 2262 – and a select cabinet of special individuals spanning several governments, the Interstellar Alliance is a powerful ally to dozens of systems throughout the galaxy.

While the ISA was still brewing in the minds of President-to-be Sheridan and his wife Delenn of the Minbari, they were dealing with galactic turmoil that cost billions of lives. As the enigmatic and powerful Vorlons and Shadows decimated entire planets to eliminate each others' influence, the burgeoning alliance, then called the Army of Light, cemented their ties to each other and to common goals they may have.

At the head of this effort was the surprisingly powerful White Star Fleet. Highly advanced fast attack frigates made of a combination of Vorlon and Minbari technologies, each White Star is a match for ships much larger than themselves. Between their self-knitting hulls and ultra-powerful Minbari neutron laser arrays, these 'star angels' can fly circles around most vessels of their class using powerful gravitic engines and stabilisers. Designed for hit and run attacks, with each one capable of entering and exiting hyperspace on its own, the White Star was perfect for its original purpose.

Piloted solely by the Rangers, the original White Star Fleet was primarily used for reconnaissance and the quick response to allied hailing. A pair of White Stars is more than enough military might to make petty raiders turn tail and run, and knowing that more could be lurking just beyond a jump point often gives the rest a pause. This fear of lurking White Stars actually gave birth to many sneaky Ranger tactics to lend even more to the terror tactic. Several engagements were seen as wave after wave of White Star attacks, when in actuality they were merely jumping in and out of hyperspace – one opening a point while the other's jump engines recharged and vice versa.

The Rangers used the White Stars to great effectiveness during the preludes of the Shadow War and formed a full third of the force standing to fight both the Shadows and the Vorlons at Coriana VI. Many of the original fleet fell against the powerful weapons of both sides but with the massive reinforcements received from the Narn and the League of Non-Aligned Worlds, a great number of them were spared.

After the Shadow War had passed, the ideals of the Interstellar Alliance began to take shape around a new conflict – the revolution against President Clark's tyranny. Choosing to sit out the actual conflict between the two different factions of Earthers, the rest of the galaxy began to prepare for the new governmental body. Even the self-absorbed and often untrustworthy Centauri signed on to be part of this new alliance. All it needed was a good leader and a calm moment to take form.

When Captain Sheridan finally overcame the odds and defeated the treacherous Clark, not only by winning the battle but also stopping his vengeful act of turning Earth's defence grid upon itself, he was asked to resign from his position in Earthforce. Knowing what was to come, he gladly accepted for the small disclaimer—that no one else would be persecuted for the coup. Once signed and sealed, he stepped down from his role as captain...and accepted his new office as president of the newly formed Interstellar Alliance.

As it turned out, this was just in time for the next crisis to arise – the Drakh. Allies of the Shadows that had sunk their claws into younger races all over the galaxy, these dark manipulators used the smaller governments against one another to sow the seeds of chaos and distrust with random raider-esque attacks undertaken by the Centauri. Using ancient ill wills already brewed in the Drazi and the Narn, the Drakh orchestrated a massive attack on Centauri Prime. The ISA tried to stem the tidal wave of revenge, but were just too late – and witnessed the orbital bombardment of the planet by a massive fleet. The result was the withdrawal of the Centauri from the Interstellar Alliance and a very bitter people that would house and unknowingly rebuild the forces of the Drakh, if only to strike out in revenge against the ISA for abandoning them in their time of greatest need.

For five years the Interstellar Alliance saw its finest period of growth. While raiders were always a constant annoyance here and there, and the Drakh amassing a *secret* armada, they found time to patch their wounds

and buff out rough spots in their own forces. Although having access to any number of vessels from their member governments when dealing in their areas of space, or upon request elsewhere, ISA military researchers felt it necessary to fill some of their own gaps with unique vessels to their organisation.

The first step was to replace or repair the numerous White Stars that met their end during the Shadow War. With so many in disrepair and a need for improvement (at least in the minds of never-satisfied research scientists), new uses for the White Star technology appeared.

Varieties of the White Star's hull and technology appeared in fleets, some carrying new and experimental armaments that even the Rangers could not guess as to where they came from. By 2266 there were a handful of minor variants of the White Star, although nearly seamlessly identical to the eye or scanner – until laser-guided rail guns and ballistic missile racks opened up between the 'dragon's fire' of a neutron laser! The need for mid-sized ships was more than sated, but President Sheridan still wanted something more. Something *perfectly different*.

It was not until a conglomerate of Mars-based companies – headed by President Sheridan's good friend Michael Garibaldi's industrial giant, Edgars Industries came up with the idea of creating another amalgamate ship like the White Star. Instead of using Vorlon and Minbari technology, they would create a massive destroyer using leftover Vorlon and Earth Alliance technology. What the White Star was to the mid-sized ship, these new battlecruisers would be to capital vessels.

In late 2267, just in time for the five-year anniversary of the Interstellar Alliance's birth, two prototype destroyers, the *Excalibur* and the *Victory*, pulled out of spacedock. These ships were huge compared even to the long hulks of the old Earth Alliance fleets, but used

a combination of gravitic and thrust-based engines to have impressive acceleration and control, if not perfect manoeuvrability. Using a touch of the energy-diffusing skin-technology Earth Alliance gained from their dealings with the Shadows, these vessels are remarkably resilient and difficult to strike with full efficiency. Offensively, they packed all of the finest White Star weaponry and even mounted a specially retrofitted version of the so-called Vorlon 'lightning cannon' created from flight recorder footage of Coriana VI, although using this weapon caused serious power drain and nearly a minute of recharge time before normal systems could come online after firing. There were still certain issues, but they were space-worthy and just in time.

The Drakh were finally ready to attack.

Using the same type of planet-killing death cloud the Shadows once turned on the galaxy – which was never truly defeated, only avoided until it withdrew – the Drakh headed directly towards earth. They stopped to test the weapon a few times on random small planets, but their target was certain.

The Interstellar Alliance mounted a massive defence force against the incoming Drakh armada and the Earth Alliance launched hundreds of ships to aid them. The battle was hard fought on all sides, and it was only through the sacrifice of the *Victory* that the *Excalibur*, with President Sheridan himself at the helm with an assorted crew of unexpected allies, destroyed a key component of the death cloud's infrastructure. Its weapons detonated early and haphazardly, and the superweapon imploded in upon itself.

It was this act of sacrifice that earned the name of the new class of starship, the Victory-class destroyer, for all of the future models of the vessel. In the years to come the Victory-class would become a rare instrument of war called upon only in dire circumstances. The

other prototype, the *Excalibur*, would find a much nobler role.

Much of the Drakh fleet was in retreat, but they launched dozens of what looked like assault craft into Earth's atmosphere, which unleashed a horrible nanotech plague upon the human homeworld. It spelled out a five-year possible onset time before all life on Earth would be killed by the rapidly mutating nano-virus. It was thought that if the Drakh learned or gained the virus from the Shadows – which was likely, as they showed with the death cloud – that somewhere in the galaxy there might be an ancient First Ones ruin or forgotten place with a possible cure.

The *Excalibur* was chosen as the perfect craft to venture out for such a cure. Under a mixed crew consisting mostly of Earthforce officers and handpicked civilian experts, it would explore the unexplored for as long as it took to find something to help Earth. With aid from the Interstellar Alliance in the form of the Ranger information chain, a cure would eventually be found – or Earth would die.

While one of the prototypes to its heaviest vessel may be out searching for the galaxy's Holy Grail, the Interstellar Alliance fleets still contended with all sorts of unrest. Word about Earth's fate spread quickly through the galactic circles and many governments began to think of the humans as already dead. Raider attacks increased, border skirmishes along Earth Alliance-controlled space became more frequent and the consistently efficient attacks by the Drakh have brought many ISA commanders into hostilities.

Using the best tools of their member races, mixed liberally with a heavy amount of the White Stars, the Interstellar Alliance can be as diverse as they want to be in any engagement. Some might fill a foe's line with energy mines from Narn vessels before lashing out with concentrated neutron laser

fire, while others will use the jamming abilities of the Minbari to confuse while White Star flight squadrons get into perfect positions for attack runs. It is highly up to each commander, but some tricks have held constant under the ever-evolving tactical colleges of the Anla'shok Rangers.

White Stars should always be grouped with one another or, in cases where the Freehold demands it so, with a Drazi Solarhawk or two. They, or any other agile vessel with a deadly fore armament, work very well with the White Star Fleet – as long as the Rangers inside the White Stars remember to keep that Drazi crew in line and on target! They have a tendency to focus their attention too much, and get bogged down in dealing with a previously damaged target even if it puts them themselves in danger. Any good White Star crewmember can tell you that speed and target choice is the *only* thing that keeps you out of an early grave. Although powerful offensively, the White Star is not designed to withstand much direct punishment, and Rangers wishing not to exercise the 'die for the One' half of their motto every engagement will remember where the switch for the jump engine is at all times.

It is in fact better for a White Star firing group to instead pour a great deal of fire into a target on a single pass, then fly farther out in a wide arc to either draw vessels away from the safety of their own fleet or just to get a few minutes to route power to the hull for the self-repairing alloys to knit before returning. When working with multiple teams of White Stars, one flight should begin an attack run just as the other is ending theirs. It will surely befuddle a common foe and the ensuing confusion will hopefully give both flights time to recover and re-arm for another pass. They are finesse and grace given form, but as any Centauri duellist who has tried to spar with a Drazi axeman will attest, not being where the blow is far better than trying to parry it!

Like mirror opposites, the Victory-class is a bastion of survivability that can carve a swathe in even the advanced ship lines of the Drakh. It is an unsubtle combatant, and unloads massive arrays of laser and fusion fire into all arcs around it, sailing forward into an engagement fearless of most enemy fire – which will in turn be caught by advanced defence grid turrets or drawn away quickly by the full wing of Starfury heavy fighters each Victory-class comes with as standard. Like a pillar of the battle, every ISA commander that has access to a Victory-class destroyer should expect it to hold up its fair share and then some.

Although constantly fighting larger forces or more specialised alien vessels from divergent governments, the Interstellar Alliance has the greatest weapon one could ever hope for in any battle – variety. Every treaty signed to the ISA comes with it a defence clause that insists the government's willingness to come to the aid of the Alliance when called upon, deniable only in times where sovereign rights would be marred. Even the Centauri, who gave up their membership in 2262, left hundreds of their vessels in the hands of the ISA for their use... so no one could blame them for not keeping up *their* end of the treaty, even after the near destruction of their homeworld.

The Interstellar Alliance must realise the position they have put themselves in is not just a role of warden or protector, but also of judge and jury, over dozens of fractious and impetuous alien governments – many of which hate each other as much as they would an outside attacking force! It is a hard-fought battle for peace and many will come and go in the passage of time. Their ranks will grow and swell to bursting, only to lose an entire section of space to a civil war or revolution that they have no say in. It is hard to be an unwanted parent to so many, especially when they cannot punish them for half of the things they do to each other.

Even so, they continue. Well beyond the impending war with the full might of the Centauri-rebuilt Drakh, after the foretold death of President Sheridan, the disappearance of his wife Delenn... the Interstellar Alliance and its Ranger core will still exist.

If only in their honour, and the honour of those who came before them in the name of the Light.

The Interstellar Alliance Fleet List

The following forms the entire fleet list for the Interstellar Alliance.

Priority Level: Patrol

Nial Wing (1 flight)
Starfury Wing (3 flights)
Thunderbolt Wing (3 flights)

Priority Level: Raid

White Star

Priority Level: Battle

WSC-2 White Star

Priority Level: War

Victory-class destroyer

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 Starfury flights may replace any number of them for Thunderbolts.

ISA Fleet Special Rules

The following special rules apply to all ISA fleets.

Allied Fleets: Though the ISA is renowned for having the most advanced fleet among the younger races, it has an entire galaxy to monitor and often it is forced to use ships and crews from member worlds to supplement its own fleets when engaged in operations.

When using an ISA fleet, you may spend 1 Fleet Allocation Point of your allowance on ships from one of the following fleet lists; Earth Alliance, Narn Regime, Minbari Federation, Abbai Matriarchy, Brakiri Syndicacy, Drazi Freehold or Vree Conglomerate.

In campaign games, the ISA may have a maximum of 1 Fleet Allocation Point at Battle level spent on allied ships at any one time. They are not restricted in this way when choosing fleets for individual scenarios – in theory, the ISA could field ships bought from another fleet list with nothing from the ISA fleet if the scenario was at Patrol level.

In Service Dates: Though some of the ISA's ships existed before its creation in 2262, this fleet list may not be used at all in scenarios set before this date.

Rangers: The ISA is fortunate in that it has the cream of the crop when selecting crews for its ships – superbly well-trained EarthForce and Minbari Federation crews, as well as the legendary Rangers. All ISA ships gain a +1 bonus to their Crew Quality scores, to a maximum of 6.

Interstellar Alliance Initiative: +2

Nial Heavy Fighter Flight

The main frontline fighter of the Minbari Federation, the Nial is an utterly lethal craft. Benefiting from the same stealth technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with three light fusion cannon, powerful enough to utterly destroy any craft of similar size and granting the ability to engage even capital ships. Though short-ranged, the Nial's advanced flight control system allows its pilot to complete many actions automatically, leaving him to concentrate on the most important tasks, a vital advantage in combat.

Speed: 15 **Troops:** —
Turn: SM **Dogfight:** +3
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter, Stealth 4+
Crew: — **In Service:** 2050+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	3	AP



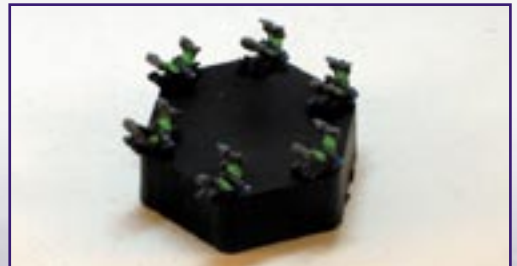
Patrol (Wing)

Starfury Flight

Often regarded as the first line of defence for many Earth Alliance installations and outposts, the Starfury has undergone many revisions and upgrades throughout its service history but remains a frontline non-atmospheric fighter capable of retaining space-superiority. Its unique X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat but the Starfury is often found wanting in more specialised missions as it is incapable of entering a planetary atmosphere. However, with main armament comprising two forward firing JC 266 20-megawatt uni-pulse cannon controlled by a Duffy 1018 MJS smart targeting computer, it is a craft capable of successfully battling almost any alien fighter. Two lighter raid-firing pulse cannon are also mounted in the wing roots above the pilot's position, though restrictions in the Starfury's fusion reactor output means both sets of weapons may not be fired simultaneously.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +1
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Afterburner, Dodge 2+, Fighter
Crew: — **In Service:** 2244+

Weapon	Range	Arc	AD	Special
Uni-Pulse Cannon	2	T	2	Twin-Linked



Thunderbolt Flight

The Thunderbolt is the next generation of advanced fighters developed along the ongoing Starfury program. As older types are phased out, it is likely that the Thunderbolt, or T-bolt as it is frequently known, will take on the overall Starfury name. However, this might take some time, as many existing carriers cannot easily operate the slightly larger, atmospheric-capable T-bolt frame. Thunderbolts possess several improvements over the basic Starfury. In addition to obvious advances in thrust, armour and staying power, the T-bolt also mounts a more compact gatling pulse cannon that occupies less space in the fuselage. Thunderbolts also possess wing-based missile racks.

Speed: 10 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 5 **Craft:** —
Damage: — **Special Rules:** Afterburner, Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2259+

Weapon	Range	Arc	AD	Special
Gatling Pulse Cannon	2	T	2	—
Missile Rack	4	T	2	AP



Victory-class Destroyer

War

A project led by President John J. Sheridan, the Victory-Class destroyer was commissioned for the Interstellar Alliance in recognition of the need for a heavy capital ship that could engage any threat too large for the White Star fleet. Developed in cooperation with the Earth Alliance and Minbari Federation, the Victory has the finest technological systems of both races, along with additional advancements learned from the Shadows and Vorlons. The Victory is most famous for its lightning cannon, said to be the most powerful weapon in space, though it requires all available power on the ship, leaving the vessel vulnerable to attack should anything survive this terrific blast of energy.

Speed: 8 **Damage:** 75/15 **Craft:** 3 Starfury flights, 3 Thunderbolt flights
Turn: 1/45° **Crew:** 90/20 **Special Rules:** Advanced Jump Point, Afterburner, Carrier 2, Command +1, Flight Computer, Interceptors 4
Hull: 6 **Troops:** 4 **In Service:** 2266+

Weapon	Range	Arc	AD	Special
Lightning Cannon*	30	B	8	Beam, Precise, Super AP, Triple Damage
Neutron Laser	30	F	6	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	A	2	Beam, Double Damage, Precise, Super AP
Heavy Pulse Cannon	12	T	12	Twin-Linked
Fusion Cannon	18	T	6	AP, Min-Beam

* The Victory may take no Special Actions in the turn it fires the Lightning Cannon. In the next turn, the Victory can make no attacks, cannot use Interceptors and cannot perform any actions whatsoever other than be automatically moved 4" forward in a straight line, though it can still launch auxiliary craft as normal.



White Star

Raid

The result of a technological gestalt between Minbari and Vorlon science, the White Star is a powerful vessel with firepower and endurance far beyond what its small size would suggest. Combining all of the advantages of Minbari ship design with many of the benefits of Vorlon living materials, White Stars are agile, resilient, and capable of handling almost anything a hostile galaxy can throw at them. With enough speed to evade capital ships they cannot engage directly, a White Star is usually crewed by truly elite personnel, making them even more effective.



Speed: 15 **Damage:** 10/3 **Craft:** 1 Nial flight

Turn: 2/90° **Crew:** 12/3

Special Rules: Adaptive Armour, Advanced Jump Point, Dodge 3+, Flight Computer, Self-Repairing 1

Hull: 5 **Troops:** 1

In Service: 2260+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	1	Beam, Precise, Super AP, Triple Damage
Molecular Pulsar	10	F	5	Anti-Fighter, AP, Double Damage, Precise

WSC-2 White Star

Battle

Already impressive, the WSC-2 is an updated White Star bearing the latest technologies in an attempt to keep the hull current with the developments and expansion of the Interstellar Alliance. Adoption of the WSC-2 has been lagging as existing vessels cannot be updated with the new technology and so the fleet grows slowly. Criticised for trying to punch above its own weight, the new White Star remains capable of tackling much larger vessels when commanded by an experienced Captain.

Speed: 12 **Damage:** 15/3 **Craft:** 1 Nial flight

Turn: 2/90° **Crew:** 12/3

Special Rules: Adaptive Armour, Advanced Jump Point, Dodge 3+, Flight Computer, Self-Repairing 2

Hull: 5 **Troops:** 1

In Service: 2267+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	2	Beam, Precise, Super AP, Triple Damage
Molecular Pulsar	10	F	8	Anti-Fighter, AP, Double Damage, Precise
Missile Racks	30	F	2	Precise, Slow Loading, Super AP



Campaigns: Refits and Other Duties

Interstellar Alliance Fleets use the following tables for Refits and Other Duties when playing campaign games.

ISA Refits

2d6	Refit
2	Focussed Neutron Generators: One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
4	Point Defence: The ship gains a small weapon system designed to destroy close in attackers. This is a Light Fusion Cannon with a Range of 8, a Turret fire arc, 1 AD and the AP and Mini-Beam traits.
5	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.
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 5 AD (or choose molecular pulsars if the ship is a White Star). It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Advanced Gravitic Drive: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.

ISA Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new Captain takes command of the vessel – a highly decorated, even legendary Captain. 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	Now You See Me...: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Minbari Telepaths: A group of Minbari telepaths join your ship's crew. Stretching forward with their minds, they strain to divine the intentions of the enemy. Once per battle, you may automatically win the Initiative for the turn. This may be declared after you have rolled dice for Initiative.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering officers 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	The Rangers: This ship has been used to transport a member of the Anla'shok to an abandoned world in the system. He soon gains valuable intelligence on the activities of the other fleets, granting you a +2 bonus to your Initiative for the 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 Points 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	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari or League fleet lists but it may not come from a fleet that your are currently fighting against in the campaign.

Shadows

AMONG THE OLDEST races in the entire galaxy, the Shadows are amongst the beings collectively known as First Ones. Having escaped into the stars long before even the Minbari had learned to make fire; the First Ones are from an era of galaxy-shaping events. Playing and plotting chess-like manipulations of each others' worlds and servant races, the First Ones once used the entire galaxy like a game board – and everything within were just game pieces. Lesser races were exactly that – *lesser*.

In an age before history, when the First Ones were numerous and plentiful, a race of upstarts called the Kirishiac Lords changed the rules to the game by discovering hyperspace and higher technologies without the aid of the First Ones – something that had all but been impossible before. The Lords began an actual war between the First Ones and, for the first time in eons, First Ones died. Beings of energy, thought and purpose, the First Ones were shocked that this could occur. After they summarily turned against and defeated the Kirishiac Lords, the vast majority of the First Ones departed the galaxy in disgust for what was the new precedent there. The only ones who remained were the diametrically opposed Shadows and Vorlons, each of whom refused to leave the galaxy solely in the hands of the other.

After the debacle of the Kirishiac War, the Shadows and the Vorlons agreed not to directly involve themselves in the matters of the game, only emerging every thousand years or so to set their pieces against one another again to see whose teachings and philosophies were stronger. A gentle nudge here, a whispered idea there, but never the whole story.

The Shadows have a longstanding philosophy of 'chaos breeds strength',

and through conflict and battle the strongest will crush the weak, creating a natural progression of worthiness to gauge success by. This philosophy has led countless societies – entire species – to rise or fall under the fiery eyes of the Shadows. Constantly manipulating younger races to war and cull one another, under promises of power and shows of unimaginable technologies, they have been the cause of a thousand times a thousand wars and revolutions in the galaxy.

These manipulations are not very fast, and sometimes take decades, even centuries, to manifest. With the chaos theory of the Shadows, it might take a hundred years for one race to find and eliminate another to take its place. In order to preserve strength and to be able to truly appreciate the changes they have caused, the Shadows would hibernate for centuries at a time. Setting a dozen plans into motion, becoming dormant far away from the eyes of their pawns – without fear, as the Vorlons would not dare break the rules of the game – the Shadows would later awaken to see the wonderful things that had occurred while they were 'gone.'

The First Ones could not attack one another directly, but they could happily set their minions against each other. While the Shadows slept, the Vorlons would prepare their vassals for their return and, over a few thousand cycles of this pattern, the cold war had gotten downright nasty.

The Vorlons were the first to bend the rules. By genetically and telepathically seeding a godlike reverence for themselves in the lesser races while the Shadows slumbered, they predisposed them against their manipulations. Races like the Minbari and the Abbai became undaunted by the promises of the Shadows and so the Shadows retaliated by giving more dominant-

minded races like the Centauri and the Drakh technologically superior weapons and the targets to use them upon.

This continued until several lines were drawn in the void, and conflict was unavoidable. The rules of the game were altered enough to allow the First Ones to battle openly – but not against one another. Picking instead on the minions of the other, these galactic gods began their every-thousand year Shadow War. Always a stalemate, both sides considered themselves victorious – the Shadows tearing the galaxy apart in war to be rebuilt that much stronger, and the Vorlons proud of the unified order their races fought to preserve. These wars took their toll on the lesser races being used to fight them.

After realising the weapon that telepathy was against them, the Shadows sought out one of the Vorlons' strongest telepathic races. Tribal Narn, who had yet to even know anything existed off of their planet, became a major target of the Shadows' wrath. As a symbol to the tampering Vorlons, the Shadows wiped out the Vorlon-induced gene that causes telepathy from the Narn as a whole. Unlike several of the other Vorlon-friendly races that were given telepaths, who had spread too far and wide to be dealt with efficiently, the Narn were still a primitive race technologically – and were all in one place.

With help from their minions landed on the surface and their deadly attack cruisers in orbit, they herded all of the Narn 'mindwalkers' into certain areas to be summarily extinguished. The Shadows manipulated the Narn tribe-leaders into thinking they were winning, but that their only true weapons were these telepaths. In the final moments, when the Shadows were certain their steering and retreating had

brought all of them in one place – the final battle – they began to fight back stronger than ever before. Fearing they might lose, the Narn used weapons they were unable to understand and the resulting explosions wiped life off of the entire battlefield. The massive genocide against telepaths was woefully successful, and there has not been a single Narn telepath ever since that fateful day. Having done what they planned, the Shadows immediately withdrew from Narn. The primitives rejoiced in their apparent victory and so did the Shadows.

This gesture enraged the Vorlons, and they sprang a trap for the Shadows. Involving a time-travelling Babylon 4 station, the creation of Valen and the gathering of an 'Army of Light', the Shadows were beaten back to their homeworld of Z'h'dum. It was roughly around the year 1250 and it was the first recorded history of the Shadows being beaten by the lesser races – barely. The next thousand years would see a great deal of preparation on behalf of the Minbari, who were told to expect the Shadows again by their enigmatic new leader, Valen.

Then, awakened by a long-range Earth Alliance explorer ship named the *Icarus*, the Shadows gazed upon a galaxy that had all but been turned against them in their slumber. The Vorlons had cemented relations with the advanced Minbari, rooting out the few Shadow agents within them, and through the Minbari they had twisted several others. Even those damnable Narn had found a way into the stars and now were intermingled throughout the galaxy. These humans who awakened them were still young as far as spacefaring races went, and with a small hint as to what sort of power could await them, the Shadows had a new eye to the galaxy.

Using the information gained from the humans, they discovered Babylon 5. Similar to the 'randomly appearing' saviour of the last Shadow War, the Shadows sent an emissary to the new

station—Mister Morden. A charismatic and unassuming human agent of the Shadows, Morden went to Babylon 5 in order to find the *perfect* pawn for his masters.

Asking the age-old question, 'What do you want?' of all he encountered, Morden eventually got the answer he was looking for from Ambassador Londo Mollari of the Centauri Republic. The Shadows had their (un)willing minions – and the galaxy began to tremble with the footstep of giants once more.

Using the Centauri to start massive wars while goading the various members of the League of Non-Aligned Worlds to fight amongst themselves, the Shadows shook the foundation of many governments' beliefs. One such government was the new EarthGov cabinet under a paranoid and easily misled President Clark. Dissent and chaos spawned from the chosen actions of the galaxy, and soon the Shadows were free to act.

Using their innate abilities to fade in and out of hyperspace at will, the ships of the Shadows struck decisive and overwhelming attacks at precise points. Quadrant 37 was demolished in an instant as the black warships phased in and cut it to pieces with their peerlessly powerful molecular slicer beams, killing thousands of innocent Narn and sparking the War of Retribution. The Narn suffered more losses when investigating these sightings of a 'dark, ancient enemy', and whispers began to circulate about the godlike abilities of the Shadows. It was not until a brave pilot named Keffer recorded the image of a passing Shadow ship in hyperspace that their nature became known, spacing the information immediately before the ship turned and vaporised him.

Once broadcast foolishly to the galaxy on ISN, the Shadows needed to no longer hide and began to openly attack, seemingly at random along the borders of Non-Aligned space. No longer holding back, the Shadows unleashed

devastating fleets of war cruisers and attack scouts armed with weaponry unlike anything the lesser races had ever encountered. Every attack was a massive loss and the lesser races began to frantically look for aid, possibly even allying the Shadows themselves if it meant they would be safe. Others, like Clark, coveted the powerful technologies and prepared treaties and illegal dealings with them to obtain it.

Shadow ships use molecular technology to quite literally rip the seams between a target's mass, burning a line of fusion like a hot knife through spoo. Nothing can withstand these surgical slashes long, and the largest of younger races' ships would soon be floating components and bleeding atmosphere in seconds. Even the smaller Shadow vessels, including their fighters, are undaunted by any amount of armour and can shred vessels two or three times their size with the efficiency of a swarm of locusts in a wheat field.

Each Shadow vessel requires a living mind to pilot it. Being made a part of the vessel itself, the modified being would dodge and dart as a matter of instinct and survival. Being 'part of the machine' gave the Shadow ships an unearthly agility and mobility unlike any other ship of its size and power, with the ability to bring their weapons' unmatched capabilities to bear on a target much smaller quite easily. Essentially creating a cybernetic living ship had its drawbacks however. This became especially evident when the younger races realised they could effectively 'jam' the living pilot core of a Shadow vessel with powerful telepathic feedback. It was for this reason that centuries before the Shadows had eliminated the telepaths from the Narn, and seek to stifle the growth of telepaths in any race they can.

The galaxy was unready to battle the Shadows so soon, as the Minbari's fabled 'Army of Light' had not been formed – and they knew it. John Sheridan, one of the Vorlons' leading supporters, demanded that they do

something. The many races of the galaxy were standing separate, waiting for some kind of symbol that the war was even worth fighting. The Army of Light would not be formed if the Shadows were not delivered at least a single blow, to show that they could *win*. The idea that the Vorlons could lose their ancient game was enough to bring them officially into the battle, and the galaxy watched wide-eyed as the First Ones battled against one another for the first time in *eons*.

Even against the Vorlons, the Shadow ships are a terror. Their energy absorbing hulls and hardwired living pilots are capable of shrugging off anything but the most concentrated blasts of younger races' weaponry, but are less effective against the titanic beams of the Vorlon vessels. While against lesser foes, a direct confrontation could be won without so much as a sweat, with the only tactic necessary being *attack*. Against an equal foe or overwhelming numbers, hit and run sweeps are preferred. Shadow ships are tough as hull rivets but even they can get mired with constant fire. Leaving a warship in hyperspace to appear later and clean up damaged targets is not below them, as the win is all that matters – how it is achieved is irrelevant.

As with the Kirishiac War, the Shadows were enraged at their losses. In response the Shadows instructed Mister Morden to bring his half-phased Shadow bodyguards with him to the source of the Vorlons' decision, killing the Vorlon Ambassador Kosh Nanarek in his own quarters on Babylon 5. The spider-like beings manifested and tore the Vorlon's encounter suit, and Kosh with it, to pieces. This was a blow to the forming allies of Light but it did not shatter them as the Shadows thought it would. In fact, it bolstered the courage of one man to fight that much harder. So they needed a different weapon against him. They chose a past love.

Seeking John Sheridan through the Shadow-altered body of his wife Anna, thought dead from the disappearance

of the *Icarus*, the Shadows prepared to deal a blow to the command structure of the Vorlon allies. Taking him back to Z'h'dum, the agents of the Shadows gave Sheridan a choice to live and serve or refuse and die with all of the rest. Sheridan chose instead to call down a thermonuclear strike in the form of a crashing White Star he had programmed in orbit to dive into the planet. When it detonated, many Shadows actually died in the blast, no doubt taking Sheridan with it.

This was the last straw – the rules were no more and the game was over. The Shadows and the Vorlons needed to reset the playing field and start over if they were ever going to answer their eternal debate of chaos versus order. The Shadows unleashed their most deadly weapon yet, an unimaginably large superstructure filled with thermonuclear missiles that the younger races nicknamed 'a death cloud.' This superweapon floated from planet to planet that carried Vorlon allies, enveloping and drilling countless missiles into the planet below. All life would expire in the resulting chain reactions, and the cloud would move on to seek new targets. Although by a drastically different approach, the Vorlons did the same.

It was at Coriana VI, where the Shadow and Vorlon fleets finally clashed, that the game would finally be played out. After being subtly manipulated by their pawns, the two gigantic planet-killing war fleets engaged each other en masse. The battle was massive and intense on all sides. The last remaining First Ones from the era of the Kirishiac War came out of hiding to stop their misguided brothers, or at least delay them long enough for the solution to present itself – which it did. After a mind-boggling debate between Lorien (who was old when the Shadows were children), the Shadows, the Vorlons and the two leaders of the Army of Light, it was decided that the game was over. Not because either side won, or because chaos was stronger than order, or vice versa. It was over because the

pieces refused to play anymore. The manipulators had no one to manipulate. Like parents forcing a child to choose one side or the other, the younger races would rather lose them both than be *used* to declare a winner. As a result, Lorien forgave his children for their error and chose to guide them beyond the Rim with the rest of their kind, leaving the younger races to their own devices once and for all.

The Shadow War was over, and only the echoes of their passing would remain to haunt the galaxy. In the form of a Shadow-stained Earth Alliance, the vengeful and bitter Drakh and a hundred other plots that the Shadows may have set in motion long before this final hibernation. Who knows, maybe they still have some inactive ships elsewhere to be hardwired and reactivated by the fools and dreamers of the galaxy. Because truly, how deep do the shadows run between the stars?

The Shadows Fleet List

The following forms the entire fleet list for the Shadows.

Priority Level: Patrol

Shadow Fighter Wing (3 flights)

Priority Level: Raid

Shadow Scout

Priority Level: Battle

Shadow Hunter

Priority Level: War

Shadow Ship

Stations

Shadow Cloud

Auxiliary Craft

Some ships are noted as being capable of carrying one or more flights of smaller auxiliary craft onboard. These flights may be deployed at any time before or during the battle. However, unlike other fleets, they must be paid for separately and are not included in the ship's Priority Level.

Shadows Fleet Special Rules

The following special rules apply to all Shadow fleets.

Hyperspace Mastery: Shadow Scouts, Shadow Hunters and Shadow Ships may enter realspace from hyperspace at any point, without risk of deviation. They can move, attack and otherwise act normally during the turn it leaves hyperspace. Shadow vessels must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table. Instead, the Shadow vessel is simply removed into hyperspace at the beginning of its next turn. Shadow Fighter flights may also enter and leave hyperspace by this method without having to take any Special Action.

Damage Resistance: Based on highly advanced bio-technology, Shadow vessels are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner.

Shadow Damage Table

D6	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

Every successful attack on a Shadow vessel that beats its Hull score will cause damage, without the need to roll on the normal Damage table. Instead, roll on the Shadow Damage table.

All Damage is multiplied by Double and Triple Damage weapons as usual. Note that Precise weapons still add a bonus of +1 to rolls on this table and thus they are the only weapons that can score a critical hit.

Shadow vessels have no effective Crew score, as the whole ship is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Shadow vessel that has been reduced to 0 Damage has been destroyed and is simply removed from the table.

Special Actions: Shadow vessels may only use the Initiate Jump Point Special Action.

Superior Technology: The technical advances of the younger races pose few problems for the Shadows. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ship's Stealth.

Superb Manoeuvrability: Shadow vessels are supremely agile in space but it is still important to keep track of their heading. Shadow Ships, Shadow Hunters and Shadow Scouts may either use the normal Super-Manoeuvrability rules or may instead turn up to 90° at the start of its movement and then move up to twice its Speed in a straight line.

Jump Point Disruptor: A Shadow Ship may choose to use its Jump Point Disruptor in place of any other weapons during its turn. This may target any jump point leading to hyperspace within 18". This attack will immediately shut down the jump point. In addition, every ship that went through the jump point this turn or is within 4" of its forward arc must roll a die. On a 1, it escapes destruction and sustains 3d6 points of damage. On a 2–3, it suffers d6 critical

hits, multiplying all damage by three as if it had been hit by a Triple Damage weapon. On a roll of 4–6, the ship is automatically destroyed. Auxiliary craft flights will always be destroyed on a roll of 2 or more.

Fighter Dispersal Tube: Holding a swarm of fighters deep within their organic hulls, Shadow Ships and Hunters are capable of 'firing' them great distances, where they instantly deploy. This allows the Shadows to use their fighters to delay and distract their enemies while their main ships close range. A Shadow Ship or Hunter that uses its Fighter Dispersal Tube may not use any other weapon in the same turn. Up to six Shadow Fighter flights may be placed anywhere within 30" of the launching ship. They must be placed within 3" of one another and may not take any action in the turn they were launched in this fashion.

Telepathic Disruption: The Shadows have long known of the vulnerabilities within the control systems of their craft by telepaths and have taken many steps to curb telepathic development within the younger races. Several races make reference to gaining telepaths in campaign games, usually through their Other Duties tables. If a ship noted as carrying telepaths moves within 12" of a Shadow vessel, it may attempt to telepathically jam the Shadow in the Attack Phase, as part of its normal attacks. Both ships make a Crew Quality check. The Shadow player adds +1 if the vessel being jammed is a Shadow Ship.

If the attacking player rolls higher, he has successfully jammed the Shadow vessel. It may take no further action in this turn or the next. The attacking player may continue to try jamming the Shadow vessel in subsequent turns.

Reinforcements: The Shadows have extremely limited numbers of warships and rarely create new vessels, restricting the number of ships they can bring to battle. They pay twice the normal cost of all Reinforcements in campaign games.

Shadows Initiative: +6

Shadow Cloud

War

Seen during the last days of the Shadow War and again during the Drakh attack on Earth, the cloud is an immense structure constructed by the Shadows to bring about the death of entire worlds. Capable of enveloping a planet, the Shadow Cloud is constructed from a lattice of materials that have resisted any sensor arrays and a dark vapour that gives the structure its name. Thousands of thermonuclear based missiles are hidden within this mass, which are capable of penetrating the surface of a planet to explode at its core. The effect of this is to destabilise the surface of the world, destroying all structures and life in the process. In space, the missiles make for devastating anti-ship weapons, supported by the molecular slice beams common to all large Shadow vessels.

Speed: — **Damage:** 800/400/200 **Craft:** 16 Shadow Fighter flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Defence Network 6, Immobile*, Interceptors 14, Space Station, Targets 3
Hull: 5 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	24	—	2	Beam, Precise, Super AP, Triple Damage
Thermonuclear Missiles	30	—	2	Precise, Super AP, Triple Damage

* In most scenarios, the Shadow Cloud will be at rest, immovable as the work of the Shadows nears completion. When attacking in Planetary Assault scenarios, the Shadow Cloud will automatically move 4" towards the target planet in every End Phase. Once it has been in contact with the planet for three consecutive turns, its missiles will have disrupted the planet's core enough for all life to have been wiped out on its surface. The scenario will be a victory for the Shadows.

Shadow Fighter Flight

Patrol (Wing)

As deadly on a fighter scale as Shadow cruisers are to capital ships, Shadow fighters are small, cone-shaped vessels that almost appear to be more like creatures than inert ships. As relentless as the larger ships, Shadow fighters are the nightmare of any pilot among the younger races. Fast and agile, hordes of these fighters can easily overwhelm capital ships. Shadow fighters are usually encountered in large battles when unleashed by the larger ships though occasionally they are used as scouts and patrol craft, guarding systems from prying eyes while their masters prepare their plans of chaos. The polarity cannon mounted in the nose of this craft is incredibly powerful and its pulses can easily rip through the armour of the largest capital ship. Other fighter craft engaging these ships are usually advised to rely on their own agility to evade these devastating blasts and disengage as quickly as possible, leaving the destruction of Shadow fighters to the anti-fighter screens of capital ships. Like all Shadow vessels, these fighters have the ability to phase in and out of hyperspace at will, effectively making them jump-capable, an enormous advantage for so small a craft to possess.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Advanced Jump Point, Atmospheric, Dodge 3+, Fighter
Crew: — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Polarity Cannon	2	T	2	AP, Double Damage



Shadow Hunter

Battle

The only confirmed sightings of this class of sleek, deadly Shadow vessel actually came after the Shadows had been driven from the galaxy but this does not preclude its existence beforehand. The experiences of Captain Matthew Gideon of the Victory-Class *Excalibur* indicated that the Shadow hunter was a new type of test vessel that melded human and Shadow technology but it is just as likely that the Earthforce agents involved in the secret project were reactivating existing Shadow craft that they had recovered. Constructed from the same biotechnology as other Shadow craft, a Shadow hunter cuts through space with considerable speed and possesses ferocious, if short-ranged, attack capabilities. Hunters seem to actually take pleasure from a chase and will pursue lone spacecraft half way across the galaxy just for the joy of the kill.

Speed: 7 **Damage:** 100 **Craft:** 3 Shadow Fighter flights
Turn: SM **Crew:** — **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 1d6
Hull: 5 **Troops:** — **In Service:** Unknown

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	12	F	4	Beam, Super AP, Triple Damage
Fighter Dispersal Tube	30	T	—	—

Shadow Scout

Frighteningly swift and likely the deadliest ship of its size in the galaxy, Shadow scouts are usually the first wave of reconnaissance for the dark armada. These ships can use their sensors across the confusing and disruptive energy fields of hyperspace without any degradation of effect and it is suspected they also possess specially designed capabilities for scouting into normal space without having to leave the safety of hyperspace. Shadow scouts do not often engage in combat – while they are fully capable of defeating many enemies, their ability to reconnoitre an area and communicate their findings to larger, combat-dedicated Shadow vessels makes them too valuable to commit to any serious battle.

Raid



Speed: 9 **Damage:** 58 **Craft:** None
Turn: SM **Crew:** — **Special Rules:** Advanced Jump Point, Flight Computer, Scout, Self-Repairing 1d6, Stealth 4+
Hull: 5 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Phasing Pulse Cannon	8	F	6	Anti-Fighter, Double Damage, Super AP

Shadow Ship

War

Fearless and unstoppable, there is no ship among the younger races that can stand against a Shadow vessel in open combat. Fast, agile and possessing weapons of inordinately destructive power, a Shadow ship is capable of literally slicing an enemy apart. The construction and operation of these ships remains a mystery though speculation remains that they are based on a similar biotechnology to Vorlon craft. Appearing as dark centre with forward-sweeping black limbs sprouting from its hull, Shadow ships resemble nothing so much as alien spiders in design and action. Preferring to strike from concealment, Shadow ships can simply appear from hyperspace, attack swiftly and efficiently, then re-enter hyperspace at will. This makes them very difficult to combat and even deadlier than their other considerable advantages would suggest. Before the Shadow War it was generally accepted that the only reasonable course to take when encountering these vessels was to disengage as quickly as possible. Until superior numbers could be brought to bear under Captain Sheridan's makeshift alliance, there was no vessel in the galaxy that could withstand the awesome assault of the Shadows.



Speed: 6 **Damage:** 150 **Craft:** 6 Shadow Fighter flights
Turn: SM **Crew:** — **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 2d6
Hull: 6 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	18	T	5	Beam, Precise, Super AP, Triple Damage
Jump Point Disruptor	18	T	—	—
Fighter Dispersal Tube	30	T	—	—

Campaigns: Shadows Ship Personalities

Due to their unique control systems of their ships, Shadows do not use the normal Refits and Other Duties tables. Over time, the personalities of the individual subjects that control their ships will begin to manifest themselves in the physiology and behaviour of the vessel itself. A Shadow vessel may roll on the table below for the cost of 2 XP Dice.

1d6 Refit

- Evasive:** A Shadow vessel may move as if it had the Super Manoeuvrable trait at up to 150% of its Speed in a turn. This may only be applied once.
- Urgent:** This personality always believes it will be too late. The ship gains a +1 bonus to its Speed. Multiple applications of this personality may not increase the ship's Speed more than 150% of its original score.
- Aggressive:** Choose one weapon system on the ship. It gains another AD. This may only be applied to each weapon system once.
- Resilient:** The personality of this ship will resist the worst of pain. The ship gains a +10% bonus to its Damage points. Multiple applications of this personality may not increase the ship's Damage more than 150% of its original score.
- Maternal:** The ship gains one flight of auxiliary craft (fighters from the appropriate fleet list).
- Determined:** The personality of this ship will keep on going, no matter the cost. It gains a +1 bonus to all Self-Repair rolls. This may be applied a maximum of 5 times.

Vorlons

FROM THE EARLIEST age of existence in the galaxy, the Vorlons have tried to maintain a certain order of things. One of the First Ones, ancient beings that shaped the history and flow of life in the galaxy today, Vorlons were amongst the youngest of their brethren – having ascended to a higher form of existence for only a few millennia before the current races began to evolve.

Each Vorlon is a piece of a very well planned equation of circumstances collectively called the Vorlon Empire. Needless of a true government or ruling class, the Vorlons exist as forces of order and structure. Each Vorlon is just as important as any other and they all know the common goals of the species. When the Kirishiac Lords – Ancients even younger than the Vorlons that never transcended flesh – began to attack the First Ones, it was the Vorlons who first told the others that such a travesty had to be stopped. Their juxtaposed rivals, the Shadows, claimed that maybe the Lords deserved a chance at greatness, but were overruled when the Vorlons fought back against a Kirishiac incursion into their territory.

The others agreed with the charismatic Vorlons and in no time the Kirishiac Lords had been made an example of. The battles were hard fought and several First Ones from all sides were lost. It made the others believe this galaxy had lived out its purpose and that it was time for a new one to call home, and they left for places unknown. Unwilling to give up on the planned course of action, the Vorlons remained. War is a major facet of the Shadows' evolutionary philosophy, so they waited to see the ramifications of it all.

Now the only First Ones in the galaxy, the Vorlons and the Shadows were at direct odds with how to make sure another Kirishiac War did not occur

without their notice – or rather, their say so. The Vorlons believed by limiting growth outside of a set order of things the lesser races could be steered to their higher state. The Shadows believed that only by setting the lesser against one another would the worthy ones rise and the unworthy be crushed. This argument led to the game, where the Vorlons and the Shadows would set cogs and plots in motion hundreds of years in advance, to test each others' theories and prove their own.

In the beginning of the game the Vorlons were content on policing the activities of their minions, steering them through gestures and actions like gods. Only appearing to the primitive races when direct contact was dramatically important and normally at a time of some great 'miracle' or similar experience, the glowing insubstantial form of a Vorlon became synonymous with the gods of several races' legends.

Beings of energy rather than flesh, Vorlons are ageless and essentially sexless. They explore the galaxy beyond the limits of their Empire in complex and impervious encounter suits in order to separate their holy image with that of their more common existence. While there is a definite advantage to being revered as a god everywhere you go, they know that it would cause the rare moments of exposure to lose its impact over time. It is better to be unknown and have the ability to appear as an angel, than to be worshipped and lose that edge.

Through these holy appearances, the Vorlons had been able to mould many of the lesser races to instinctively revere them in their exposed form and therefore gained a great deal of leverage over the dark manipulators of the Shadows. The Shadows responded by allowing lesser races to ask them for technology and favours, pitting primitive races against one another

with the aid of First One weaponry or equipment. The Vorlons saw an unfair advantage in the Shadows' gifts and devised a way to equal the game board again.

By subtly altering the genetic code of several races friendly to the Vorlons, and even some that were less receptive, they added a powerful weapon and tool into the mix – telepathic ability. Vorlons were inherently telepathic, far stronger than any lesser race could hope to be and by giving such ability to their minions they could send dreams and visions to them whenever necessary. Telepathy is also a major tool against the Shadows and their allies. The Shadows are creatures that live half in hyperspace and half in realspace at any given time, and are extremely susceptible to the echoes of the mind when pushed upon them – the feedback it causes is incapacitating to them. The Vorlons knew this and passed that knowledge on to their pawns.

When the Shadows discovered this, they were enraged. Too many of the Vorlons' allies had spread far and wide in the galaxy, but one remained grouped together and weak. The poor primitive Narn, who were very well receiving of the telepathic gene, had yet to discover space travel. They were bound to their homeworld and the Shadows used this to carve the telepathic gene from their species forever. Now watched for further manipulations of the like, the Vorlons could no longer alter races in such a way.

Instead they had to use their natural enigmatic charisma and divine motivations to move their pawns and play the game. This cold war would rise and fall with the hibernations of the Shadows, between which the Vorlons would try and prepare their minions for the approaching chaos. While their methods were slower and more gradual than the war and rewards the Shadows

offer, the Vorlons had much more time to enact them between these regular bouts.

In approximately 1255 AD, the Shadows awoke and began their attacks with their telepath genocide on Narn. The Vorlons were so angered by the Shadows' direct and expedient undoing of hundreds of year's worth of manipulation that they sent dreams and prophecies to their pawns to gather an Army of Light to battle the Shadows and their allies directly. Fighting the First Ones is suicide for lesser races, unless they have overwhelming numbers or an edge – which the Vorlons provided.

By ripping Babylon 4 through time to the culminating battle of that Shadow War, the Army of Light surprised the Shadows and knocked them off kilter. By the time they recovered, the battle was more or less over, and they had lost. The Vorlon allied forces – consisting of the Babylon 4 station and a number of early Minbari warships – pushed the Shadows back to their homeworld of Z'ha'dum, where they retreated into hibernation again. The Vorlons had won their side of the argument that day, but knew things would only be worse when they awoke again.

The next thousand years were key for the Vorlons. Using their prodigy race, the Minbari, they tried to gather another, *stronger*, Army of Light. This proved to be a lot harder than expected, between the Centauri's expansionist instincts (possibly programmed by the Shadows, but not proven) and the Dilgar War, then the near horrifying debacle of the Earth/Minbari War. Time was running fast and when the Babylon 4 station disappeared 'mysteriously' the Vorlons knew it was time to act.

With the creation of the new Babylon 5 station, the Vorlon Empire chose to send an ambassador – Kosh Nanarek. It was a risk always when a Vorlon goes amongst the lesser races and when an assassin tried to poison the newly arrived ambassador and frame the Babylon 5 captain for it the Vorlons nearly

decimated the station completely. A few Vorlon vessels pack more than enough firepower to slag the station, and they sent a large battlegroup just to be sure. The situation was quickly amended and things went back to relative normality after an unauthorised telepathic scanning of Kosh by a low-powered telepath named Lyta Alexander. After the situation passed, Lyta Alexander became obsessed with Kosh and the Vorlons and foolishly travelled into their space to be with them, later being altered to be a powerful telepathic weapon.

It was not until years later, in 2258, that the appearance of a surviving Dilgar war criminal spurred the Vorlons into action once again. Claiming she had created a process granting immortality – which seemed probable by her still being alive after her race went extinct decades earlier – the Dilgar named Jha'Dur planned to sell the process to the highest bidder. Several ships from many governments appeared to begin the debate over her and her special process. Knowing that the lesser races would misuse such power and fearing a re-enactment of the Kirishiac War, Kosh sent word to the Empire. Waiting in hyperspace until Jha'Dur would be escorted off of Babylon 5, a Vorlon war cruiser intercepted her vessel and obliterated the ship, her and her process with it. Above galactic law, Kosh merely explained himself with a simple phrase, 'you are not ready for immortality.'

Shortly thereafter, the appearance of a Mister Morden and his ever-present Shadow bodyguards made Kosh more than aware of how little time they had left. Things were speeding up considerably and, as the galaxy began to spin out of control with the subtle nudges from the Shadows, the Army of Light was being planned. Using the powerful presence of the Minbari Ambassador Delenn and the human war-hero Captain John Sheridan, Kosh created a conspiracy against the darkness. At one point Sheridan even had Kosh use his advanced Vorlon

transport to hide a hunted ally from the authorities in order to gain access to the very important information he was carrying. The growing allied force knew about the coming darkness and tried to gather enough allies to fight it.

A major help was the Anla'shok – the Rangers. Scouts and warriors created on Minbar by Valen, the Human/Minbari half-breed found aboard Babylon 4 in the last Shadow War, the Rangers had advanced ships and technology and a strong code of order designed to prepare for this dark time. Things were going as planned, until a foolish human pilot caught a Shadow ship on a flight recorder and the information fell into the hands of the media. When the footage was released to the public, the Vorlons were fearful that the Army of Light would not be ready in time to stop them. After the blow they had dealt them in the last Shadow War, the repercussions could be severe. Events were already in motion, and the Shadows began to attack mercilessly in response.

With the stubborn prodding of Captain Sheridan, who wanted the Vorlons to act, unaware of what it truly meant to ask First Ones to fight one another directly, Kosh ordered his Empire to forego the rules of the game and strike back. In a flash of light and jump points, a Shadow attack watched by millions was thwarted by a small fleet of dazzling Vorlon warships. While Shadow ships are lethally efficient and nigh impossible to destroy with conventional weaponry, the Vorlons have technology superior to anything else known by the galaxy.

Each ship is actually *grown* as a living being around a semi-sentient core, which is responsible for the piloting, navigation, systems and fire control. Based around a similar genetic structure as the telepath gene, the ships communicate with each other and outside systems with electromagnetic burst transmissions that could as easily jam or scramble a receiver as allow the message to be received. Using a form

of telekinetic/gravitic thrust, Vorlon ships glide effortlessly through the void without so much as a backwash or ionic signature.

The ships' hull – or possibly *skin* – is a quickly regenerating living alloy that reflects or absorbs as much damage as it can, sloughing off dead cells as debris if necessary, then healing those lost cells in a few short minutes. The active control the ship has over its hull allows for subtle alterations such as colour, texture or more commonly the availability of doors or portals.

Like the Earth electric eel, every Vorlon ship generates massive amounts of bio-electromagnetic energy which can be focused into specially crafted directing nodes. Whether released as thin raking beams, scattered bursts or titanic ship-coring streams, the electromagnetic weaponry of the Vorlon warships strike harder and hotter than a hundred lightning bolts, and are far more accurate and frequent. These weapons will turn a younger race's ship into steam in seconds, and will overwhelm the energy-absorbing hulls of Shadow vessels in a surprisingly short amount of time.

Fighting as a matter of instinct rather than tactics, Vorlon fleets are often hectic things to watch as they dart to and fro in search of targets. They do not seem to cease until their prey is vapour and with the resilience and healing capabilities of their ships, they can ignore most everything else until they are satisfied the job is done!

When these unbelievably terrible warships began to clash, this new Shadow War had set a new precedent – the First Ones were fighting directly against one another. It was unheard of, and it brought the game to a dangerous level. In response for the direct intervention, the Shadows fully stepped over the line and assassinated Ambassador Kosh. Whilst it shook the younger races, this act did not shatter them. In fact, it made them want to defeat the Shadows even more.

After a sacrificial strike by Sheridan delivered a major blow to the Shadow homeworld, killing many Shadows – at the hands of a *mortal* – the Shadows went for the endgame and unleashed a planet-razing superweapon. Having thought the same thing centuries ago, and planning for such an event, the Vorlons had made their own planet-killer. This ship, essentially the size of several small moons, was the core of the largest Vorlon war fleet since the Kirishiac War. Using what could only be called a 'planet cracker' beam, this titanic ship could focus enough energy into a planet to completely eradicate it. All life, in seconds, would be so much dust.

Both sides sought out all the allied forces of the other and erased them from existence. Essentially resetting the pieces on their chessboard, the Vorlons had taken on a new image in the minds of their former allies – that of a vengeful god gone mad.

Having taught their allies about plots and schemes far better than they ever would have expected, the Army of Light manipulated both sides of the galaxy-scouring war to Coriana VI where they had some surprises waiting for them both – each other. The two planet-killing war fleets clashed against the largest combined fleet of the younger races in the largest battle most of the galaxy had ever seen, with the remaining First Ones who stayed behind after the Kirishiac War as watchmen. It would have been a tragic scene of devastation to be sure, if it were not for the interjection of the oldest of the First Ones – Lorien.

Setting up some sort of telepathic debate between the Vorlons, Shadows and the younger races, Lorien opened the table for negotiations. Both sides wanted the lesser to pick theirs as the right way to do things and were willing to kill the other to prove it. It proved only to be a stalemate, as their minions and pawns told them passionately that they were no longer needed, or *wanted*, here anymore. Seeing finally that the

question of chaos versus order was lost in the game long ago, the Vorlons and the Shadows both agreed to go and join their older brethren beyond the Rim. Lorien went along with them, officially taking the last of the First Ones to another place and leaving this galaxy in the hands of mortals. It was the end of an era, and the end of the game.

What followed was the aftermath of their plots and schemes, a galaxy eager to take the place of the Vorlons as the most powerful beings. Like galactic grave robbers several attempts were made to enter and loot the Vorlon Empire. Like the curse of the Egyptian tombs the Vorlons left behind powerful and dauntless defence mechanisms to keep the younger races out – until they would be ready. In addition to the traps and defences in the Empire, the Vorlons left behind many half-finished schemes and manipulations, like the doomsday telepath Lyta, scattered throughout the galaxy.

It is only a matter of time before some of those timers find the zero mark, and the Vorlons' unfathomable equations come to pass.

The Vorlon Fleet List

The following forms the entire fleet list for the Vorlons.

Priority Level: Patrol

Vorlon Fighter Wing (3 flights)

Priority Level: Skirmish

Transport

Priority Level: Raid

Destroyer

Priority Level: Battle

Light Cruiser

Priority Level: War

Heavy Cruiser

Space Stations

Observation Post

Auxiliary Craft

Some ships are noted as carrying one or more flights of smaller auxiliary

craft onboard. These flights may be deployed at any time before or during the battle. They have no extra cost as they are automatically included as part of their parent ship.

Vorlon Fleet Special Rules

The following special rules apply to all Vorlon fleets.

Damage Resistance: Based on highly advanced bio-technology, Vorlon ships are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner.

Every successful attack on a Vorlon vessel that beats its Hull score will cause damage, without the need to roll on the normal Damage table. Instead, roll on the Vorlon Damage table.

All Damage is multiplied by Double and Triple Damage weapons as usual. Note that Precise weapons still add a bonus of +1 to rolls on this table and thus they are the only weapons that can score a critical hit.

Vorlon ships have no effective Crew score, as the whole vessel is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Vorlon ship that has

Vorlon Damage Table

D6	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

been reduced to 0 Damage has been destroyed and is simply removed from the table.

Special Actions: Vorlon ships may only use the following Special Actions; Activate Jump Gate!, All Power to Engines!, All Stop!, Come About! and Initiate Jump Point!

Superior Technology: The technical advances of the younger races pose few problems for the Vorlons. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ship's Stealth.

Reinforcements: Vorlons have extremely limited numbers of warships and rarely create new vessels, restricting the number of ships they can bring to battle. They pay twice the normal cost of all Reinforcements in campaign games.

Vorlon Initiative: +4

Vorlon Destroyer

Raid

All Vorlon ships can be considered rare but any intruder into the Empire's space is most likely to encounter one of these vessels. Slim and fast, the destroyer is geared for close range work, relying on its adaptive armour and self-repairing hull to keep it safe from the worst the younger races can deal. Once among an enemy fleet, it will use its superior turning capabilities and endurance as it blasts opponents apart with its powerful discharge gun. Often confused at first sight for a Vorlon Transport, few Captains make the same mistake twice - should they survive.

Speed: 7 **Damage:** 50 **Craft:** None

Turn: 1/90° **Crew:** — **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2

Hull: 5 **Troops:** — **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Discharge Gun	18	F	4	AP, Beam, Double Damage, Precise

Vorlon Fighter Flight

Patrol (Wing)

Vorlon fighters can be a nightmare for the pilots of other races to face though in protracted campaigns, if there are enough survivors, it is possible to begin learning how to defeat them. The discharge guns of the Vorlons can literally sweep through enemy fighter formations and they are powerful enough to cause serious damage to capital ships. However, for all the capabilities of the Vorlons, their fighters are a little slow and can be easily out-maneuvred - if you can avoid their discharge guns.

Speed: 9 **Troops:** —

Turn: SM **Dogfight:** +0

Hull: 4 **Craft:** —

Damage: — **Special Rules:** Dodge 3+, Fighter

Crew: — **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Discharge Gun	3	T	1	Anti-Fighter, AP, Beam, Precise

Vorlon Heavy Cruiser

War

Reckoned to be one of the largest Vorlon ships in the Empire (though rumours of a Dreadnought and even a Planet Killer persist), even this ship is thought to be crewed by a single pilot. With both lightning cannon and discharge guns, the heavy cruiser is utterly lethal and is at least the equal of any artificial craft in known space.



Speed: 5 **Damage:** 100 **Craft:** None

Turn: 1/45° **Crew:** — **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2d6

Hull: 5 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Lightning Cannon	24	F	4	Beam, Precise, Super AP, Triple Damage
Discharge Gun	18	F	6	AP, Beam, Double Damage, Precise

Vorlon Light Cruiser

Battle

Not seen as often as the destroyer or transport, the light cruiser lacks the discharge gun of many Vorlon craft, replacing it with highly efficient lightning cannon that are capable of cutting an enemy in half on a solid hit. Typically used as a gunship, it complements the heavy cruiser extremely well and a pair will often escort each of the larger ships in any major engagement.

Speed: 6 **Damage:** 70 **Craft:** None
Turn: 1/45° **Crew:** — **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 1d6
Hull: 5 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Lightning Cannon	15	F	4	Beam, Precise, Super AP, Triple Damage

Vorlon Observation Post

War

Typically built on large asteroids, Vorlon Observation Posts can sometimes be found at the very edge of inhabited systems, watching a younger race for signs of Shadow influence. They are more like small cities built into the surface of the asteroid than complete space stations and, as such, can often be missed by the casual patrol. However, any ship taking too close an interest in an Observation Post's activities will not survive its weaponry long enough to announce the presence of the Vorlons.

Speed: — **Damage:** 600/300/150 **Craft:** 6 Vorlon Fighter flights
Turn: — **Crew:** — **Special Rules:** Adaptive Armour, Carrier 2, Defence Network 6, Immobile, Self-Repairing 2d6, Targets 4
Hull: 5 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Lightning Cannon	24	—	1	Beam, Precise, Super AP, Triple Damage
Discharge Gun	15	—	4	AP, Beam, Double Damage, Precise

Vorlon Transport

Skirmish

The Vorlons are the most technologically advanced race yet encountered in the galaxy and even their transports, while rarely seen, are wonders to behold. Like all Vorlon vessels, the transport is a product of extremely advanced bio-technology – in a strange way, it is alive and sentient and they seem capable of flying themselves without direction from the Vorlon normally carried. Despite being classified as a transport, this spacecraft is fully capable of defending itself against almost any attack, with its superior durability and weapon systems keeping it safe from harm.

Speed: 8 **Damage:** 35 **Craft:** None
Turn: 1/90° **Crew:** — **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2
Hull: 4 **Troops:** — **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Discharge Gun	12	F	3	AP, Beam, Double Damage, Precise

Campaigns: Vorlon Ship Personalities

Due to their unique control systems of their ships, Vorlons do not use the normal Refits and Other Duties tables. Over time, the personalities of the Vorlons that control their ships will begin to manifest themselves in the physiology and behaviour of the vessel itself. A Vorlon vessel may roll on the table below for the cost of 2 XP Dice.

1d6	Refit
1	Evasive: A Vorlon ship gains an additional Turn. This may only be applied once.
2	Urgent: This personality always believes it will be too late. The ship gains a +1 bonus to its Speed. Multiple applications of this personality may not increase the ship's Speed more than 150% of its original score.
3	Aggressive: Choose one weapon system on the ship. It gains another AD. This may only be applied to each weapon system once.
4	Resilient: The personality of this ship will resist the worst of pain. The ship gains a +10% bonus to its Damage points. Multiple applications of this personality may not increase the ship's Damage more than 150% of its original score.
5	Maternal: The ship gains one flight of auxiliary craft (fighters from the appropriate fleet list). These are carried on board.
6	Determined: The personality of this ship will keep on going, no matter the cost. It gains a +1 bonus to all Self-Repair rolls. This may be applied a maximum of 5 times.

Fleets of the Non-Aligned Worlds

The League of Non-Aligned Worlds has now been split up, with each race being recognised as its own sovereign power in these new fleet lists. With this empowerment, each fleet has gained new ships, new technologies and new rules to reflect how they fight in space. However, some players may miss the combined League fleets and it is true that the races of the League do ally among themselves more than most, due to their less than high standing in the galaxy. Even Raiders are sometimes used, as paid mercenaries by the League at times.

You may choose to play an Allied League of Non-Aligned Worlds fleet by following the rules below.

- 5 You may select ships from any and all of the following fleet lists: Abbai Matriarchy, Brakiri Syndicracy, Drazi Freehold, Raiders and the Vree Conglomerate.
- 5 The overall Initiative of the fleet will be +0 unless any of the fleets used have a lower Initiative. If this is the case, use the lower Initiative.
- 5 Only the following fleet special rules are used and then only if at least one ship from the relevant fleet list is included in the Allied fleet: Comms Disruptors, Aggression (Drazi ships only), Sky Hook Catapult, Telepathy (Vree ships only), Super Manoeuvrability (Vree ships only).
- 5 You may not place Auxiliary Craft from one fleet list into the hangers of a ship from a different fleet list. The Brakiri Brokados, for example, cannot carry Drazi Sky Serpent fighters.
- 5 You may not purchase Auxiliary Craft from a fleet list unless you have already chosen a ship from the same fleet list.
- 5 In campaign games, ships use the Refits and Other Duties tables from their own fleet lists.

Abbai Matriarchy

THE CO-FOUNDERS OF the League of Non-Aligned Worlds, the Abbai are quite possibly the most stable culture in the galaxy amongst the spacefaring races – even the Minbari. Aquatic and technologically advanced, the Abbai serve as the cement between the constantly shifting cornerstones of the League. Without their constant efforts in the meeting halls and on the jump routes the League may have fallen apart decades ago.

From their water-based world of Abba the Matriarchate has protected their way of life for over a thousand years – longer than even the Grey Council of the Minbari has existed – more or less unchanged. A government of 200 representative elects make up the Marti, which ratifies all laws and policies that are put forth by a singular empowered voice called the Natar. Through this structured and trusted organisation the Abbai keep the three main laws of their society: do not kill unless to preserve life, respect life enough to defend it and defend the community, no matter how large or small.

The Abbai believe that the universe itself is the one great Mother and that it is their responsibility to protect her children as best they can. Although more than capable technologically, they do not seek conquest or control, only to ensure that their ways are not overwhelmed by the general chaos and disarray the universe often pits them against.

In the early days of the Abbai's scientific growth they broke away from their own planet and found a mysterious ring, a jumpgate, near their homeworld. Knowing then that they were not alone, they began to set defences around the gate and their planet against the

possibility of 'sharks amongst the stars.' When satisfied with their spaceborn defence capabilities, both on their ships and their planetary grids, they sought out other races. They figured that extending a friendly hand would be better than waiting for theirs.

Finding hostility with the Drazi that ended in a grudging peace treaty with as little blood shed as possible on both sides, and an encouraging ally in the Hyach – who also gave the Abbai early laser technology that surpassed their own – the Abbai believed that space would be a proving ground for the tenets of their society. Until they came upon the Centauri – or rather the Centauri fell upon one of their colonies, when they decided there was indeed evil lurking behind some stars.

The Centauri attacked the Abbai colony of Tirolus with a meagre expansion fleet that was turned away with great casualties, never expecting the strength of the Abbai's defences. The Centauri returned soon after to try to overcome these obstacles to their Republic's growth, only to find an awaiting Abbai blockade fleet – which boiled over in hostilities once more. After a short and brutal series of conflict, the Abbai forced a non-aggression pact with the Centauri. Such a bold and brazen leap of politicking earned the Abbai a voice in galactic matters and put them on the map as a major spacefaring race.

Using leftover Centauri hulks and captured vessels, the Abbai added a number of offensive advancements to their own technological tree and set about rebuilding and rearming their war-weary fleets. Finding that peace with the Centauri is often just as battle-strewn as war with them, only less directed, the Abbai shored up their

defences once again and began to look for allies.

The Brakiri were glad to find another power to stave off the Centauri attacks into their space, but the Abbai disapproved of their greed and counterproductive infighting. Like so many other minor races that the Abbai signed to their growing League of Worlds – later re-named the League of Non-Aligned Worlds for the sovereignty of some of its member races' egos – they were only interested in keeping up the defendable ideals of the Abbai within their borders. Once outside their space, they seemed to care less and less with each meeting hall argument or border dispute.

Until the coming of the Dilgar. The coming of the rapacious invaders brought a unity to the League never beforeseen. Member races ravaged by the Dilgar would look upon the untouched and heartily defended systems of the Abbai and gladly subscribe to their ideals, sharing technologies and racial secrets in exchange for their protection. Some races, like the Drazi and Brakiri, suffered greatly during the Dilgar War due to their inability to stay defensive – were too busy rushing out to attack when they should be protective of their minor victories. The newly forged League was already faltering.

When the Earth Alliance came to the League's rescue by smashing the Dilgar all the way back to Omelos, saving the Markab in the process, they cemented their role as allies of the League. Heeding the ushering of the thankful Markab, the Abbai opened relations between the Earth Alliance and the League of Non-Aligned Worlds. This relationship has been tenuous at times but beneficial overall.

The Abbai have served as the border wardens for much of the League for decades and the technologies in their ships are a proven science because of it. They have focused on defensive measures and weaponry for so long some might say that they are incapable of an offensive strike without their

League allies – this is as far from true as black is from white.

The weaponry of the Abbai is stylised and focused upon the 'combat laser cannon.' Modified from Centauri battle lasers taken from their fallen ships and focused through a series of conical crystals adapted from Hyach technology, they are powerful long-ranged beams of intense heat. Although capable of doing considerable damage to any target, the Abbai would much rather use the drilling beam to burrow into a ship and disable core systems – engines, artificial gravity and life-support – in order to force a surrender. The range of the weapons allow an Abbai ship to fire at incoming vessels from behind a defensive perimeter of satellites or allied ships, giving a large berth to a critically damaged ship in case a primary system or reactor is struck by the powerful beams. Surrender seems like a wise choice when drifting limply toward automated defences after a well-aimed combat laser strike.

While not intentionally offensive, the Abbai have perfected the powerful particle array turrets used by many other races. Designed to put out an oppressive rate of fire, the Abbai 'quad array' fills the space around most Abbai vessels with a cloud of deadly charged particle bursts. If forced to turn these weapons against fighters or small ships there is little hope for them, which is why most Abbai fleet shaath (their admiral-level military officers) will broadcast well in advance that a quad array armed vessel is about to fire upon a given target. Should the attackers continue, it is at their own risk. Larger targets should not consider themselves immune, as there are tales of a single Bimith Defender, a warship with a staggering number of quad arrays at its disposal, dismantling a Dilgar flagship into component parts with a single concentrated volley!

Other major advancements the Abbai have added to their fleets are primarily defensive. Rapid-firing interception flak cannons filled with chaff rounds – shells filled with scrap fragments meant

to trigger premature ballistic impacts or alter particle blast routes – are considered basic ideas to the research scientists of the Abbai. Augmenting many of their larger ships, the only ones that can provide enough power to use them, are situational gravitic shields. Like a defence turret that throws up a gravitic anomaly to stop incoming fire, the shield generators are very complex and extremely sensitive to abuse. A single misaligned crystal matrix could cause the anomaly to speed up instead of slow down incoming attacks, or even the collapse of the generator in a spectacular and expensive implosion.

All of these tools were put to the test in the rigors that were the precursor to the Shadow War. As the dark manipulators started border skirmishes by preying on territorial fears and the like of the Drazi, Brakiri and Gaim, the Abbai sent out many picket fleets to stem the damage between League races. It was a hard fought uphill battle and many Abbai ships were overwhelmed in the ensuing conflicts. One fleet, sent to the edge of Vree space to investigate mysterious sightings, never returned from hyperspace – an entire fleet off the beacon and lost forever. Once the Shadows revealed themselves it became evident that the dark ships must have destroyed them, but no proof or evidence can be found to know for sure.

The Shadow War became a reality for most races when John Sheridan returned from the infamous Z'hadum – a place from which there was supposed to be no return. The Abbai took this miraculous event as a sign from the Great Mother Universe herself and gladly backed any play Sheridan and the Army of Light had in store for them. Just as their police force will use violence to stop a larger loss of life, the collective shaath would go on the offensive without question or a single refusal. It was thought that the greater good of stopping the wanton destruction the Shadows were causing was more than just for any loss of life – either by losing or taking.

At the greatest space battle in the history of the major spacefaring races, Coriana VI, the Abbai brought roughly one half their combat ready fleet for Sheridan's use, even when told that it may be a suicidal attempt at buying time for greater forces to come together and stop the planet-destroying Ancients. Many ships were lost that day and it was a great blow to the economy of the Abbai as a whole. When the First One Lorien telepathically showed all of the onlookers at Coriana VI the final debate that ultimately saved the galaxy from certain destruction, the Abbai wrote off all losses as providence. It was worth any cost paid – how could anyone put a price on the Great Mother's will?

The Shadows and Vorlons gone, the League had a common enemy no longer and went back to their old ways. The member races began to bicker and skirmish once again over this and that, and the financially handicapped Abbai were helpless to watch as their brethren became embroiled again in the chaos they had all just gathered briefly and beautifully to battle against. It did not come out until a long while later, after the Drazi and Narn nearly obliterated Centauri Prime, that these attacks were merely echoes of the Shadows' presence. Once aware, the Abbai began the search for this new evil, these *Drakh*.

The next few years were mostly used to rebuild their fleet, gladly accepting aid from the Interstellar Alliance once it was formed. It was the Abbai who were the most vocal to join the ISA, seeing it as the greater strength they have been seeking ever since the beginning of their spacefaring ability. Although they would have never said so out loud, the Abbai were quite jealous at the success of the Interstellar Alliance in comparison to their League. Even the fact that the semi-holy figure Sheridan was president of this organisation did little to gloss over the fact that the humans and the Minbari – two races once bent on killing each other – did what they were unable to do.

With some time to research, the Abbai discovered many new

communications-based technologies that led to a happenstance discovery of the new enemy. While testing a completely new breed of hyperspace-based communications signal, three advanced Lakara cruisers escorting an experimental Shyarie comms frigate discovered a pocket in hyperspace. Unlike the many normal tides and swirls of hyperspace, which were common, this was an anomaly that was throwing off all the equipment tests. Upon closer inspection the Abbai were shocked to find a small war fleet of Drakh battleships and attack frigates hiding within this pocket, who immediately attacked without a single hail or warning shot. The cruisers were destroyed almost instantly in a hail of microwave-based Drakh laser fire, and the prototype frigate had only enough time to send a powerful burst transmission back to Abba with their coordinates and the nature of their alarm. The hyperspace-communications devices worked perfectly, but were summarily destroyed by the overwhelming Drakh forces. By the time the Abbai response fleet had arrived, their comrades were atoms and the pocket was empty—the Drakh had moved on without a trace. It was considered a complete loss for the Abbai, who lost not only the enemy but also all of the prototype transmission equipment.

Months later when the Drakh openly attacked Earth with their leftover planet-killing death cloud, the Abbai came as fast as they could to aid their allies once informed. It turned out to be too late, arriving only in time to see the selfless actions of the *Victory* and to look on in horror as the Drakh virus-bombed Earth. Remembering a similar plague – the Draffa plague that struck down their close allies the Markab – the Abbai immediately offered any amount of their own medical and research resources to fight the horrible virus. After all, they had already been forced to watch the Markab wither and vanish at the hands of a bio-engineered virus (which the Abbai firmly believe came from the Dilgar) and they would be damned if they had to sit back and

see another. They had extensive files on the nature of Draffa, and although much of that information had already been transferred long ago to the ISA, they had several breakthroughs since then.

Knowing now that the Drakh had so little care for innocent life – or life at all – the Natar put forth a *juyaie*, or holy purge, of their kind wherever found. In an unprecedented unanimous ratification by the Marti, the *juyaie* was passed. To better defend all life within the arms of the Great Mother, the Abbai were willing to cut a cancer from off of her.

During this anti-Drakh crusade, the Abbai unveiled their first vessel based solely on obliterating an enemy forthright. The *Juyaca* dreadnought was the largest and rarest of the grav-shielded Abbai vessels to appear after 2269 and could bring two powerful combat lasers to bear on any opponent at any given time, but also carried a staggering number of 'bolter array' turrets – a quad array built on locked-away Dilgar technology principles to create nothing short of a stream of armour piercing matter flechettes. Only a handful was ever made, but they wandered Alliance space in search of the enemy at all times, receiving regular re-supply craft and fresh crew monthly.

Those who look upon the Abbai as a weak race of peaceniks and complete pacifists have never been on the receiving end of an Abbai blockade fleet, or tried to argue with them over the defence of an installation. No one protects better than the Abbai, even if it means actively seeking out the threat and ending it well before it gets the chance to take even one more life than it already has. Some might make the mistake of underestimating their fleets' ability, but never more than once. Never.

The Abbai Matriarchy Fleet List

The following forms the entire fleet list for the Abbai Matriarchy.

Priority Level: Patrol

Kotha Wing (6 flights)
Bisaria-class escort frigate
Shyarie-class jammer frigate
Tiraca-class attack frigate

Priority Level: Skirmish

Marata-class diplomatic transport
Milani-class carrier

Priority Level: Raid

Bimith-class Defender

Priority Level: Battle

Lakara-class cruiser

Space Stations

Pirocia Starbase

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.

Abbai Matriarchy Fleet Special Rules

The following special rules apply to all Abbai Matriarchy fleets.

Comms Disruptors: Upon a successful hit, the comms disruptors used by some Abbai ships will not cause any damage. Instead, it will inflict a -2 penalty on all Crew Quality checks made by the target for the rest of the turn and all of the next. Additionally, it forces a ship to make a Crew Quality check against a difficulty of 6 to attempt *any* Special Action that the target makes while affected.

Pacifists: The Abbai, as a whole, are pacifistic in nature and do not enjoy fighting. In a campaign game, the Abbai fleet is never required to attack another player – they can opt not to stake a claim to any Strategic Targets. In addition, whenever they are able to play through an entire campaign turn without playing any scenarios, they gain a bonus of 15 RR points. In addition, they may pick one ship in their fleet to receive a free roll on the Abbai Matriarchy Other Duties table on page 121.

Abbai Initiative: -2

Bimith-class Defender

Raid

The massed batteries of quad particle arrays mounted on the Bimith protect it from attack in any quarter and allow it to stand in the frontline against other warships. Built from a defensive mentality, the Bimith is exceptionally well protected though this comes at the cost of heavy firepower. Featuring advanced shield technology, the Abbai have built a ship that can take a huge amount of punishment which often gives its lighter weapons a chance to hammer away at an enemy.

Speed: 8 **Damage:** 40/8 **Craft:** None
Turn: 2/45° **Crew:** 52/9 **Special Rules:** Interceptors 3
Hull: 5 **Troops:** 2 **In Service:** 2246+



Weapon	Range	Arc	AD	Special
Quad Particle Array	8	F	12	Twin-Linked
Quad Particle Array	8	A	12	Twin-Linked
Quad Particle Array	8	P	16	Twin-Linked
Quad Particle Array	8	S	16	Twin-Linked

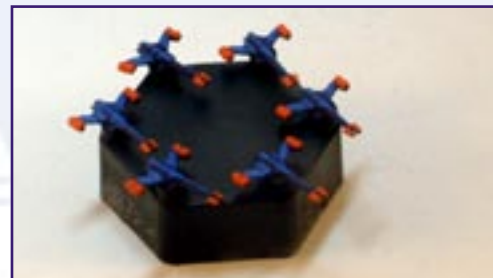
Kotha Medium Fighter

Patrol (Wing)

It took Dilgar fleets invading entire systems to convince the Abbai that fighters were a worthwhile use of resources – up to that point, they simply had not considered them useful in fleet actions. The Kotha is a second-rate fighter by the standards of any other race but it does fulfil a need within Abbai fleets.

Speed: 8 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Dodge 3+, Fighter
Crew: — **In Service:** 2230

Weapon	Range	Arc	AD	Special
Ultra-Light Particle Gun	2	T	1	Weak



Lakara-class Cruiser

Battle

With the reputation of being the most well-defended ship in the galaxy, the Lakara carries on the Abbai tradition of warfare through defence. The shields on the Lakara are the strongest in the Abbai fleet and Ship-Mothers soon learn to trust to the advanced defences of their ships, giving them time to either retreat or destroy an enemy.

Speed: 6 **Damage:** 54/12 **Craft:** None
Turn: 1/45° **Crew:** 66/14 **Special Rules:** Interceptors 8, Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Combat Laser	15	F	6	AP, Beam, Precise
Quad Particle Array	8	F	14	Twin-Linked
Quad Particle Array	8	A	14	Twin-Linked
Quad Particle Array	8	P	14	Twin-Linked
Quad Particle Array	8	S	14	Twin-Linked

Milani-class Carrier

Skirmish

Built around the Kotha fighter, the Milani remains the only method the Abbai possess for transporting large numbers of fighters to a warzone. In battle, it is competent but the Milani's small size often leaves it at a disadvantage in the frontline.



Speed: 7 **Damage:** 26/6 **Craft:** 4 Kotha flights
Turn: 1/45° **Crew:** 29/7 **Special Rules:** Interceptors 3
Hull: 5 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Combat Laser	12	F	3	AP, Beam, Precise
Quad Particle Array	8	F	6	Twin-Linked
Quad Particle Array	8	P	8	Twin-Linked
Quad Particle Array	8	S	8	Twin-Linked

Marata-class Diplomatic Transport (Milani Variant) Skirmish

The spacious hangers of the Milani made the hull the perfect bed for conversion into a luxurious diplomatic transport. With increased armour and defences, the Marata is possibly the most well-protected vessel in its class though it does give up a fair degree of firepower for this privilege and so relies on escorts in hostile territory.

Speed: 9 **Damage:** 26/6 **Craft:** 2 Kotha flights
Turn: 1/45° **Crew:** 29/7 **Special Rules:** Interceptors 5
Hull: 6 **Troops:** 1 **In Service:** 2233+

Weapon	Range	Arc	AD	Special
Quad Particle Array	8	F	4	Twin-Linked
Quad Particle Array	8	P	6	Twin-Linked
Quad Particle Array	8	S	6	Twin-Linked

Pirocia Starbase

Battle

The Abbai have a huge advantage through their advanced shield technology and this is very apparent in their starbases, which are exceptionally well protected. Though the starbase often has to rely on guard vessels to actually repel attackers, it is more than capable of weathering heavy bombardment long enough for reinforcements to be brought into the system.

Speed: — **Damage:** 700/350/175 **Craft:** 6 Kotha flights
Turn: — **Crew:** — **Special Rules:** Carrier 2, Command +1, Defence Network 8, Immobile, Interceptors 25, Space Station, Targets 3
Hull: 5 **Troops:** 20 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Combat Laser	24	—	2	AP, Beam, Precise
Quad Particle Array	15	—	8	Twin-Linked

Shyarie-class Jammer Frigate

Patrol

Lacking any offensive weaponry at all, the Shyarie is a fleet support vessel with some amazing capabilities. Sometimes used as a scout, its main role is to fly into enemy formations and completely disrupt their manoeuvres, throwing entire fleets into disarray at times.

Speed: 10 **Damage:** 15/4 **Craft:** None
Turn: 2/45° **Crew:** 18/5 **Special Rules:** Interceptors 3, Scout
Hull: 5 **Troops:** 1 **In Service:** 2180+

Weapon	Range	Arc	AD	Special
Comms Disruptor	15	F	5	Super AP
Comms Disruptor	15	A	3	Super AP
Comms Disruptor	15	P	4	Super AP
Comms Disruptor	15	S	4	Super AP

Tiraca-class Attack Frigate

Patrol

Hailing back to the days of the Dilgar War, the Tiraca combines a combat laser with quad particle arrays to provide a broad range of armament capable of defeating many enemies. Still in production among the shipyards of Abba, many older examples can be found in the fleets of lesser League worlds and Raider groups.

Speed: 9 **Damage:** 19/4 **Craft:** None
Turn: 2/45° **Crew:** 25/5 **Special Rules:** Interceptors 2
Hull: 4 **Troops:** 1 **In Service:** 2231+



Weapon	Range	Arc	AD	Special
Combat Laser	12	F	1	AP, Beam, Precise
Quad Particle Array	8	F	5	Twin-Linked
Quad Particle Array	8	P	4	Twin-Linked
Quad Particle Array	8	S	4	Twin-Linked

Bisaria-class Escort Frigate (Tiraca Variant)

Patrol

Though common in Abbai fleets, their Ship-Mothers have never been fond of the warlike nature of the Tiraca and so variants such as the Bisaria have begun to find favour. Replacing the crude combat laser with an advanced comms disruptor, canny Abbai Ship-Mothers can often confuse an enemy long enough to make a quick withdrawal and avoid battle altogether.

Speed: 9 **Damage:** 19/4 **Craft:** None
Turn: 2/45° **Crew:** 25/5 **Special Rules:** Interceptors 2
Hull: 4 **Troops:** 1 **In Service:** 2235+

Weapon	Range	Arc	AD	Special
Comms Disruptor	15	F	4	Super AP
Quad Particle Array	8	F	5	Twin-Linked
Quad Particle Array	8	P	4	Twin-Linked
Quad Particle Array	8	S	4	Twin-Linked

Campaigns: Refits and Other Duties

Abbai Matriarchy Fleets use the following tables for Refits and Other Duties when playing campaign games.

Abbai Matriarchy 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Enhanced Interceptor Network:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 5 **Enhanced Gravitic Shields:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 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 **Comms Disrupter:** The ship gains a single Comms Disruptor in the Fore arc with a Range of 15, 1 AD and the Super AP trait. See the Bisaria for details on how the comms disruptor works.
- 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.
- 11 **Extra Hanger:** The ship immediately gains a hanger and a Kotha 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.

Abbai Matriarchy Duties

2d6 Other Duty

- 2 **Peace Summit:** In a ground-breaking diplomatic mission, the diplomats on board this ship are able to temporarily halt all hostilities in this war. During the next campaign turn, no fleet may attack another, though they may claim any Strategic Targets that have not yet been taken.
- 3 **New Ship-Mother:** A new Ship-Mother takes command of the vessel – a highly decorated, even legendary Ship-Mother. 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 **Diplomatic Mission:** Abbai diplomats on board this ship have convinced a neutral government to help them in the current conflict. The Abbai fleet will now receive a bonus 1d6 RR points every turn as they take secret funds from their new allies.
- 5 **Matriarch:** A well-respected Matriarch arrives on this ship to oversee operations. Dedicated to their leader, the crew will never surrender their vessel in battle.
- 6 **Veteran Defence Technicians:** A group of well-trained and experienced defence technicians are transferred to this ship. You may re-roll any failed Interceptor rolls this ship uses in battle.
- 7 **Peace Treaty:** The ship is instrumental in ferrying a diplomat to a representative of one of the governments you are currently fighting and a brief truce is arranged. Pick one enemy fleet. In the next campaign turn, they may not attack you, nor may you attack them.
- 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 **Graceful Withdrawal:** If you have not lost a Strategic Target this turn, roll again. This ship is sent to the scene of disaster, where your fleet has been forced out of a Strategic Target. After intense negotiations, you convince your enemy to allow your civilians and warships to leave the area peacefully. You lose the Strategic Target as normal but will not suffer any penalty of RR points from the loss.
- 10 **Diplomatic Bargaining:** Taking a team of diplomats into enemy territory, they make a strong argument for an enemy relinquishing territory in the name of peace and harmony. Pick an enemy fleet. Both players make a roll for Initiative, subtracting the number of Strategic Targets they already hold. If you win, the other player must give you one Strategic Target of his choice that he possesses, as his fleet succumbs to the diplomatic arguments you make.
- 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Brakiri, Drazi, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Brakiri

Syndicracy

ONE OF THE founding fathers – unintentionally – of the League of Non-Aligned Worlds, the Brakiri became one of the most powerful and financially influential spacefaring governments in the entire galaxy. Through a series of culturally significant incidents, they went from primitive water clans in the caverns of their desert homeworld of Brakos to interstellar power brokers capable of literally buying or selling entire planets.

Growing up in tribal-esque clans and families to survive, the Brakiri were consolidated under a strict code of laws formed by a ‘radical thinker’ named Brakir. It was his Mandate that outlined the creation and ruling of the Syndicracy (which is why his name posthumously became the derivative of the nomenclature for the entire species) and the basis of every dealing the Brakiri have undertaken since.

With laws and traditions based around the gathering and application of power over the weak, the Syndicracy forged a society around the ideals that everyone has a part to do – even if your part is to serve in salt mine facilities and get pushed around. Strangely, with the semi-communistic and pseudo-religious views over Brakir’s Mandate the system works for the Brakiri. Even through a dozen revolutions and ten times that number in corporate takeovers, the Syndicracy thrives.

The Brakiri found the stars, like so many, through the leftover Centauri technologies scavenged from their abandoned fleet remnants. Leaving behind dozens of ships after the Royal Navy sounded the recall due to the high cost of colonising a harsh desert

society, the Brakiri’s most powerful water clans swooped in and quickly became the conglomerate social core. After the Mandate became a reality the corporate powers – namely the Ak-Habil, Ly-Nakir, Pri-Wakat and the Im-Rehsa – became the ever-evolving council of power brokering controllers called the Krona.

The Krona immediately set their eyes on the many other planets and moons throughout their system, seeing the opportunity to grow quickly into a power to rival that of their former conquerors. The Brakiri shot out like comets into their system, creating a powerful network of resource colonies and a relatively powerful expansion fleet. They found the Centauri’s deactivated jumpgate and tested and re-tested various disastrous theories on how to use the strange device. Then one day, it opened – and the Abbai came and discovered the Brakiri.

Initially the two races had a great deal in common to talk about – being formerly threatened or controlled by the Centauri, newly discovering races other than their own and looking for something better to solidify their role as a galactic power. The only problem became extremely evident rapidly as the two races discussed where to go next. The Abbai were looking for growth through unity and protection against others like the Centauri who might lurk between the stars, while the Brakiri learned a different lesson from their former masters. They learned to look out for all that truly mattered – themselves.

They turned inward with the aid they were begrudgingly given by the Abbai

and the growing collection of member races in their ‘League of Worlds.’ Their fleet grew in size and power, specifically based around the massive number of simple gravitic generators salvaged from their Centauri leftovers, which they quickly turned into powerful weapons and tools for their fleets’ use.

During this time period of growth and expansion, even amidst countless boardroom civil wars and corporate hostilities, the Brakiri fleet technologies swelled into a considerable weapon. Between their ability to come out on top in any legal or financial arrangement and their nearly instinctual knack at profitability, they had amassed quite an interstellar fortune of trade, arms and power by the time the Dilgar made their choice to strike into League space.

After the Dilgar made their stagnating push into Abbai space, the Brakiri chose to exercise their new ships and ‘end the conflict quickly.’ Their powerful capital ships and gravitic weaponry tore apart a small Dilgar fleet on the boundaries of the Matriarchate and the Brakiri had thought they had struck a blow against the savage foe. In fact, all they did was invite them back to the Syndicracy to assault their colonies and *their* worlds. When the Dilgar survivors returned to the main fleet, they were sent a massive returning assault fleet to make the Brakiri pay for their meddling. The Dilgar had much more powerful weapons to their advantage and smashed through the meagre resistance forces they found. Several colonies fell on their path to Brakos – but not the homeworld itself. By the time the Earth Alliance began to push the Dilgar back to their failing homeworld, the Syndicracy had

suffered greatly from multiple viral bombings and mass driver assaults on many colonies. The Dilgar were defeated, but at a great cost.

The Brakiri were once again back to resetting shipyards for the crafting of replacement vessels and new technologies reverse-engineered from Dilgar leftovers. Learning a great deal from their League brethren, they dove inward again to repair losses and make advancements for themselves. When the Earth Alliance got caught up into their war with the Minbari, the Brakiri used the chaos of the war to grab up whatever pieces they could in the wake. Im-Rehsa salvage crews followed behind major battles and picked up several pieces here and there—some of which lead to the most advanced weaponry in the Brakiri arsenal.

Older Brakiri military vessels used Dilgar pulsar technology mixed liberally with Centauri gravitic generators to power most of their weapons. Early ships carried dozens of silicon-lenses to focus gravitic bursts called graviton pulsars, which used miniscule torrents of ultra-high gravity to crush the hulls of targets. Although powerful, they were always terribly short-ranged and truly only efficient against fighters and assault craft. Using the same technology as laser weapons which focus light at great distances, the Brakiri created the graviton beam. Fitted to many of their larger vessels (as the weapons have a massive power draw) the beam is capable of crushing hull armour for an extended period of time, quite literally drilling deeper into a target.

It was the creation of the graviton beam that forged the most recognisable hull in the Brakiri fleet. The Avioki cruiser, built separately and commonly by all of the major companies in the Kroma, is the cornerstone of every fleet that leaves a Syndicracy starbase. While oddly shaped and expensive to create, the Avioki is built for extremely long-ranged trips or hastily planned combat jumps. Each one is fitted with jump engines and alternate weapon-routed

power supplies to show up to any situation equally ready to either run from or battle whatever it might find there. There are several variants of the hull, each mainly employed by whatever Kroma company constructed it, but the most common version brings a deadly quartet of graviton beams to its engagements.

The Avioki and its brethren in the Brakiri fleet did well in the many Raider and border engagements at the precursor of the Shadow War, but when the Shadows themselves began to lash out in response to footage of their ships on ISN, the Brakiri suffered. Entire fleets fell to the might of the Ancient vessels, cut apart in seconds by their ultra-powerful weapons.

It was the Brakiri who actually witnessed the first attacking Vorlon fleet in centuries when they were called in to act on their behalf, saving thousands of Brakiri crew in just the few moments it took to thwart a Shadow attack in progress. They were able to see first hand and the survivors came back to Brakos with dozens of flight recorders worth of information on the Ancients' electro-magnetic and molecular weapons in action. Sandwiched between tales of angelic saviours and nightmare ships were real facts on technology far beyond their own.

During the many other Shadow attacks on allied fleets, most of which were drastic losses, the Brakiri began a large and complex collection of recordings of their engagements. This cost some conglomerates a great deal, paying small fortunes for data crystals containing seconds of Shadow footage. This library of information showed one major advantage beyond the obvious arms difference – mobility. Shadow ships were able to make even the most agile Drazi ship look like a box freighter with one dead engine. In typical Brakiri fashion, they used this information not to augment their own engines' capabilities, but instead to create weapons against others'. The

sum of their scheming was a direct-fire weapon called the grav-shifter, which used waves of fluctuating gravity to buffet targeted vessels, altering their course drastically and bringing the kind of chaos the Shadows had sewn with their ships with the push of a weapon console button.

Using recordings and first-hand experiments, many of which were disastrous but worthwhile, the Brakiri technological industries discovered a breakthrough. Led mainly by the underhanded scientists in the Pri-Wakat, the already impressive graviton beam cannon was modified with as much information on Shadow and Vorlon weaponry they had researched. The result was the awesome graviton *lance*, a weapon with all the capabilities of two graviton beams but better range and a far greater energy output. There were many rumours that the lance had its creation rooted with agents of the Shadows in the Im-Rehsa Technologies conglomerate, but no proof was ever found before the Shadow War came to a close and the true villains left the galaxy forever.

When the mysterious raids began along League borders, the Brakiri fought hard against their allies. It seemed to them like just another hostile takeover to them and they would not hold back against their own, let alone against *others*. It was bloody and expensive for much of the League, especially with the advances that set them above many of their neighbours. They fought fiercely and tactically aggressive even though many syndicrats on the Kroma believed the battles were somehow *wrong* but could not cease the attacks as it might be seen as exploitable weakness by the rest of the League. When it was discovered who was the real source of the attacks, the Brakiri were some of the first to point an accusatory finger at the Centauri, if only to take the blame for the fervour of their 'defence' of their borders. Staying out from under any sort of negative press over the whole ordeal, they openly passed on the Drazi attack on Centauri Prime although

they secretly funded the re-armament afterwards.

Once Sheridan's revolution against President Clark had ended and the League of Non-Aligned Worlds joined the Interstellar Alliance, the Brakiri went back to their own ways. Using their newly enhanced and powerful fleet and the successes with refining new ship types like the Tashkat or the Corumai dreadnought, the Brakiri became a major power once more. Policing their own jump routes primarily, but lending support when convenient elsewhere to the rest of the Alliance, the Brakiri fleets have become a common sight throughout League space. Several smaller governments like the Cascor or the Llort have found the deals and arrangements set up by the Brakiri to be helpful and profitable, but also find themselves getting swept into financial and political machinations they never intended – but have no rights to say so after the fact. The Brakiri are efficient at covering their own investments and often only lose them to other Brakiri or outside mismanagement. What cannot be solved with a signature may need to be enforced with one of their many 'asset detainment fleets.'

Executive Fleet Generals have certain protocols when involved in any combat engagement, military or corporate. These protocols are actually set by 'boardroom admirals' who have rarely ever seen a single conflict themselves but have enough clout with the Krona conglomerates to become fleet-level decision making officials. Some protocols are direct contradictions of others previously set but officially amended or overturned by newer versions. One defence protocol might call for 'liberal use of an executive general's flagship to bring enemies into range of planetary defences' while another could state 'long-ranged support is paramount to keep enemy craft as far away from expensive defence grid orbitals', obviously causing some great confusion should both attempted to be applied by the same fleet. Most hardened veterans in the Brakiri fleet

laugh off some of the most inane of these protocols in order to effectively combat their enemies, only paying lip service to them whilst under corporate reviews. A handful of Avioki cruisers staggered around a single Tashkat can decimate a single target every few seconds if organised enough to do so, which is why fleets backed by a single company sponsor are far more battle-effective than merger fleets. It is always a worry for one captain to determine if letting a competitor's vessel get destroyed is worth the risk it means to his own.

A typical combat engagement (barring ridiculous fleet-level protocols) will vary depending on the fleet's makeup, but some constants remain true from one executive general to the next. The Brakiri unlocked a great potential in their longer ranged graviton beams and lances, and a combined effort of a few larger warships can tear an opponent apart long before they ever close to other weapons' ranges. This tactic is similar to what the Brakiri saw the Minbari were capable of during the Earth/Minbari War, but without jammers or the higher technologies of the older race the Brakiri are less efficient at it, requiring twice as many warships to do the same amount of damage in as little time.

Always looking to minimise losses, Brakiri fleets work very well with support craft requested from other League allies. It is very common for a high-end governmental business deal to include clauses and de facto catches that *require* business partners to join in picket fleets and conflict engagements, sometimes at a great cost to the agreeing government. Particularly fond of Drazi tactics, which often include rushing straight at an enemy with guns blazing, Brakiri executive generals gladly play rear support, giving them ample time to retreat should the battle go sour. This might leave their allies behind, but it saves millions of credits in starship parts and repairs.

The most underestimated weapon in the Brakiri arsenal is the grav-shifter. Brakiri vessels are not known for their agility or speed and the majority of their losses come not from being outgunned, but outmanoeuvred. The shifter allows the Brakiri fleet to disrupt enemy tactics and cause massive vessels that are difficult to set into position to go off course, or worse, collide with other ships or debris. Crafty generals will try to target a ship's steering thrusters or main power engines before attacking with a grav-shifter, sending the damaged ships careening away while they struggle to regain control over their unwilling retreating vessel.

Although the Brakiri are not crack pilots and battle each other as often as they do an outside danger, they are a powerful governmental force in the League and the Interstellar Alliance. It is rumoured they were powerful enough at one time to actually *purchase* a large portion of Babylon 5 for one of their holy days, which is a feat financially unknown in the galaxy before or since. They go where they need to, they buy what they have to and they fight when they feel they can come out on top. They would rather fight an enemy with memos, credits and blame but are just as happy using gravitons, cannons and flame!

The Brakiri Syndicracy Fleet List

The following forms the entire fleet list for the Brakiri Syndicracy.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Falkosi Wing (4 flights)

Priority Level: Skirmish

Brikorta-class light carrier
Ikorta-class light assault cruiser

Priority Level: Raid

Batrado-class armed transport
Halik-class frigate
Haltona-class frigate

Priority Level: Battle

Avioki-class heavy cruiser
Brokadodos-class battle carrier
Kaliva-class lance cruiser

Priority Level: War

Takata-class mine cruiser
Tashkat-class advanced cruiser

Space Stations

Alykent Guardpost

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 Falkosi 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.

Brakiri Syndicracy Fleet Special Rules

The following special rules apply to all Brakiri Syndicracy fleets.

Pack Rats: Wherever there is a deal to be made, you can be sure that a Brakiri entrepreneur has already got there first. In campaign games, whenever a ship from any other fleet makes a roll on their Refits table, the Brakiri fleet gains 1 RR point. Somewhere down the line, a Brakiri corporation is making money from the war, no matter who is winning.

Brakiri Initiative: +0

Alykent Guardpost

Battle

Though a larger station is planned by the Syndicracy, the Alykent remains the standard for Brakiri orbital construction. Each guardpost is capable of protecting an entire world and is used to keep troops and equipment at combat-readiness, as well as refitting and resupplying warships. Though it has relatively weak armament, the Alykent has formidable defences and can withstand a great deal of punishment before being destroyed.

Speed: — **Damage:** 600/300/150 **Craft:** 10 Falkosi flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Command +1, Defence Network 8, Immobile, Interceptors 12, Space Station, Targets 3
Hull: 5 **Troops:** 30 **In Service:** 2198+

Weapon	Range	Arc	AD	Special
Grav Cannon	24	—	4	Precise, Super AP
Graviton Pulsar	18	—	6	AP

Avioki-class Heavy Cruiser

Battle

Beyond the boundaries of League space, it is the Avioki that will be the most commonly encountered Brakiri warship. Featuring slow-firing graviton beams as its primary armament, previous variants of this hull were found to quickly fall prey to massed Raider attacks. The addition of multiple arrays of graviton pulsars soon gave any ambitious group of Raiders a very nasty surprise. Jump capable, the Avioki is extremely well-armoured but it lacks the heavy knock-out punch of similar ships in this class.



Speed: 6 **Damage:** 64/10 **Craft:** None
Turn: 1/45° **Crew:** 68/10 **Special Rules:** Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Graviton Beam	18	F	8	Beam, Double Damage, Slow-Loading
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP
Gravitic Bolt	3	T	4	Anti-Fighter, Weak

Batrado-class Armed Transport (Avioki Variant)

Raid

It is not unusual for badly damaged Brakiri warships to be bought from the military by large corporations with an eye for a good bargain and the ability to keep their long-ranged shipping safe. The Batrado, based on an Avioki hull, is typical of these conversions. The damaged armour is patched, disabled weaponry removed and large cargo holds created in their place. The resulting ship is an exceptionally well-defended transport though corporations are often concerned when they are requisitioned back into the military during times of war.

Speed: 6 **Damage:** 64/10 **Craft:** None
Turn: 1/45° **Crew:** 68/10 **Special Rules:** Jump Point
Hull: 5 **Troops:** 1 **In Service:** 2238+

Weapon	Range	Arc	AD	Special
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP
Gravitic Bolt	3	T	4	Anti-Fighter, Weak

Kaliva-class Lance Cruiser (Avioki Variant)

Battle

Built to carry the newly developed gravitic lances into battle, there are many fleet commanders anxious to see how the Kaliva performs. The new lances are designed to focus Brakiri gravitic technology across incredible distances. The focussed nature of these weapons allows them to blast through multiple layers of armour to cause tremendous damage. It is not unknown for a ship to be completely penetrated, from port to starboard, by a lance shot.

Speed: 6 **Damage:** 64/10 **Craft:** None
Turn: 1/45° **Crew:** 68/10 **Special Rules:** Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2260+

Weapon	Range	Arc	AD	Special
Gravitic Lance	35	F	4	Super AP, Triple Damage
Graviton Beam	18	F	4	Beam, Double-Damage, Slow-Loading
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	6	AP
Graviton Pulsar	12	S	6	AP
Gravitic Bolt	3	T	4	Anti-Fighter, Weak

Breaching Pod

Patrol (Wing)

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma Cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 6 **Hull:** 6 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2211+

Brokados-class Battle Carrier

Battle

A strange blend of technologies that often causes EarthForce Captains to dismiss it as a threat, the Brokados was actually modelled on the capabilities of the Omega heavy destroyer. In practice, it operates quite differently, as the Brakiri mindset demonstrably perceives things differently from humans. In general, the Brokados has good all round weaponry, though its rear-racing firepower is lamentable and its armour is not as thick as the Earth ship.



Speed: 6 **Damage:** 72/12 **Craft:** 4 Falkosi flights
Turn: 1/45° **Crew:** 75/12 **Special Rules:** Carrier 2, Command +1, Fleet Carrier, Interceptors 1, Jump Point
Hull: 5 **Troops:** 4 **In Service:** 2254+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	20	B	2	AP, Beam, Double Damage
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	6	AP
Graviton Pulsar	12	S	6	AP
Gravitic Bolt	3	T	4	Anti-Fighter, Weak

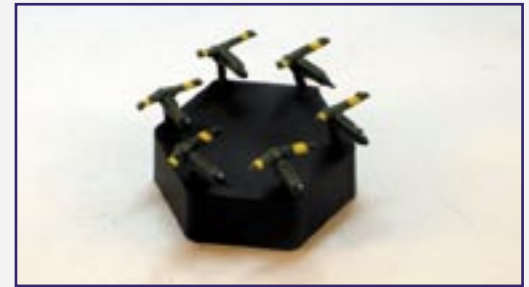
Falkosi Light Interceptor

Patrol (Wing)

Nicknamed the 'flamer' by EarthForce fighter pilots, the Falkosi retains a good degree of mobility by was designed primarily as a fleet interceptor. Using its great speed, it can rapidly close with any enemy, massing with other flights to ward off any attacks on capital ships. Though carried on board the Brokadoss, it is not unusual to see flights of Falkosi operating on their own within Brakiri space.

Speed: 16 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Dodge 2+, Fighter
Crew: — **In Service:** 2228+

Weapon	Range	Arc	AD	Special
Light Gravitic Bolt	2	T	1	AP



Halik-class Frigate

Raid

Designed purely as an escort for both military and merchant shipping, the Halik is a formidable mobile space-borne fortress. Able to tackle fighters and other escorts with ease, Captains will leave larger craft to the military vessels they escort knowing they cannot afford to go toe-to-toe with frontline warships.

Speed: 8 **Damage:** 36/8 **Craft:** None
Turn: 2/45° **Crew:** 42/8 **Special Rules:** None
Hull: 5 **Troops:** 3 **In Service:** 2250+



Weapon	Range	Arc	AD	Special
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	10	AP
Graviton Pulsar	12	P	8	AP
Graviton Pulsar	12	S	8	AP
Gravitic Bolt	3	T	6	Anti-Fighter, Weak

Haltona-class Frigate (Halik Variant)

Raid

The Haltona was an attempt to give the Halik some long-ranged firepower, allowing it to engage enemy fleets alongside vessels such as the Avioki – this allowed them to continue covering the rest of the fleet from fighter attack while adding to the weight of fire against the enemy. While it is successful in this, there are some who point out that it no longer completely fulfils the task for which the hull was first designed. In practice, this comes down to a choice of fighting style in the Admiral.

Speed: 8 **Damage:** 36/8 **Craft:** None
Turn: 2/45° **Crew:** 42/8 **Special Rules:** None
Hull: 5 **Troops:** 3 **In Service:** 2257+

Weapon	Range	Arc	AD	Special
Graviton Beam	18	F	6	Beam, Double-Damage, Slow-Loading
Graviton Pulsar	12	F	4	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP
Gravitic Bolt	3	T	2	Anti-Fighter, Weak

Ikorta-class Light Assault Cruiser

Skirmish

One of the largest ships in the galaxy capable of making an atmospheric landing on a planet, the Ikorta is dedicated to making ground assaults. As well as a veritable legion of troops on board, the Ikorta also carries enough weaponry to ensure it can travel safely through most defensive lines.



Speed: 8 **Damage:** 22/6 **Craft:** None
Turn: 1/45° **Crew:** 24/7 **Special Rules:** Interceptors 2, Shuttles 3
Hull: 5 **Troops:** 10 **In Service:** 2198+

Weapon	Range	Arc	AD	Special
Grav Cannon	18	F	2	Precise, Super AP
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP
Gravitic Bolt	3	T	2	Anti-Fighter, Weak

Brikorta-class Light Carrier (Ikorta Variant)

Skirmish

Less common than the Ikorta, as it is often superseded by the Brokados, this variant still holds some value in transporting flights to a war zone. While it is no longer required to breach planetary defences, the role of a fleet carrier often requires it to stand against light warships on an equal footing. To this extent, the grav cannon are replaced with more versatile laser cannon.

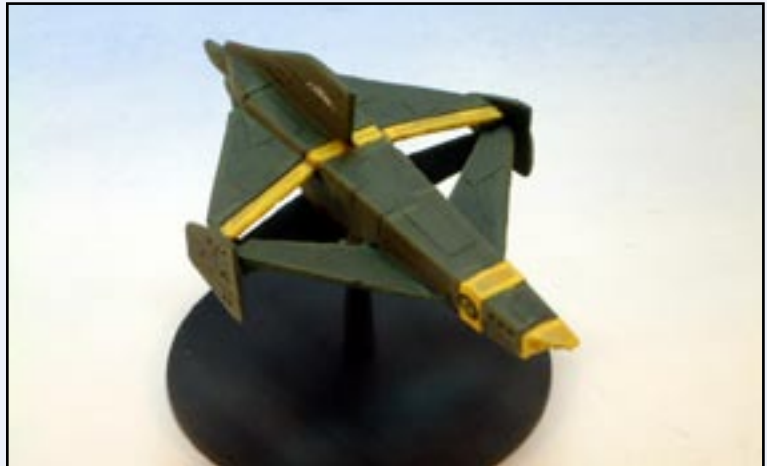
Speed: 8 **Damage:** 22/6 **Craft:** 2 Falkosi flights
Turn: 1/45° **Crew:** 24/7 **Special Rules:** Carrier 2, Interceptors 2
Hull: 5 **Troops:** 2 **In Service:** 2232+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	F	2	Precise, Super AP
Graviton Pulsar	12	F	4	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	3	AP
Graviton Pulsar	12	S	3	AP
Gravitic Bolt	3	T	2	Anti-Fighter, Weak

Tashkat-class Advanced Cruiser

War

The most advanced (and likely the most expensive) ship in League space, the Tashkat draws together the sum total of Brakiri experience in warship architecture. There are relatively few in service, due mostly to their sheer expense, but the deployment of the Tashkat has gained the attention of the major races. The graviton beam can match the heavy lasers of Earth in raw hitting power, though they are slower to recharge, while the amazing gravitic shifters can actually disrupt an enemy fleet, breaking it apart before it can launch a concerted attack.



Speed: 8 **Damage:** 78/12 **Craft:** None
Turn: 2/45° **Crew:** 80/12 **Special Rules:** Interceptors 5, Jump point
Hull: 6 **Troops:** 5 **In Service:** 2252+

Weapon	Range	Arc	AD	Special
Graviton Shifter	6	F	—	Gravitic Shifter
Graviton Shifter	6	F	—	Gravitic Shifter
Graviton Beam	24	F	8	AP, Beam, Double-Damage, Slow-Loading
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	10	AP
Graviton Pulsar	12	S	10	AP
Gravitic Bolt	3	T	6	Anti-Fighter, Weak

Takata-class Mine Cruiser (Tashkat Variant)

War

Still officially classed as an experimental vessel, the Takata has been designed to carry the new gravitic mines into battle. Based, in concept at least, on the Narn energy mine, they are less powerful but quicker to recycle making them more versatile in war. Other than this, the Takata retains the formidable firepower of the Tashkat on which it was based, making it a formidable warship to face.

Speed: 10 **Damage:** 78/12 **Craft:** None
Turn: 2/45° **Crew:** 80/12 **Special Rules:** Interceptors 5, Jump point
Hull: 6 **Troops:** 5 **In Service:** 2264+

Weapon	Range	Arc	AD	Special
Gravitic Mine	30	F	4	Energy Mine
Gravitic Mine	30	F	4	Energy Mine
Gravitic Mine	30	F	4	Energy Mine
Gravitic Mine	30	F	4	Energy Mine
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	10	AP
Graviton Pulsar	12	S	10	AP
Gravitic Bolt	3	T	6	Anti-Fighter, Weak

Campaigns: Refits and Other Duties

Brakiri Syndicracy Fleets use the following tables for Refits and Other Duties when playing campaign games.

Brakiri Syndicracy 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Miniature Gravitic Mine:** The Syndicracy has worked hard to miniaturise the revolutionary gravitic mine and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Gravitic Mine with a Range of 20, Fore arc, 4 AD, and the Energy Mine traits. This may only be applied once to one ship in the entire fleet.
- 5 **Enhanced Gravitic Shields:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 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.
- 11 **Extra Hanger:** The ship immediately gains a hanger and a Falkosi 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.

Brakiri Syndicracy Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raider ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated, even legendary Captain. 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 **Withdrawal of Funding:** The ship's Captain uses his influence with various Brakiri Corporations to target the home forces of an enemy fleet. By manipulating the target's home money markets and investments, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
- 5 **Orders From the Corporation:** The ship's Captain receives highly classified orders from his corporation, which must be followed to the letter for the highest possible profit. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **More Funding:** The ship's exploits have become well known throughout the Syndicracy, attracting investment and funding. 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 **Day of the Dead:** A major religious festival has arrived and your entire fleet is in worship. You may not attack any Strategic Targets in your next campaign turn. However, if any other fleet dares to interrupt your people's devout activities, then a Holy War will be declared against them. If you are attacked during this turn, you will be able to use an extra Fleet Allocation Point in every scenario you fight against the attacking fleet for the rest of the campaign. The Day of the Dead may only happen once in a campaign – roll again if you have already had this happen.
- 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 Points 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Abbai, Drazi, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Drazi Freehold

POSSIBLY THE MOST controversial species in the League of Non-Aligned Worlds, the Drazi are single-handedly responsible for well over a hundred border conflicts, political wars and acts of otherwise aggression since their admittance to the organisation. They can be relied on to always jump to the short conclusion, be the first to swing punches and to bring warships to bear on what would be an otherwise peaceful moment. There is no such thing as a peaceful Drazi, unless you count the dead!

Drazi as a race are driven instinctually to be aggressive hunters, ready to pounce on any scrap of prey that can be found on their harsh homeworld of Zhabar. Evolving as they did, it was the only way to ensure survival when so many of your peers wanted to crowd you out of the gene pool. They are thick-scaled warriors with stout frames and strong muscles. Growing up in Drazi society there is only one skill that will define all others – the ability to fight.

The core of their society is truly based on martially defeating those around you. As a child it earns respect and better schooling (which is odd, considering a Drazi could battle his way to better grades should he choose to). As an adolescent it gains him a role in society. As an adult it wins him a mate, and the rights to breed over others in the same area. Overall, nothing is unattainable for the Drazi with the hardest punches and the strongest jaw. Just as the Brakiri have money and the Abbai have voting, the Drazi have combat.

The Freehold itself was based around this idea and Drazi colonies and outposts are in a constant shift of political control and martial law, something that is very common in Drazi communities. These everyday battles in Freehold space are rarely deadly, and rarely even paid much attention

to. Only extremely important duels or challenges might be scrutinised, even going as far as televising the details. This almost always fuels riots in the streets as one side's supporters begin to mix with the other. Inherently pack creatures, they battle like this to fill the void that civilisation opened in their instincts. When the dust clears and the few infirm or inept combatants have been removed, the society is stronger and tighter knit than before. The weak fall away to leave the strong and capable in power.

The Drazi have a strictly defined yet loosely enforced government called the Shadak. With literally thousands of *gorsha* (governors) speaking for the dozens of inhabitable worlds in the Freehold, very little is decided with debate or conversation. Even political matters are often decided with one politician standing over the unconscious body of the other. This chaos is why many of the *gorsha* do what they want when they want to, only defending their actions if caught in the act. After all, if they were able to get away with it, the other *gorsha* were not doing as good a job as they were. If the rest of the Shadak chooses to, they could punish the offending *gorsha*, but rarely do. Strength of cunning can almost be just as important as strength of arms – *almost*.

From its earliest times the Drazi society based itself on packs attacking other packs for food, shelter and the affirmation of ones' beliefs. One of its oldest and most revered traditions, the Dro'hannan, came from the first species wide battle ever waged by the budding Drazi race. Green-scaled Drazi evolved from the more temperate portions of Zhabar. Purple-scaled Drazi hailed from higher-radiation levelled equatorial gene pools. When originally one met the other, they instinctively sought to claim the other's

pack. The result was a world literally divided into two camps, the Green and the Purple. The Green was victorious, and the Purple was scoured from Zhabar forever. It was a great shame for the victorious Drazi, who killed half their race over an argument of the least of reasons. From that point on, to remember the errors they made, the Drazi would split their packs into two sides, the Green and the Purple.

This constant dichotomy and conflict amongst their own kind forced a strange competitive force between Drazi packs, which evolved into a strong will to grow faster than their peers. Technology became a tool of debate, and whatever side took the next leap became more influential than the others until something would come by and leave *them* behind. Calling this period of rapid and ceaseless growth the Tempering Era, the Drazi created new sciences and put each one to the test. Everything they created began as a weapon and then slowly fell into other non-martial roles. Even with the creation of deadly weapons, the Drazi remembered the folly of the Green and the Purple and decision-making battles were nearly always pugilistic rather than lethal in nature.

Then they invented space travel. The light from the sun and stars was a very large part of most Drazi religious beliefs, hence why someone sees brilliant lights when struck in the head is the basis of an entire monastic order, so the exploration of where they reside was paramount. Within thirty years the Drazi had walked upon other planets and launched a number of longer-ranged explorer ships into the void to find more. Space was good to the Drazi, and they never turned away from it.

It did bring a completely new style of warfare with it, as fistfights and

proper challenges were impossible in the vacuum of space. Debates and arguments quickly went to the weapons consoles, and thousands of Drazis would die in an instant. If it was one thing Drazis were good at, it was weapon design and use, which is still seen in their craft today.

Discovering particle acceleration as a weapon far before figuring that it could be used in any other field, Drazis arms generally are based around the simple-yet-effective particle gun. Small, easy to operate and efficient for the amount of power they use, particle guns and cannons make up a great deal of the Drazis fleet armament. They have found several ways to modify, augment or enhance its effects a dozen times over. From particle streaming repeaters to high-impact heavy cannon beams, Drazis vessels prefer particle technology to even the highly efficient laser. Other forms of attack use too much energy, drawing away necessary thrust from engines – which is the second basis of any Drazis vessel!

Good and powerful engines are a necessity in any Drazis warship (which includes half of their 'civilian' transportation as well) as it is Drazis tradition to run headlong at an enemy in order to best it. While not the soundest of space combat practices, Drazis ships are fast and agile as a result. They can rush into an engagement with weapon systems hot, drawing very little energy from their superheated plasma core engines. With an external solar gathering surface and enough heat sinks and exhaust ports to vent off excess radiation (not that many Drazis mind a little now and again, it reminds them of home), the superstructure of most Drazis ships suffer slightly to make room for weapons and their necessary energy supplies. Any Drazis war captain will tell you, 'it is better to have an extra cannon or three to kill an opponent with than even a dozen bulkheads to shelter you from his attack. A dead enemy cannot strike you.'

When the Drazis eventually located and activated their local jumpgate, they were astounded to find that they were not alone in the universe, as so many of their old religions had said. Upon finding others, the Drazis were shocked to see how far behind in technology they truly were in comparison. With races like the Hyach and the Abbai first greeting them with open arms, both of which the Drazis fought against initially until an armistice could be reached, the Drazis hungered for advancement. For two hundred years the Drazis found and fought against dozens of young races. Like it is in their own societies, after a fight in which two sides are bitter enemies is done the two can become allies and work together until the next time and so the Drazis made few friends but several partners. After swooping in and cleaning up the spoils of the Centauri/Orieni conflict, the Drazis felt satisfied as an armada to shake hands on a galactic scale and joined the Abbai's strange new League of Worlds – only after demanding the name be changed to show their sovereignty of course.

By the time the Dilgar came to the League with war on their minds, the Drazis had made a name for themselves as the leading military might of the League of Non-Aligned Worlds. This is why they suffered the initial and most devastating attacks by the whole of the Dilgar fleet when the war began. For a withering four years the Freehold lost ground against the more advanced Dilgar. It had gotten bad enough by the end of the war that the Shadak was actually in discussion over joining forces with the Dilgar to stave off their attacks when the Earth Alliance joined the fray and essentially won the war.

Gladly accepting help from their League neighbours and using a great deal of what the Dilgar had left behind, the Drazis rebuilt. It was a time to regenerate losses, and watch their borders for anyone else sweeping in to take advantage of their weakened state – which is exactly what they would have done if it were not for their limping military at that point.

Advances came in the form of jump-capable ships and larger framed war cruisers like the Stormfalcon, and the invention of the savagely powerful solar cannon. Disliked for its slow recharge time and large size, the solar cannon is a plasma/beam weapon capable of actually hurling a radiation-based particle stream in the form of a superheated laser-esque beam. While fitted to many stationary orbitals and capital vessels, the Drazis military prefer the rapid-firing particle guns to the titanic blasts of the solar cannon.

When the Earth Alliance called out for aid against the Minbari from their many 'allies', it was strangely enough the Drazis who answered. Having never gone up against the Minbari, and eager to test their might, the Drazis sent a few dozen ships to aid the Sol system but none ever made it through the series of jumps it takes to get there. When these losses were discovered, the Shadak regretfully declined their original offer to help and withdrew their aid immediately.

Later, after being used by the Shadows rather easily to dependably attack their neighbours with the slightest nudge, the Drazis were responsible for dozens of skirmishes leading up to the Shadow War itself. Once they learned of their being used in such a way, they gladly turned their sights against the dark enemy, even if it seemed futile to try. They dedicated over eighty percent of their armada to the Shadow War, even losing one of their most renowned Warhawk-class vessels, the *Sunfist*, to one of the Shadows' death-cloud missiles at Coriana VI. That ship's sister vessel, the *Flareraven*, was the first Drazis vessel ever to deliver the killing blow to an Ancient ship moments later in the same engagement. After the embarrassing events that led up to that point, they were glad to give all they could to repay their allies in the budding Interstellar Alliance.

They did make a slight error in judgement later, when seemingly Raider-related attacks on their jump

routes and trading lanes became evident as to who was responsible. Hiding the truth that Centauri vessels were using enhanced and previously unknown Artificial Intelligences leftover from the Shadows to pilot warships, the Drazi came under a great deal of scrutiny by their peers in the ISA. By the end, fuelled by the goading of several anti-Centauri movements and secretly funded by dozens of governments, the Drazi partnered with the Narn on a massive assault directly on the Centauri Prime homeworld. After their 'sovereign right' to wage war upon them had passed, the Interstellar Alliance was out one major government with the Centauri's resignation – and had two to watch very closely. The Drazi did not claim the attack to be in error, and although the hierarchy of the ISA were displeased with them, they received far more accolades for it in the following months by dozens of smaller governments who suffered at the Centauri's gloved hands throughout the centuries. In that case, asking permission from the Alliance would have been foolish, seeking instead for applause afterwards.

War captains of Drazi fleets have used their many battles to inspire their crews to similar great deeds. Drazi captains look to make names for themselves and their men, sometimes at the price of a carefully laid plan. They are warriors born, and they are very good at what they do.

The Drazi mentality of meeting any enemy head on is shown in the design layouts of their vessels. All Drazi spacecraft, including civilian freighters and transports, are armed better than their equivalences in other governments. Very few Drazi ships have any rear-firing weaponry, as it would be a wasted gun port and power relay to have anything firing backwards. All main weaponry is faced forward, toward the enemy, with the occasional secondary system facing to one side or the other. If an enemy is behind a vessel, than it either missed the shots on approach or was lured into an ambush – both of which are foolish

enough to warrant due punishment – and the captain or crew had better be good at the helm to get turned around and fighting again.

Drazi ships are fast and offensive, pouring a great deal of fire into a target as they barrel toward them, enjoying any chance to rocket through the flaming debris of a destroyed enemy. The rush of combat is dulled slightly for the warriors at a weapons console, so many volunteer for fighter pilot duties as soon as they are able. Drazi fighters are similar in design to their larger vessels, lightly armoured with a hefty power draw for weapons, with some eliminating life-support all together to add missile targeting and lock-acquiring computers instead. Drazi fighter pilots' only true weakness is their over-zealousness to get into the fray, sometimes leaving behind important support escorts and getting themselves killed before the executive general can issue tactical orders to them at all. This is why every Star Snake pilot is armed with a single anti-armour shaped detonator. In the event of an ejection on the way into battle, a pilot is expected to pitch himself forward toward the enemy and hurl their detonator at the enemy if they have to – no Drazi should be without a weapon!

Pack hunters and bullies in combat, Drazi ships are named after birds of prey for a reason. They swoop in flocks of three or more upon smaller targets, disabling them for salvage or later destruction, while singularly powerful capital ships – either their own or allied vessels of the League – duke it out with larger foes. When an enemy flagship and wing mate are alone against a circling fleet of bloodthirsty Drazi, surrender is often a good option – should the aggressive reptiles accept it!

From their earliest days against one another, to the decimation of Centauri Prime, the Drazi live by the code of a warrior. They fight for what they believe in and no race in the galaxy is so dedicated to the advancement of

warfare than they. The Drazi Freehold might be a loose cannon and the cause of strife to more than a few of its allies and galactic neighbours, but the Drazi can be depended upon to do one thing: battle any enemy until one of them must admit defeat. It is their way and it is up to everyone else to stay out of it.

The Drazi Freehold Fleet List

The following forms the entire fleet list for the Drazi Freehold.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Guardhawk battle escort
Sky Serpent heavy assault fighter (2 flights)
Star Snake light attack fighter (4 flights)
Sunhawk battlecruiser

Priority Level: Skirmish

Darkhawk missile cruiser
Jumhawk command cruiser
Strikehawk battle carrier
Warbird cruiser

Priority Level: Raid

Solarhawk battlecruiser

Priority Level: Battle

Nightfalcon battle carrier
Stormfalcon heavy cruiser

Space Stations Brostilli Warbase

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 Star Snake 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.

Drazi Freehold Fleet Special Rules

The following special rules apply to all Drazi Freehold fleets.

Aggression: Drazi are an aggressive and belligerent race with a love of brawling and violence. More than any other race, they actively enjoy combat for combat's sake and are slow to surrender or flee even when a battle goes against them. The Drazi thus gain a +1 bonus to all Crew Quality checks made for Give Me Ramming Speed! or Stand Down And Prepare To Be Boarded! Special Orders, whether the Drazi are the instigators or subjects of such an order.

Sky Hook Catapult: The Drazi make use of a catapult system to launch their Sky Serpent fighters from carriers, literally hurling the craft into space at high velocity. When deploying Sky Serpents, a ship will place them up to 8" away in its front arc, rather than within 3" in any direction. Star Snakes are deployed normally.

Tactics – Quick & Decisive: The Drazi mindset, tactics and ships all favour quick, decisive strikes, hitting first and hitting hard. In any scenario where the Drazi are designated as the attacker, their Initiative bonus increases to +2. However, in any scenario where the Drazi are designated as the defender (or where this is not specified), their Initiative bonus decreases to +1.

Drazi Initiative: +1/+2



Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 6 **Hull:** 6 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2211+

Patrol (Wing)

Brostilli Warbase

Heavily defended, the warbase is responsible for the security of Drazi worlds throughout the Freehold. While it lacks the heavy armour and offensive weaponry of the stations of some of the major races, it is still resilient to all but the most determined of assaults.

Speed: — **Damage:** 700/350/175 **Craft:** 12 Star Snake flights, 6 Sky Serpent flights
Turn: — **Crew:** — **Special Rules:** Carrier 6, Defence Network 6, Immobile, Interceptors 6, Space Station, Targets 3
Hull: 5 **Troops:** 50 **In Service:** 2234+

Battle

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	24	—	2	Beam, Double Damage, Super AP
Particle Cannon	20	—	4	Beam, Super AP
Particle Blaster	15	—	6	Twin-Linked

Sky Serpent Heavy Assault Fighter Flight

Patrol (Wing)

Currently the heaviest fighter in the galaxy, this vessel only qualifies as a fighter by the barest of margins. A triumph of automated systems and military science, the Sky Serpent is a massive dogfighter with enough firepower to damage capital ships if it survives long enough to reach them.

Speed: 8 **Troops:** —
Turn: SM **Dogfight:** -1
Hull: 5 **Craft:** —
Damage: — **Special Rules:** Dodge 4+, Fighter
Crew: — **In Service:** 2220+

Weapon	Range	Arc	AD	Special
Twin Particle Array	2	T	4	Twin-Linked
Missile Rack	4	T	4	AP

Star Snake Light Attack Fighter Flight

Patrol (Wing)

A fast fighter with a fine balance of capabilities, the Star Snake is a ubiquitous sight in the Drazi fleet. Produced each year by the hundreds, Star Snakes are fielded in large numbers when the Drazi go into combat, their pilots acting with both reckless abandon and deadly precision.

Speed: 14 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Dodge 2+, Fighter
Crew: — **In Service:** 2210+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	2	Weak



Stormfalcon Heavy Cruiser

Battle

A ship that has undergone an impressive number of refits considering how new the design is, the Stormfalcon is the heaviest ship in the Drazzi fleet and the most powerful assault vessel they possess. Capable of ripping apart any vessel its size or smaller, it has the multiple advantages of dense armour, powerful guns and a fighter compliment to augment its capabilities.



Speed: 10 **Damage:** 48/12 **Craft:** 1 Sky Serpent flight, 2 Star Snake flights
Turn: 2/45° **Crew:** 60/18 **Special Rules:** Jump point
Hull: 6 **Troops:** 5 **In Service:** 2238+

Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	4	Beam, Triple Damage, Slow-Loading, Super AP
Particle Cannon	15	B	4	Beam, Super AP
Heavy Particle Blaster	8	F	4	Double Damage
Particle Repeater	12	F	8	Twin-Linked

Nightfalcon Heavy Carrier (Stormfalcon Variant)

Battle

The Nightfalcon is a deadly example of evolving technology in the Drazzi military. This vessel, based on the new Stormfalcon hull, carries 12 Star Snakes and three massive Sky Serpent assault fighters on launch catapults on its outer hull. Also outfitted with considerable firepower and a reinforced structure, the Nightfalcon is a lethal craft by itself and a force to be reckoned with when its fighters are launched.

Speed: 8 **Damage:** 54/12 **Craft:** 3 Sky Serpent flights, 3 Star Snake flights
Turn: 2/45° **Crew:** 64/18 **Special Rules:** Carrier 3, Command +1, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2258+

Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	6	Beam, Super AP
Heavy Particle Blaster	8	F	4	Double Damage
Twin Particle Array	8	F	10	Twin-Linked

Sunhawk Battlecruiser

Patrol

Possibly the most common military ship of the Drazzi Freehold, the Sunhawk is sleek, agile and capable of battling toe-to-toe with the capital ships of most other races when deployed in squadrons. The Sunhawk is most often encountered on patrol around Drazzi colonies or escorting important convoys, duties this vessel excels at. Its combination of speed and firepower also make it suitable for preliminary strikes against hostile powers, despite its relatively small size.



Speed: 12 **Damage:** 14/4 **Craft:** None
Turn: 2/45° **Crew:** 16/5 **Special Rules:** None
Hull: 4 **Troops:** 2 **In Service:** 2198+

Weapon	Range	Arc	AD	Special
Particle Cutter	12	B	2	AP, Beam
Particle Blaster	8	B	4	Twin-Linked
Particle Beam	4	F	2	Anti-Fighter, Weak

Darkhawk Missile Cruiser (Sunhawk Variant)

Skirmish

A deadly ship based on the extremely common and effective Sunhawk, the Darkhawk is a missile carrier with the ability to put a remarkable number of projectiles into space and guide them with some of the most sophisticated computer systems the Drazis have at their command. When a Darkhawk manages to get a target lock on an enemy vessel, it is practically assured a kill if its missiles survive long enough to reach their doomed target.

Speed: 12 **Damage:** 14/4 **Craft:** None
Turn: 2/45° **Crew:** 16/5 **Special Rules:** None
Hull: 4 **Troops:** 3 **In Service:** 2214+

Weapon	Range	Arc	AD	Special
Missile Rack	30	F	4	Precise, Slow-Loading, Super AP
Particle Cutter	12	B	2	AP, Beam
Particle Beam	4	F	4	Anti-Fighter, Weak

Guardhawk Battle Escort (Sunhawk Variant)

Patrol

The deadliest anti-fighter vessel in the Drazis fleet, the Guardhawk is designed for use against Raiders and does an excellent job in this role. In fact, its success rate is often the nail in a Guardhawk's coffin as Raiders will go out of their way to bring down a Guardhawk before they do anything else. Even if a convoy escapes while the Raiders are doing so, the expense of replacing a lost Guardhawk sometimes ensures that merchant routes are less well protected for a while. This makes the inevitable loss of Raider fighters and frigates to a dying Guardhawk's weapons well worth the investment.

Speed: 12 **Damage:** 14/4 **Craft:** None
Turn: 2/45° **Crew:** 16/5 **Special Rules:** None
Hull: 4 **Troops:** 2 **In Service:** 2234+

Weapon	Range	Arc	AD	Special
Particle Repeater	12	F	2	Twin-Linked
Particle Beam	4	T	6	Anti-Fighter, Weak

Jumphawk Command Cruiser (Sunhawk Variant)

Skirmish

A command variant of the Sunhawk with the important addition of a jump engine and stronger hull plating to keep its leadership assets safe, the Jumphawk was the single most important vessel in the Drazis fleet until the advent of the Stormfalcon. Still a very capable ship and possessing considerably superior armaments to the Sunhawk on which it is based, many Drazis (especially older captains with a long history of service in battle) prefer the Jumphawk and cherish their assignments in this venerable class of warship.

Speed: 12 **Damage:** 14/4 **Craft:** None
Turn: 2/45° **Crew:** 18/5 **Special Rules:** Command +1, Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2206+

Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	4	Beam, Super AP
Particle Blaster	8	B	6	Twin-Linked
Particle Beam	4	F	4	Anti-Fighter, Weak

Solarhawk Battlecruiser (Sunhawk Variant)

Raid

A Sunhawk variant that exists only as a mobile platform for the deadly but slow-firing solar cannon, the Solarhawk is not very common in the Drazi armada. Only ten Solarhawks still exist and the line has been discontinued until the solar cannon can be developed into a more practical weapon. Until then, the ships remain in service and appear as often as the Green Fleet can find crews willing to man them.

Speed: 12 **Damage:** 18/5 **Craft:** None
Turn: 2/45° **Crew:** 20/6 **Special Rules:** Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2258+

Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	6	Beam, Triple Damage, Slow-Loading, Super AP
Particle Beam	4	F	4	Anti-Fighter, Weak

Warbird Cruiser

Skirmish

One of the most versatile of all Drazi vessels, the Warbird is a favourite among their Admirals. Though individually weaker than comparable ships among the fleets of the major races, the Warbird is lethal when fielded in squadrons. Combining a devastating punch with the speed and agility to bring its particle cannon into play, the Warbird is a superb strike vessel. The purely boresighted weaponry reflects Drazi thinking in space combat and encourages Captains to concentrate firepower on single targets, destroying them quickly before moving onto the next.



Speed: 12 **Damage:** 18/4 **Craft:** None
Turn: 2/45° **Crew:** 20/5 **Special Rules:** None
Hull: 6 **Troops:** 3 **In Service:** 2234+

Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	3	Beam, Super AP
Particle Repeater	10	B	8	Twin-Linked
Particle Beam	4	F	4	Anti-Fighter, Weak

Strikehawk Battle Carrier (Warbird Variant)

Skirmish

Despite the name, the Strikehawk is actually a Warbird variant with reinforced armour and an external catapult mounted to launch a single Sky Serpent heavy fighter. The Strikehawk is a common ship and the Drazi has refined the technique of retrofitting the Sky Hook catapult system to the point where any Warbird can be converted into Strikehawk configuration or back again within two days.

Speed: 12 **Damage:** 20/5 **Craft:** 1 Sky Serpent flight
Turn: 2/45° **Crew:** 24/6 **Special Rules:** None
Hull: 6 **Troops:** 3 **In Service:** 2220+

Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	3	Beam, Super AP
Particle Repeater	10	B	6	Twin-Linked

Campaigns: Refits and Other Duties

Drazi Freehold Fleets use the following tables for Refits and Other Duties when playing campaign games.

Drazi Freehold 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Miniature Solar Cannon:** The Freehold has worked hard to miniaturise the devastating solar cannon and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Solar Cannon with a Range of 12, Boresight arc, 1 AD, and the Beam, Slow-Loading, Super AP and Triple Damage traits. This may only be applied once to one ship in the entire fleet.
- 5 **Point Defence:** Bought from the Centauri, the ship gains a small weapon system designed to destroy close in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
- 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 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system and a solar cannon may not be selected.
- 8 **Refined Targeting Systems:** Choose one weapon system with a Boresight arc. Extended targeting systems and advanced weapon mounts now change this weapon to have a Fore arc.
- 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.
- 11 **Extra Sky Hook:** The ship immediately gains a sky hook launching system and a Sky Serpent 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.

Drazi Freehold Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated, even legendary Captain. 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 **Raiding Force:** This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
- 5 **Green and Purple:** The crew of this ship spark a challenge for the leadership of the entire fleet cripples nearly every vessel. You will now suffer a -4 penalty to Initiative both during the campaign turn and within each battle. However, once one side has achieved dominance, the strongest and smartest Drazi will be in charge. Roll one dice at the end of every campaign turn, adding +1 if you won more battles than you lost during that turn and deducting -1 if you lose more battles than you won. On the score of a 5 or more, the leadership challenge is concluded. From now on, the original Initiative penalty is ignored and you instead gain a +2 Initiative bonus to both campaign turns and individual battles. This may only happen once per campaign. If this has already happened to another ship in your fleet, roll again.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! Action. Yes, you should paint this on your model if you are using miniatures!
- 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 **Lightning Attack:** With typical Drazi aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
- 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 Points 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Abbai, Brakiri, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Vree Conglomerate

WICH-DRAWN AND MYSTERIOUS, the Vree have been amongst the stars long before most of the other spacefaring races, save maybe only the Minbari. They are generally an enigma, using technologies that baffle the other League races to ends that seem unbelievable to onlookers. Although they are secretive and purposefully vague on all matters, the Vree have been involved in nearly every major war or conflict this galaxy has seen in over a thousand years.

The Vree are short, grey-skinned humanoids with natural telepathic abilities that allow them to communicate well with the many species they have investigated over the centuries. Their brightly lit saucers have landed on a thousand different planets for a hundred different reasons, if only to try and map out the galaxy. They are secretive, but have no issue meeting new species on their own terms. Vree are creatures of plan and logic, and once an equation has been laid to work it will only be deviated from in cases of prior engagements or true emergencies.

This ability to structure and confirm the cause and effect of anything a Vree plans to do has made them seem cold and mathematical to many other races, who see this lack of emotional steerage as a lack of moral conviction. This could not be more wrong. They have a collective view upon their society and its dealings almost as total as the hive mind of the Gaim. Linked by their innate telepathic abilities, the Vree are aware what is best for their Guild as a whole and do not need to seek to ask whys or why not. The resulting society is a staggered number of large Guilds that work more or less in harmony and

unison for the common goals of the Conglomerate.

Their tightly knit natures make for a stable government based upon the business dealings of the varied Guilds. Similar to the Syndicacy of the Brakiri, based not on power but on results and intimations, the Vree Conglomerate does what is right for their race as a whole rather than any single Vree in particular. This is mainly due to their constant telepathic link with one another, making lies and misdirection impossible in everyday society. As a race ruled by logic, unfettered by emotions, the Vree have few crimes or laws to truly be broken. They have merely adopted a set code of accepted etiquette and a complex equation that every Vree fits into in some way. Rather than having books worth of laws that may never need enforcing, the Vree deal with any sort of breach of the etiquette in a fitting way at the time. Logically, it is what works for them.

It seems odd that the Vree would have ever ventured out from their homeworld of Vreetan at all, with the chaos and general anarchy of the galaxy as a whole. Oddly enough, it was their inability to define any particular reasoning for the choices of others that made them so interested – to better write the equations of logic, one must know all the variables.

It was the early Vree need to overcome the many terrible predators of their homeworld that led to their thick sense of community and more than a fair share of their first technological leaps. They conquered the threat of predation and began to build villages. Villages transformed into cities, and cities eventually grew large enough to nearly

overlap. This brought a quandary to their well-laid plans and a new idea – territory. City elders tried to arrange a way to adapt both cities, but younger Vree were confused by this new chaotic world and gave in to their lesser selves. Vree fought Vree for the first and thankfully last time in history.

The madness and indefinable feelings that rushed from one Vree to the next via their telepathic links sent the society into a downward spiral. Every Vree that killed another sent shockwaves of bloodlust into neighbours and friends until it seemed endless. Eventually a few stronger minds blocked out the violent thoughts, and vowed to inform others as to what had happened. The survivors spread the word and the Vree learned the risk of not knowing a situation's plan before undertaking its course.

The city-states of the Vree became the Conglomerate Guilds, and one of the largest and most powerful—the Spacer's Guild—was formed from several smaller Guilds when space travel became a reality. Having spread over every inch of Vreetan, it was the logical choice to step into the stars if the Vree were to grow in any way. Upon discovering their first jumpgate, the Vree stood slack-jawed as a species. It had never occurred to them that others might exist elsewhere and that they may have started earlier on the never-ending path of time they all marched along upon. It became the new frontier, and they were driven to unlock the 'mysterious ring' and all of its secrets.

Upon reaching hyperspace, the Vree were discovered by the Hyach and the Abbai in their search for interstellar allies. It seemed logical to the Guilds that siding

with these peaceful and technologically superior beings would be in the best interest of the Conglomerate. The next few years were extremely beneficial to the Spacer's Guild. They abandoned early rocket-styled starships for their currently used and easily recognisable saucer hulls, which make sense to the sterile minds of the fleet Ti'Val, or admirals. They brought these new ships to dozens of other worlds in search of new and useful resources. When they reached what must have been the site of a terrible battle years earlier, they found exactly what they were looking for.

Finding a dead and abandoned world now called Z'ha'dum orbited by dozens of destroyed Minbari ships, leftovers from the first Shadow War, the Vree claimed the wreckage for the Spacer's Guild and, while unserviceable, the research of their neatly sliced-apart ships hurled the Vree centuries ahead in technology for their own rapidly growing fleet. Having seen the conflicts that their allies had gotten into with various galactic races, the Vree's only choice was to become a superior force.

Using the materials and systems they found, they added artificial gravity generators on all their ships and eventually removed ionic or fusion-based thrust at all. Completely driven and powered by gravitic drives, and with advanced sensor arrays similar to those of the early Minbari, the Vree had only one route left to attain mastery over—weapons systems. Lasers were too simple and were nowhere near as cost efficient as particle weapons. Particle weaponry was far too erratic to be used properly on a gravitic-driven vessel. Unlike many other races that adapted others' technologies to suit their own needs, the Vree made their own.

Creating weapons that literally break down the atomic structures of a target, essentially and effectively 'antimatter', the initial weapons were actually called antiproton guns but were the basis of a dozen other antimatter applications

later. The resulting impact on a target's hull is basically tiny atomic reactions that blast apart whatever material they strike. Almost a thousand years old, the antiproton gun is still used on nearly every hull in the Vree fleet today. It worked at one time, and unless something happens otherwise, the Vree never change what is not broken.

The advent of antimatter in military vessels gave the Spacer's Guild an edge over the other League vessels and made examples of any foolish Raider force they came across. They knew they were untouchable, in both technology and the arms race.

They were wrong on both counts. The Dilgar proved that.

The Vree suffered several losses at the hands of the Dilgar, winning very few engagements if any, and only surviving the war intact by the graces of the Earth Alliance. The Vree stayed in debt to the EA for a very long time, literally adding up the cost of vessels and colonies their actions saved and keeping a running total. If it were not for their injured and rebuilding fleet, they would have come to their aid during the Earth/Minbari War to repay the debts, but could not do so feasibly without hobbling the Conglomerate. The Vree were especially shocked to see that the ships the Minbari used were the very same that the Vree claimed centuries before – they could only imagine what the Minbari were capable of now, knowing what they had been then!

They did not leave the Dilgar War empty handed, and their rebuilt fleet shows for it. Using the same railgun/matter accelerator designs used in the Dilgar 'bolters', the Vree learned how to hurl massive antimatter payloads at longer ranges to devastating effect. These antimatter 'torpedoes' can turn the target they strike into atomic detonations at impressive engagement ranges. When paired with newer, heavier antimatter cannons that tear hulls apart without mercy, war saucers

like the Xixx and Xorr are a match for much larger vessels.

A second leap of arms for the Vree came from the Dilgar War as well, turning pulsar arrays into antimatter 'shredders' that can barrage a target with dozens of small versions of the already successful antimatter torpedo. Showers of antimatter projectiles stay clustered together for much longer ranges, and then separate in clouds of deadly particles that eradicate enemies.

When the Shadow War unveiled itself, the Vree found a threefold reason to come to the aid of their allies in the Earth Alliance, symbolised by Babylon 5's role within it. First and foremost, the Vree abhor chaos and the Shadows embodied that to the point of personification. If only to bring a logical order to things the Vree were willing to leap into battle against them. Secondly, the Vree needed a good test of their new weapon capabilities. Raiders and lesser targets would have been laid waste, whereas the Shadow vessels would make an exceptional field experiment.

The third reason was a surprise to anyone privy to it. The Vree kept a very accurate measure of all vessels they 'saved' while acting as a relief allied force during the Shadow War, even going as far as adding the calculated cost of Babylon 5 as well! This total was deducted from the debts accrued in service by the Vree when the Earth Alliance lost so many of their own fighting the Dilgar in Conglomerate space. After the Shadow War, when the math was all said and done, the Earth Alliance was paid a sum of the excess – around three and a half million credits for services rendered. Although Sheridan and the Interstellar Alliance deserved some of that money, the Vree did not see it that way.

With all debts paid, the Vree went back to their old ways of 'testing the galactic plan' and researched a dozen new worlds and the peoples they

found there. By the time the Drakh surfaced – and attacked Earth in their spectacular display of leftover Shadow technologies – the Vree had amassed quite an armada. The war saucers were dispatched as soon as long-ranged scouts reported the problem, not to truly save the humans out of some moral or financial obligation...but to preserve an investment over a century in the making.

In the Solar 1940s the Vree had sent an advanced scout deep into Centauri-controlled space that crashed on Earth – effectively becoming the first interstellar contact the humans ever had. Not wanting to anger the Centauri (although they had never so much as looked at Earth officially), the Vree came in secret to Earth to deal with the ‘primitive’ humans. Giving a few technological secrets in exchange for their secrecy – only handing over minor things that would not set off any alarms or advance warnings – the Vree recaptured the parts of their crashed ship that would ever lead back to them. It was a well-guarded secret that went to many EarthGov officials’ graves with them long after the Vree had left for their own endeavours.

When the Drakh openly attacked Earth, the Vree took the gesture as almost an affront to the race they inadvertently aided into space. Unlike Sheridan’s civil war, which the Vree viewed as an internal matter between humans, the Drakh were endangering a planet that they had by all rights discovered centuries earlier. The Vree always watch over their investments, even those who do not remember why or when the original agreement had ever been made. Once the death-cloud was defeated by the Interstellar Alliance, the Vree recalled their forces. The virus bombing of Earth did not endanger the planet’s resources, merely the life upon it, which was not nearly as important in consideration to the Vree’s original agreement. They would gladly give their fleets’ aid in finding a cure, for a price, but not until the

collateral – Earth’s resources – were safe and sound.

Although the Spacer’s Guild is a fractious and elaborate assembly of fleet types, officers and outposts, it functions as fluidly as the entire Conglomerate tends to. Ti’Nu captains communicate with each other not only with sensor arrays but also with telepathic enhancing nodes scattered throughout a fleet’s vessels. This gives the Vree fleets a sort of seamless tactical advantage that is only found elsewhere in extremely diligent military cultures that school their captains into fighting machines. Fleet-level manoeuvres are seamless and effortless in execution, and are amazing to watch as the saucers skim and dance around the stars. Only through the coordination of a hundred linked Vree minds are these complex actions even possible.

Vree war saucers are capable of firing their weapons in all directions at the same time they can manoeuvre in all three axis without fail. With little to no margin of error, the Vree can bring any number of their weapon arrays to target multiple enemy ships at once. Vree ships are best served in the centre of an engagement where they can unleash their antimatter shots upon several targets, relying on their partners and allies to make up for their own wartime misgivings. They have good fighters with extremely good coordination between the telepathic pilots, but extremely inefficient carriers. This means very few Vree engagements support fighters, as they would much rather not risk their own kind when they can pay to bring other governments’ carriers to their battles, saving their own fighters for outpost and station defences where they are better served.

The Vree have more dealings, more old contracts and agreements in place within the League than possibly even the Brakiri do, and are far more quiet about who they do and do not owe. Leverage is just another card to be

played when the time is right. They are silent and powerful, and do not answer to anyone – not even the League at times it seems. Ever present in matters of trade and commerce, policing the mapped routes and the void between the spaces, their distinct saucer ships can be seen all over the galaxy. No one knows when the Vree might be sent to parlay, scout or *attack*.

No one *ever* knows what the Vree are going to do. They prefer it that way.

The Vree Conglomerate Fleet List

The following forms the entire fleet list for the Vree Conglomerate.

Priority Level: Patrol

Tzymm Heavy Fighter Wing (3 flights)
Vaarl-class Scout Saucer
Xaar-class patrol boat
Ximm-class Close Escort

Priority Level: Skirmish

Vaarka-class Escort Scout
Xixx-class Torpedo Saucer
Xorr-class War Saucer

Priority Level: Raid

Xill-class Battle Saucer

Priority Level: Battle

Xaak Command Saucer

Space Stations

Xeecra Trading Post

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.

Vree Conglomerate Fleet Special Rules

The following special rules apply to all Vree Conglomerate fleets.

Telepathy: Due to their intra-species mental communications, all Vree gain a +1 bonus on all Crew Quality and Damage Control checks.

Super Manoeuvrability: Vree ships are incredibly agile. All Vree ships may move as if they had the Super Manoeuvrable trait so long as they move no more than half their Speed in a turn.

Conglomerate Backing: When the Vree undertake a major military action, they do so with the support of their entire race and all their resources. The Vree player has 10 bonus RR points each campaign turn, but these bonus points can only be used to repair and re-crew damaged ships. Any bonus points the Vree player does not use during the Repair and Reinforcements step are lost at the end of the current campaign turn.

Vree Conglomerate Initiative: +0

Tzymm Heavy Fighter

An extremely deadly heavy fighter, the Tzymm is a match for any fighter of its class except possibly the EarthForce Thunderbolt. Agile to a degree that few craft can hope to achieve, the Tzymm carries enough firepower to be a major nuisance to frigates and capitol ships.

Speed: 12 **Troops:** —
Turn: SM **Dogfight:** +1
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 3+, Fighter
Crew: — **In Service:** 2200+

Weapon	Range	Arc	AD	Special
Light Antimatter Cannon	4	T	2	AP
Twin Light Antiproton Gun	2	T	3	Twin-Linked, Weak



Patrol (Wing)

Vaarl-class Scout Saucer

A very effective sensor-carrying ship, this design has proliferated into nearly every fleet in the Conglomerate because of its efficiency and advanced capabilities. The Vaarl is an expensive vessel, making it difficult to field in large quantities. Only the most important missions would ever warrant more than one and to date the Vree have not assigned more than two to the same battle group.

Speed: 10 **Damage:** 10/3 **Craft:** None
Turn: 2/90° **Crew:** 12/4 **Special Rules:** Jump Point, Scout, Stealth 5+
Hull: 3 **Troops:** 1 **In Service:** 2200+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	10	T	2	Super AP
Antiproton Gun	5	T	4	Anti-Fighter

Vaarka-class Escort Scout (Vaarl Variant)

An upgrade to the Vaarl saucer, this ship has an improved main weapon and is still in the testing stages so far as mass deployment is concerned. The Vaarka is currently considered an escort on light scouting missions where its incredible sensor array, a design based on Minbari enhanced sensors, can alert it of any impending danger and approaching ships.

Speed: 10 **Damage:** 10/3 **Craft:** None
Turn: 2/90° **Crew:** 12/4 **Special Rules:** Jump Point, Scout, Stealth 5+
Hull: 4 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Antimatter Shredder	12	T	2	Double Damage, Super AP
Antiproton Gun	5	T	6	Anti-Fighter



Patrol

Skirmish

Xaar-class Patrol Boat

Patrol

The smallest capital ship in the Vree fleet, the Xaar exemplifies the philosophy of super-manoeuverability and all-round firepower. The Xaar is used to patrol lightly defended systems and protect convoys against the ever present threat of Raiders, as well as escort mid-ranged ships into battle.



Speed: 12 **Damage:** 8/3 **Craft:** None
Turn: 2/90° **Crew:** 10/4 **Special Rules:** Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2225+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	10	T	4	Super AP
Antiproton Gun	5	T	4	Anti-Fighter

Xeecra Trading Post

Battle

A relatively small space station, the Xeecra is found not just in Vree space but anywhere in the League where their trading routes run and governments give them permission to build. Unusually, the Xeecra is actually semi-mobile, though this would never be risked in combat and can take a great deal of time. The purpose of these stations is to create a network that allows the Vree trading guilds to conduct business all over League space and, sometimes, beyond. However, they are also well defended and can act as orbital fortresses if necessary.

Speed: — **Damage:** 700/350/175 **Craft:** 12 Tzymm flights
Turn: — **Crew:** — **Special Rules:** Carrier 4, Command +1, Defence Network 10, Immobile, Interceptors 8, Space Station, Targets 3
Hull: 4 **Troops:** 25 **In Service:** 2162+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	30	—	2	Double Damage, Precise, Slow-Loading, Super AP
Antimatter Shredder	12	—	2	Double Damage, Super AP

Xill-class Battle Saucer

Raid

With the hull of a cruiser, the Xill battle saucer is a strange ship to conventional space navy eyes, and it possesses both strong all-round firepower and exceptional manoeuvrability. Though the design originally dates back to the Dilgar Invasion, it has been constantly upgraded to compete with the best the rest of the League can produce. The current antimatter and antiproton weaponry are unique to the Vree and can unleash a degree of firepower that can cause serious problems even for the major races.



Speed: 8 **Damage:** 30/7 **Craft:** None
Turn: 1/90° **Crew:** 35/8 **Special Rules:** Jump Point
Hull: 5 **Troops:** 1 **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	10	T	6	Super AP
Antimatter Shredder	20	T	4	Double Damage, Super AP
Antiproton Gun	5	F	3	Anti-Fighter, Twin-Linked
Antiproton Gun	5	A	3	Anti-Fighter, Twin-Linked
Antiproton Gun	5	P	3	Anti-Fighter, Twin-Linked
Antiproton Gun	5	S	3	Anti-Fighter, Twin-Linked

Xaak-class Command Saucer (Xill Variant)

Battle

Retaining the exceptional manoeuvrability of the Xill hull on which it is based, the Xaak is one of the most powerful vessels to be found in the Vree fleets. The original design was first constructed just after the Dilgar Invasion but it has been subsequently updated and modified throughout the years to keep pace with technological developments. This has kept the Xaak at the forefront of Vree naval design. It is, however, a far more expensive ship to field than other Vree hulls and so tends only to be used in the most important missions.

Speed: 8 **Damage:** 38/7 **Craft:** None
Turn: 1/90° **Crew:** 40/8 **Special Rules:** Command +1, Jump Point
Hull: 6 **Troops:** 2 **In Service:** 2256+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	30	T	6	Double Damage, Precise, Slow-Loading, Super AP
Antimatter Cannon	10	T	8	Super AP
Antimatter Shredder	20	T	6	Double Damage, Super AP
Antiproton Gun	6	F	4	Anti-Fighter, Twin-Linked
Antiproton Gun	6	A	4	Anti-Fighter, Twin-Linked
Antiproton Gun	6	P	4	Anti-Fighter, Twin-Linked
Antiproton Gun	6	S	4	Anti-Fighter, Twin-Linked

Xorr-class War Saucer

Skirmish

One of the oldest ships in the Vree Conglomerate military, the war saucer is outclassed by most modern capital ships but still retains a great degree of agility that keeps it in service. The flat saucer shape often confuses enemies in battle and, like most Vree spacecraft, the Xorr can quickly change direction to face new threats with ease. This, combined with main weaponry mounted on two turrets, can make even Captains of far larger vessels think twice.

Speed: 10 **Damage:** 18/6 **Craft:** None
Turn: 2/90° **Crew:** 20/6 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** 2195+



Weapon	Range	Arc	AD	Special
Twin Antimatter Cannon	10	T	6	Super AP, Twin-Linked
Antimatter Cannon	10	T	4	Super AP
Antiproton Gun	5	F	2	Anti-Fighter
Antiproton Gun	5	A	2	Anti-Fighter
Antiproton Gun	5	P	2	Anti-Fighter
Antiproton Gun	5	S	2	Anti-Fighter

Ximm-class Close Escort (Xorr variant)

Patrol

A defensive variant of the common and aging Xorr, this ship was designed in direct response to the growing problem of Raiders along the Conglomerate's most important trade borders. These pirates had proven too tenacious to stave off with normal warships and the Vree's heavy fighters were too expensive to use in battles against them. Fitted with a number of effective anti-fighter weapons, the Ximm fulfils its role well by remaining alongside trade convoys and obliterating any light vessel foolish enough to try and attack its charges.

Speed: 10 **Damage:** 18/6 **Craft:** None
Turn: 2/90° **Crew:** 20/6 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** 2255+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	10	T	2	Super AP
Twin-Linked Antiproton Gun	5	T	2	Anti-Fighter, Twin-Linked

Xixx-class Torpedo Saucer (Xorr Variant)

Skirmish

An unusual ship for the Vree, as they usually despise projectiles as wasteful of resources, the Xixx was constructed as a response to similar vessels in the navies of other League worlds. Not wishing to have a class of vessel underrepresented by their fleet, the Vree created this design from the hull of the aging Xorr.

Speed: 8 **Damage:** 18/6 **Craft:** None
Turn: 2/90° **Crew:** 20/6 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** 2150+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	30	T	2	Double Damage, Precise, Slow-Loading, Super AP
Antimatter Torpedo	30	T	2	Double Damage, Precise, Slow-Loading, Super AP
Antiproton Gun	5	F	2	Anti-Fighter,
Antiproton Gun	5	A	2	Anti-Fighter
Antiproton Gun	5	P	2	Anti-Fighter
Antiproton Gun	5	S	2	Anti-Fighter



Campaigns: Refits and Other Duties

Vree Conglomerate Fleets use the following tables for Refits and Other Duties when playing campaign games.

Vree Conglomerate Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 15 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
4	Extreme Manoeuvrability: This ship has upgraded lateral thrusters, making it even more agile than other Vree ships. The ship may move as if it had the Super Manoeuvrable trait so long as it moves no more than three quarters its Speed (rounding down) in a turn.
5	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.
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 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Antiproton Guns: Increased spending in the ship's budget has allowed the purchase of superior antiproton guns. Add the AP trait to all of the ship's antiproton guns.
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.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Vree Conglomerate Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well (or, rather, Conglomerate funds have paid the Raiders off well). You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new Captain takes command of the vessel – a highly decorated, even legendary Captain. 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. A ship may only gain a New Captain once!
4	Investment Pay Off: The crew of this ship have invested their shares in this system wisely and have gained a massive payout for the entire fleet. Double all RR points gained this turn.
5	More Funding: The ship's exploits have become well known throughout the Conglomerate, attracting investment and funding. The entire fleet immediately gains 2d6 RR points.
6	Abduction: The ship successfully accomplishes an abduction mission, spiriting away key personnel from another fleet in order to learn what they know. Choose an enemy fleet. In the next campaign turn, if they choose to attack you, you can turn the tables on them and launch a counterattack before they are ready to strike. Immediately choose one of their Strategic Targets and roll for a scenario and Priority Level as if you were the attacker. If they do not possess a Strategic Target, you can lead them in a merry chase through empty space – they will simply fail to attack you in this turn.
7	Bounty: The ship brings news from the Conglomerate of a new bounty set up by several companies on Vreetan. During the battles of the next campaign turn, the fleet will gain a bonus of 1d6 RR points for every enemy ship the fleet destroys and 2d6 for every enemy ship that surrenders to the Vree.
8	Veteran Engineers: The elite engineering officers 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	Adept Telepaths: The crew of this ship is joined by some of the strongest telepaths in the Conglomerate. Together, they are able to broadcast and receive messages between every Captain in the fleet. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
10	Withdrawal of Funding: The ship's Captain uses his influence with various Vree companies to target the home forces of an enemy fleet. By manipulating the target's home money markets and investments, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
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	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Abbai, Brakiri, Drazi, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Raiders

NOT TRULY A faction in the purest sense, the Raiders of the galaxy are a motley crew of thieves, assassins, smugglers and outlaws that gather in small cells and communities with other likeminded individuals. Preying on smaller, weaker systems or jump routes and shipping lanes unable to protect themselves, Raiders carve their livelihoods directly from the gains of others. Some are little more than pirates, while others are part of huge organisations with starbase headquarters and control fleets of vessels.

Generally each Raider cell is a few dozen pilots and a handful of halfway skilled crew to man larger vessels, with the most notorious or powerful raider having access to better ships that have been looted or salvaged from the cell's activities. Most cells are held together only by the number of credits flowing to the members and a raider is always only one bad raid away from retirement. Due to the nature of the job, and the inherent danger in attacking other vessels, there is a very high turnover rate in Raider cells – and a seemingly endless supply of new recruits.

Beginning or impoverished cells will have a flagship carrier or two in which all missions are based from, which will serve as the mobile headquarters and staging area for dozens of cheap Delta-V fighters. Nicknamed 'chip fighters' for their wedge-shape and fragile hulls, the Delta-V is an old decommissioned Belt Alliance craft that now is produced by a hundred different companies using a hundred different methods to save money on the light fighter. As many private security forces also use the Delta-V, these companies cover their sometimes-immoral support of Raider cells with mass discounts for sales that only 'legitimate buyers' could possibly afford.

There are some more powerful Raider cells throughout the galaxy that acquire many larger vessels from various League governments or civilian escort cruisers, turning a few scattered fighter-laden carriers into a capable fleet. These Raider fleets will eventually need to come into a starbase to dock for refuelling, repairs or unloading – which is why many outdated explorer outposts are claimed as soon as one presents itself. Left vacant by the exploring governments or corporations that first traversed various areas, these outposts are perfect. Large cargo and supply bays, enough shuttle bay access to store a hundred fighters or more and often elaborate maps and diagrams of the area's jump gates and routes.

With better facilities, Raiders can equip and upkeep larger warships designed (mostly from scavenged and salvaged parts) for attack runs on larger convoys that might have actual military support. Routinely called 'battlewagons', these ships are cheap and easy to maintain, and pack far more firepower than the ships that collectively made up its parts. These battlewagons are the primary escort to carriers, even though both can vomit clouds of Delta-Vs. Without knowing which ships may or may not come back from any particular raid, every attack will require multiple working jump engines on multiple vessels. A quick escape is preferable to a fiery destruction or any number of punishments called for by the various galactic governments. Raiding is a difficult and hazardous life, but it is one of the oldest professions to be found between the stars. When the first races began to make a profit from trade between planets, the first Raiders soon crept out of the void to skim off of it.

While not necessarily true exactly, it is well-known that the jigsaw-like borders between the various League of Non-

Aligned Worlds member governments has been plagued with Raider cells for as long as many of them can remember. Most governments take offence at other races' Raiders attacking them, but little can be done in the Machiavellian power struggles of the League.

For example, a powerful cell of Drazi Raiders called the Choshaka – meaning *prey stalker* in the Drazi tongue – have stymied Brakiri shipments for decades and have several pirate outposts lurking near commercial jump gates between the two governments. Although the Drazi Freehold does not claim any knowledge of them, the Choshaka have seemingly endless access to fast attack military vessels. Once indoctrinated into the Interstellar Alliance in 2262, the Choshaka lost a number of their bases to the patrolling White Star fleet but still remain as a thorn in the side of non-Alliance shipments (or any too small to warrant a White Star's protection).

Some Raiders are actually *hired* by governments and other power brokering firms to attack or otherwise harass opposing groups. Making money on the side and being allowed to keep whatever spoils of the raid they can, Raider cells that sign on to jobs such as these can expect a hard time. Normally, if a competitor is threatening enough to require calling in Raiders to complicate matters, they would no doubt be well-connected and protected.

In fact, one of the first Raider complications that took place around the newly business-ready Babylon 5 diplomatic station was at the behest of the Centauri Republic. Using a cell of Raiders to attack nearby lanes haphazardly and retreat before being caught, they succeeded drawing away patrolling Starfury flights so a smuggling craft could bring aboard expensive and highly sought after artefacts. This way

the Republic could bring such an item onto the station without registering it through customs or risking its capture by enemy forces. This plot was discovered, but not before the plan was already nearly complete. The Raiders were paid very well in Centauri ducats and even those that were caught lived handsomely on their share of the fees.

It is a well-known fact that dozens of Raider cells came to the 'aid' of the Narn Regime in its preparation for the War of Retribution against the Centauri, providing intelligence and hard-to-get cargo through Republic space and into Narn hands. Many cells played for both sides, running missions for one while gathering important information on fleet positions and composition to sell to the other. It was a dangerous game to play, and more than a few cells disappeared 'mysteriously' before the war was over. Many others saw where things were headed before the end of the conflicts and called it quits long before the destruction of the Narn Homeworld, counting their gains as good enough before they earned the wrath of the power-maddened Centauri.

After the war, however, the Raiders took on a new role. Being used by the Narn Resistance to courier refugees and weapons to and from the resistance, for an exorbitant fee of course, several cells found themselves selling the very same arms they bought from them back to the Narn for a hefty profit. Some found a better market in retrieving lost or running Narn, delivering them quickly back into the hands of the Centauri for a sizeable finder's fee. This was, of course, if the captured Narn could not pay more to be *forgotten*. It was not long after the first sightings of the Shadows that most Raider cells took a step back from the major players, hoping to seem far too small to be noticed by the new galactic enemy.

Raiders have played courier and smuggler for as long as they have cargo space to spare. Seen often as 'low risk'

jobs that have little direct threat involved – unless working for a particularly nasty or vindictive criminal organisation or boss – these are nicknamed 'white runs' for the level of personal risk required. If things get too thick or dangerous a retreat and retry can be attempted later, where a violent convoy raid will be a missed opportunity if the original window closes. Delivering illegal items such as slaves and Dust to inhabited docks and stations has its share of security entanglements but an arrest or two rarely cripples a cell if a white job goes awry. Most likely, their arrest will open a clear window for a second related job, and no money will be lost.

Not all Raider cells are actually 'raiders' in the common sense of the term. Some are merely low-technology attack fleets formed for reasons completely unrelated to profit in any way. Mostly consisting of political or religious groups, or the rare personal vendetta, these cells are often unofficially funded by their parent organisations or supporters, or even fuelled by the damage they inflict and the spoils of their enemies.

One of these groups is a splinter cell of the Sh'lassan Empire, very dark-skinned humans that colonised a high-radiation system early in the days of the Belt Alliance. Although human by all regards, many of the Sh'lassens do not feel they are truly a part of the Earth Alliance at all. Unlike the Mars Resistance, who merely want to be considered a sovereign state, the Sh'lassan Empire wants to be recognised as its own government with no ties to EarthGov at all. They have gathered a rather large armada of Raider-style vessels and 'acquired' Gaim, Vree and Markab warships, and have more or less successfully blockaded several of their planets. This includes what they consider their Imperial Homeworld and rumour has it that they are nearly complete in constructing a planetary defence grid to bolster their enforced independence. The Earth Alliance has far closer issues with colonies such as Mars and Proxima III to worry about

than to try and send anything but negotiators to the Sh'lassens.

More recently, after the fall of President Clark's paranoid 'Earth first' campaigns, his secret police force – the Nightwatch – were publicly disbanded and ordered to cease their anti-alien propaganda war. This did not stop a vast number of their more powerful agents, and from 2262 on there have been sightings of small Raider fleets bearing the same insignias as the Nightwatch once wore. These attacks have been unsurprisingly targeting lesser alien convoys and typically have been only successful against much smaller numbers. Even with their assessment as a low priority enemy, Nightwatch may still have some powerful friends in dark places.

Humans are not alone in their not-for-profit Raider cells, with one of the largest belonging to the reclusive and peaceful Abbai. Normally focused solely on the defence of their own people, and now the people of the Interstellar Alliance, the Abbai are rarely questioned in matters of protection or non-lethal dealings. It is absurd to think that the Abbai would foster a cell of Raiders at all – but they have and do. Ever since the beginning of the League of Non-Aligned Worlds the Abbai have tried to keep peace amongst the other member races, but always to no avail outside of their Matriarchate. A revolutionary and covert fleet of decommissioned Abbai ships and cobbled Raider-styled battlewagons, the Buiyovli (translated roughly to *controlled flow* in Abbath) is a frighteningly offensive force used by the Abbai to intercede on behalf of smaller League systems during member conflicts. Rather than risking expensive new vessels by taking a stand, they expend cheap and replaceable 'scrap fleets' to wear away at the offender until they eventually feel it too costly to continue their folly! These 'Raiders' do not destroy opposing ships often, preferring to take prisoners for the Matriarchate to bring before a League panel for judgement.

It is not common for a Raider cell to have anything other than his next big score in his sights, but those who plan on making a living at it should truly realise what sort of life they will no doubt lead. Running from one legal force to the next, trying to avoid getting caught long enough to join up with another cell. Some will be forced to drop tens of thousands of credits worth of cargo to get by; others might have to abandon entire ships at port if they are not willing to suffer the ramifications of their deeds. It is a stressful and hectic life filled with dead-end deals and hard to manage situations, but it is an adventure that could set someone up for a very long time if it works out.

When undertaking any sort of engagement, a Raider fleet leader should never let better technology or faster ships get him down – nothing stings more to a career military officer like being duped by ‘lowly Raiders.’ It does mean that every shot has to count and that any situation could call for a full retreat, possibly even leaving behind your friends and cellmates just to slow down the authorities.

When engaged in a fleet battle with something other than civilian tankers and police cutters, Raider forces must hit hard to cripple as early as their second-rate weaponry will allow. Each ship damaged in any way is a small

victory towards the greater one, because a crippled vessel not only cannot harm you but they may also be claimed for salvage after a battle is won. This is the main purpose for the swarms of Delta-Vs every Raider ship packs full of.

Small and difficult to hit, the Delta-Vs’ sole role in the fleet is to dogfight against other fighters, keeping them away from the sometimes-cumbersome battlewagons. They can be used in a pinch as ‘system snipers’ against space stations or larger capital ships, but most vessels that large carry adequate anti-fighter defences. Raider commanders that order suicide runs against Earth Alliance capital ships or Abbai defence frigates will soon find themselves staring at empty fighter bays and the bodies of an equal amount of dead pilots.

Battlewagons of any variety pack a pretty decent punch for being patchwork capital ships, and they work well in pairs. One ‘wagon pours on the direct fire into a target while one releases fighters, then the other does the same to cover both his fighters and the other ship playing carrier. When all fighters are away, all offensive fire should be aimed at the greatest threat to the fighter wings – unless of course the battlewagon feels more endangered. After all the Delta-Vs carry less than an hour of life-support and would be dead anyway if their carrier is destroyed!

Each Raider cell commander has his own style of attack, and many evolve around the types of vessels that they routinely gain access to. For instance, a Raider fleet that commonly steals Brakiri warships will use longer range weaponry to soften a target before sending in the waves of short-ranged Delta-Vs and battlewagons. Contrarily, a force allied with the Drazi – perhaps even the Choshaka itself – will steamroll into a battle with engines blazing, hoping to burrow deeply into the enemy before releasing a cloud of particle and pulse cannon fire in all directions. A lot depends on the willingness for loss the commander has and how little he cares for the lives of his cellmates.

There are dozens upon dozens of Raider cells in existence throughout the galaxy, even during the height of the Interstellar Alliance and their constant meddling patrols. When one cell is destroyed or routed, two others pop up elsewhere to distract the authorities – then another creeps into the original cell’s place! Greed is universal, and too many societies make it too easy to assemble sizeable Raider fleets in a surprisingly short amount of time. Rare to see in a military battle, the Raider forces scattered along the jump routes and travelled places are a constant. It will be a great day when all places are free of them, but it is a day *long* off.

The Raiders Fleet List

The following forms the entire fleet list for the Raiders.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Delta-V Wing (6 flights)
Double-V Wing (4 flights)
Raiders Modified Freighter

Priority Level: Skirmish

Strike Carrier

Priority Level: Raid

Battlewagon

Space Stations

Raiders Base

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 Delta-V 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.

Raiders Fleet Special Rules

The following special rules apply to all Raiders fleets.

Allied Fleets: Raiders are renowned for using any ship they can steal or buy to supplement their own jury-rigged Delta-Vs, Strike Carriers and Battlewagons. A Raider fleet will nearly always have a few League ships that it has managed to commandeer through any number of dubious or illegal means.

When using a Raiders fleet, you may spend 1 Fleet Allocation Point of your allowance on ships from one of the following fleet lists; Abbai Matriarchy, Brakiri Syndicacy, Drazi Freehold or Vree Conglomerate.

In campaign games, the Raiders may have a maximum of 1 Fleet Allocation Point at Battle level spent on allied ships at any one time. They are not restricted in this way when choosing fleets for individual scenarios – in theory, the Raiders could field ships bought from another fleet list with nothing from the Raiders fleet if the scenario was at Patrol level.

Scavengers: While Raiders generally possess no great technological expertise, they are masters of finding buyers for rare and expensive items. Looting derelict ships is a common pastime for any force of Raiders, and is usually a lot easier than forcing live prey to surrender.

In campaign games, if a Raider fleet wins a scenario and has at least one ship on the table at the end of the game, he may opt to scavenge any enemy ships that are running adrift or left as burned out hulks (results 1–9 on the Damage table on page 9 of Book One) and are still on the table. While the advanced parts scavenged will likely be of no use to the Raiders themselves, they will easily be able to sell them on to the highest bidder. The Raiders fleet will immediately receive a number of RR points for each running adrift enemy ship left on the table, according to their Priority Level, as shown on the table below.

Ship's Priority Level	RR Points Gained
Patrol	2
Skirmish	4
Raid	8
Battle	15
War	25

Destroyed enemy ships (not those that have exploded) will yield half the number of RR points listed on the table above, rounding down.

Raiders Initiative: +0

Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board.

Speed: 6 **Hull:** 6 **Crew:** — **Dogfight:** — **Special Rules:** Breaching Pod, Dodge 5+
Turn: SM **Damage:** — **Troops:** 1 **Craft:** — **In Service:** 2203+

Patrol (Wing)

Delta-V Flight

Favoured by raiders and smaller military forces, the Delta-V (also called the Zephyr) can be found throughout the galaxy. Though lacking the strengths of heavy fighters from the main races, the Delta-V is capable of atmospheric flight, thus greatly increasing its utility for minor military powers.

Speed: 8 **Troops:** —
Turn: SM **Dogfight:** +0
Hull: 3 **Craft:** —
Damage: — **Special Rules:** Atmospheric, Dodge 2+, Fighter
Crew: — **In Service:** 2190+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	2	Weak



Patrol (Wing)

Double-V Flight

Developed by raiders as a means of increasing their firepower, the Double-V is effectively two Delta-V's welded together, one atop the other, and modified into a single craft. The result is a craft with better armour and capable of carrying missile racks and heavier guns, though this comes at the cost of its manoeuvrability.

Speed: 8 **Troops:** —
Turn: SM **Dogfight:** -1
Hull: 4 **Craft:** —
Damage: — **Special Rules:** Dodge 3+, Fighter
Crew: — **In Service:** 2190+

Weapon	Range	Arc	AD	Special
Twin-Linked Light Particle Gun	2	T	4	Twin-Linked, Weak
Missile Rack	4	T	2	AP

Patrol (Wing)

Raiders Base

Like much of Raider technology, this base is a design stolen from others and then refitted to provide a centre of operations. From here, thousands of Raiders may sally out to prey on commercial shipping until they are inevitably located and attacked. Because of this, many Raider groups refuse to own such a large and tempting target that pins them down to a single system. In truth, many Raider bases are simply extensions of their leader's ego.

Speed: — **Damage:** 800/400/200 **Craft:** 16 Delta-V flights
Turn: — **Crew:** — **Special Rules:** Carrier 6, Defence Network 8, Immobile, Interceptors 10, Space Station, Targets 3
Hull: 5 **Troops:** 25 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	24	—	6	Twin-Linked
Railgun	20	—	4	AP, Double Damage
Particle Blaster	15	—	6	Twin-Linked

Battle

Battlewagon

Raid

Battlewagons are actually civilian ships (usually bulk transports or ore freighters) bought or stolen by Raiders and then upgraded with heavy armour, pulse weaponry and laser cannon. It is used primarily as a base of operations for pirating fleets but can also act as a frontline warship should the Raiders ever be confronted by military cruisers. Though slow, the Battlewagon is very well armoured and has enough weaponry to defend itself and any allies before jumping to hyperspace to destruction.

Speed: 6 **Damage:** 35/8 **Craft:** 4 Delta-V flights
Turn: 1/45° **Crew:** 40/10 **Special Rules:** Interceptors 2, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2242+



Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	B	3	Beam, Double Damage, Super AP
Medium Pulse Cannon	10	F	10	—
TwinParticle Array	8	A	6	Twin-Linked, Weak
Particle Beam	4	F	4	Anti-Fighter, Weak
Particle Beam	4	A	4	Anti-Fighter, Weak
Particle Beam	4	P	4	Anti-Fighter, Weak
Particle Beam	4	S	4	Anti-Fighter, Weak

Raiders Modified Freighter

Patrol

Enterprising Raider groups will sometimes capture the vessels they prey upon, rather than simply loot their cargo. Refitting them with armour and upgraded weaponry, they are then added to the growing Raiders fleet in order to attack the next victim. Some Raiders find this a very profitable exercise, though others believe it to be more trouble than it is worth.

Speed: 4 **Damage:** 12/3 **Craft:** None
Turn: 1/45° **Crew:** 12/3 **Special Rules:** None
Hull: 5 **Troops:** 1 **In Service:** 2190+

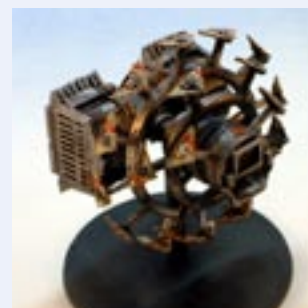
Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	8	F	3	—
Medium Pulse Cannon	8	A	3	—
Medium Pulse Cannon	8	P	3	—
Medium Pulse Cannon	8	S	3	—
Particle Beam	4	T	2	Anti-Fighter, Weak

Strike Carrier

Skirmish

Much like the Battlewagon, the Strike Carrier is a converted ship used by the Raiders to fulfil a specific function. Typically built upon the hull of space liners, the Strike Carrier has extensive weapon upgrades and is ringed by a set of rails designed to hold Delta-V fighters. This allows the four flights commonly carried to be launched and recovered very quickly, vital when commerce raiding. The liner hull also grants other benefits to the Raiders, such as relatively luxurious quarters and artificial gravity for prolonged operations. However, as a frontline warship, the Strike Carrier is usually found wanting.

Speed: 6 **Damage:** 32/7 **Craft:** 4 Delta-V flights
Turn: 1/45° **Crew:** 54/12 **Special Rules:** Carrier 4, Jump Point
Hull: 4 **Troops:** 3 **In Service:** 2247+



Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	8	—
Medium Pulse Cannon	10	P	4	—
Medium Pulse Cannon	10	S	4	—
Particle Beam	4	F	6	Anti-Fighter, Weak
Particle Beam	4	A	6	Anti-Fighter, Weak
Particle Beam	4	P	6	Anti-Fighter, Weak
Particle Beam	4	S	6	Anti-Fighter, Weak

Campaigns: Refits and Other Duties

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

Raiders 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 the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Point Defence:** The ship gains a small weapon system designed to destroy close in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
- 5 **Hardened Structure:** The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
- 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 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Enhanced Interceptor Network:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. 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 +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Raiders Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to another Raiders group has paid off well. You may immediately add one Raider ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **Lightning Attack:** With typical Raider aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
- 4 **Now You See Me...:** This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 5 **Raiding Force:** This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
- 6 **Veteran Fighter Pilots:** A squadron of mercenary pilots volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
- 8 **Veteran Engineers:** Mercenary engineering crew have joined this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Raiding Force:** This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
- 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 Points 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 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Narn or League fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Civilian Shipping

THERE ARE A wide variety of spacecraft and artificial satellites beyond the range of warships this book has already studied. From small tramp traders to immense spacedocks, most races employ these to safeguard their worlds, ensure continued trade and support their military fleets.

Some scenarios, such as Convoy Duty, specify when and how to use some of these craft. The others are provided here to give you a start in creating your own scenarios. Perhaps you want to play out a vicious planetary assault, blasting through the picket lines and rows of orbital defence satellites in order to dominate a world, or maybe the defence of a vital set of spacedocks will be the objective. Mongoose Publishing provides miniatures for a lot of these craft and more are on the way! However, the ships here also give you an opportunity to use models from other manufacturers, combining them with your Babylon 5 fleets in order to create a truly diverse universe with races making a wide variety of different vessels for specialised tasks.

Civilian Trader

There are dozens of different classes of ship used by private individuals to provide relatively cheap cargo carrying services, but most are similar in capability. Their small size allows for low running costs and also the ability to dock directly with most space stations, allowing for cheap cargo transfers that do not require extensive work within space. Still, most private traders live a hand-to-mouth existence and one poorly chosen job can often spell financial disaster.

Speed: 7 **Damage:** 8/3 **Craft:** None
Turn: 2/45° **Crew:** 10/4 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** —



Weapon	Range	Arc	AD	Special
Light Particle Beam	4	T	2	Weak

Corporate Freighter

Operating at vastly inflated profits compared to those of the small-time mercantile companies, corporations are capable of sending extremely large freighters into space, maximising on the value of the cargoes they carry between different worlds. This freighter is typical of many similar designs, being little more than a crew compartment and engines built around a framework that allows the carrying of eight universal cargo pods. Rather than experiencing lengthy delays at any port of call while cargo is unloaded, the freighter can simply detach its cargo pods and pick up the next consignment within a few hours. Some freighter captains have been known to drop their cargo pods while being pursued by raiders in an effort to increase speed though this is never encouraged by their employers.

Speed: 4 **Damage:** 12/3 **Craft:** None
Turn: 1/45° **Crew:** 12/3 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** —



Weapon	Range	Arc	AD	Special
Particle Beam	8	T	4	Weak

Corporate Tanker

Similar in construction to the freighter, the tanker replaces cargo pod hangers with vast tanks capable of carrying a variety of different gases or liquids. Such vessels are the lifeline to many desolate worlds with few resources of their own. Attackers wishing to pirate a tanker are cautioned to take care, lest an over zealous shot penetrate a tank and destroy the entire vessel.

Speed: 4 **Damage:** 12/3 **Craft:** None
Turn: 1/45° **Crew:** 12/3 **Special Rules:** None
Hull: 4 **Troops:** 1 **In Service:** —

Weapon	Range	Arc	AD	Special
Particle Beam	8	T	4	Weak

Note: If a tanker is destroyed, it will automatically explode, as detailed on p9 of Book One. Tankers that are merely running adrift after being reduced to zero Damage will not explode in this fashion.

Patrol Boat

Not every government can afford to keep frontline military vessels in every system under its control without stretching its military to breaking point. Even in the heart of great empires, it is quite common to see small patrol boats, small and cheap armed vessels designed to keep light raiding activity and criminals under control, as well as stall larger invasions. These craft have no chance against a main warship but their presence stretches the capabilities of their fleets for little extra cost.

Speed: 8 **Damage:** 8/2 **Craft:** None
Turn: 2/45° **Crew:** 9/2 **Special Rules:** None
Hull: 5 **Troops:** 1 **In Service:** —

Weapon	Range	Arc	AD	Special
Particle Gun	6	T	4	Weak
Particle Beam	2	T	1	Anti-Fighter, Weak

Spacedocks

A common sight in orbit of a hundred worlds, spacedocks provide facilities for even the largest vessels to be stripped down, maintained and refitted as required. A combination between a space station and a repair/rearmament facility, spacedocks are vital to the support of any fleet and provide logistical chains to the frontline of battle.

Speed: — **Damage:** 300/150/75 **Craft:** None
Turn: — **Crew:** — **Special Rules:** Immobile, Interceptors 8, Space Station, Targets 3
Hull: 4 **Troops:** 10 **In Service:** —

Weapon	Range	Arc	AD	Special
Missile Rack	30	—	1	Precise, Slow-Loading, Super AP
Medium Pulse Cannon	15	—	6	—
Particle Beam	8	—	3	Anti-Fighter, Weak

Space Liner

An extremely large vessel, the liners used by corporations are incredibly expensive to run but are capable of carrying enough passengers and cargo between the stars that most civilians can afford to make the occasional trip for business or leisure. Liners are manufactured to be fairly luxurious, though their running costs ensure that this level of quality and comfort is rarely maintained for long and so many become pure workhorses, travelling between different worlds and generating profits for their owners.

Speed: 4 **Damage:** 30/12 **Craft:** None
Turn: 1/45° **Crew:** 32/12 **Special Rules:** None
Hull: 3 **Troops:** 1 **In Service:** —

Weapon	Range	Arc	AD	Special
Particle Beam	6	F	4	Weak
Particle Beam	6	A	4	Weak
Particle Beam	6	P	4	Weak
Particle Beam	6	S	4	Weak



PART III: SCENARIOS & CAMPAIGNS

Random Fleet Allocation Points

Several scenarios now use random Fleet Allocation Points, as noted in their individual entries. For such scenarios, both players roll 1d6, adding the totals together to see the result on the table below. This determines how many Fleet Allocation Points each player has with which to assemble their fleet.

2d6	Fleet Allocation Points
2	3
3-4	4
5-7	5
8	6
9	7
10	8
11	9
12	10

Note that many scenarios still utilise fixed Fleet Allocation Point numbers.

Battles in Hyperspace

Fighting a battle in hyperspace is always a mark of desperation for both sides in war. The discharge of high energies common in battle never bode well for vessels trying to navigate through this strange realm and the slightest hit or over-ambitious manoeuvre can cause a ship to lose its lock-on to its hyperspace beacons and send it wildly off course, left to roam forever in the netherworld.

Initiating a fight in hyperspace is never part of a well conceived plan and is often done in great haste. This alone makes an already dangerous situation perilous for the ships involved. There is no training and no experience that can prime a Captain for the trials he will face if his superiors throw caution to the wind and order him into battle.

Historical Note: There has never been a battle in hyperspace that did not end in disaster for both sides.

Scenario: Almost any existing scenario may be played with these rules, making things a lot more demanding for the players. However, given the complexities of fighting in hyperspace, it can be presumed that players will already have a lot on their minds. It is therefore recommended that simpler scenarios are used in conjunction with these rules, such as Call to Arms or Space Superiority.

Pre-Battle Preparation: No stellar debris is ever used in scenarios using the hyperspace rules.

Scenario Rules: The following rules are used when fighting battles in hyperspace.

- 5 The pulsing energy waves prevalent throughout hyperspace create havoc with sensors and other active systems. Regardless of whether ships have the Stealth trait or not, all ships in hyperspace battles have Stealth 4+. Ships with no or low stealth will be shielded by hyperspace shockwaves, which also disrupt those ships who use active means to gain stealth.
- 5 It is vital for ships to maintain their lock-on to their navigational beacons in hyperspace if they are to have any hope of finding their way back to realspace. In the End Phase of every turn, every ship must make a Crew Quality check. If a ship rolls less than a total of 6, it has lost its lock on its beacon. A -1 penalty is incurred if the ship fired any weapons in this turn. It also suffers a -1 penalty if it took any Special Actions and a -2 penalty if it is crippled. A ship that has lost its lock-on may continue to fight in the battle but will count as destroyed for victory conditions (the crew will spend the rest of their lives wandering hyperspace, hopelessly looking for a route back to realspace).
- 5 If a ship loses its lock-on to the beacon, it may re-roll the Crew Quality check so long as it is within 10" of a at least one friendly ship that is still locked on.
- 5 Missiles lose their Super AP trait. If you are using rules for variant missile types, missiles will also lose the AP trait if they possess it.
- 5 Players may not keep ships in reserve in realspace, to be brought into hyperspace. It is impossible to open a point in hyperspace with any real degree of accuracy and even ships with Advanced Jump Points are unlikely to appear anywhere near the battlefield. All ships present in the fleet must be deployed at the start of the fight.

Victory and Defeat: As scenario being played. However, if you are playing a campaign game, every surviving ship should be awarded an extra Experience Dice, regardless of whether it was on the winning or losing side in the battle.

Ambush

A small fleet has laid a trap for a much larger enemy. Using stealth, guile and surprise, it will launch a devastating attack and then quickly withdraw, leaving the enemy scattered, confused and unable to respond. That is, at least in theory, the plan. In reality, the ambushing fleet must use all its skill to avoid simply flying into the waiting guns of the enemy.

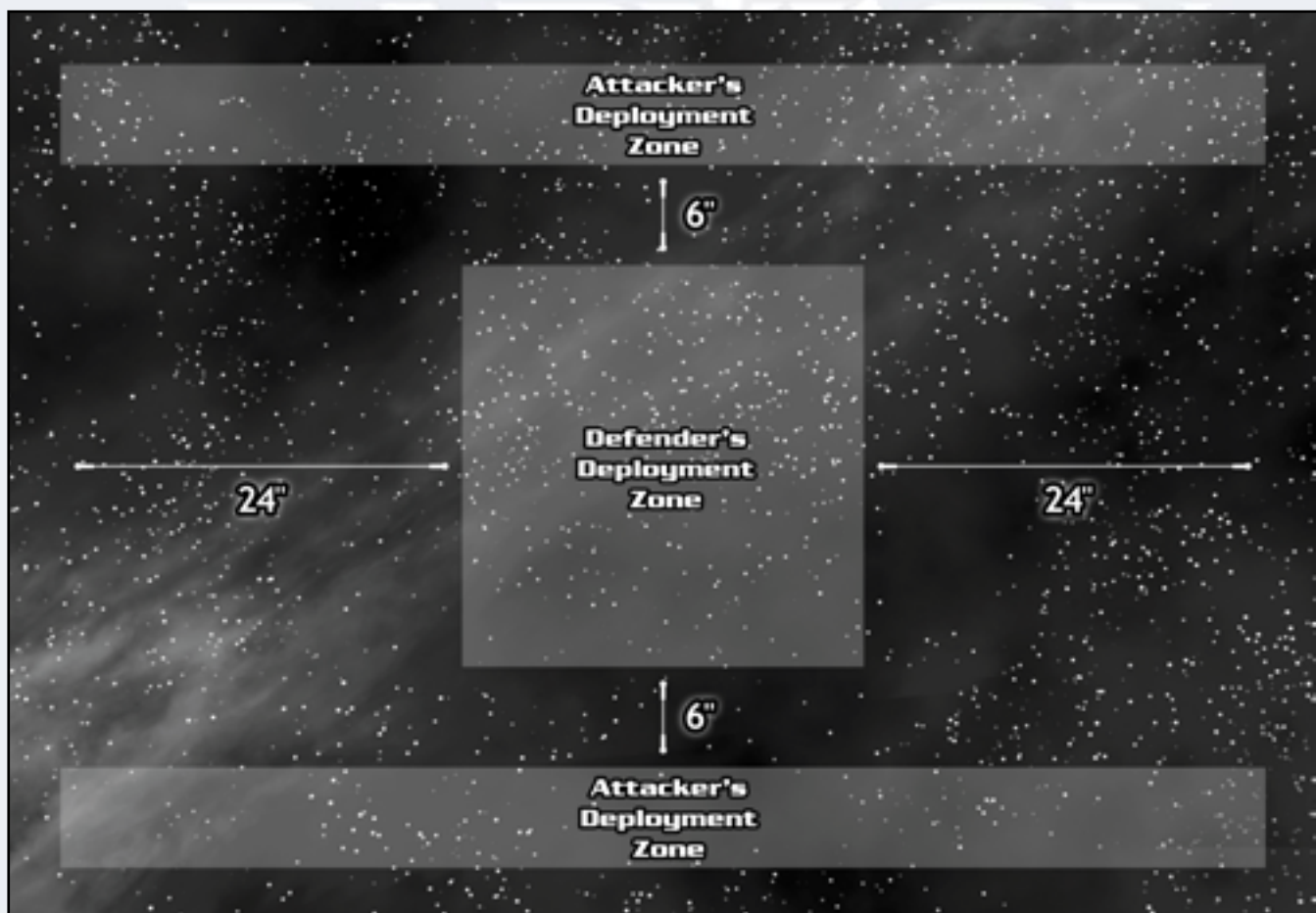
Fleets: The defender has 5 Fleet Allocation Points. The attacker has 3 Fleet Allocation Points.

Pre-Battle Preparation: The defending fleet is placed in the central deployment area marked on the map, with all ships pointing towards one short table edge. The attacker picks one of the deployment areas that run alongside the long table edges. He may place stellar debris how he wishes in this deployment area – all other stellar debris is generated randomly. He then places his ships in this deployment area though he is permitted to keep all but one ship in hyperspace, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

Scenario Rules: The attacker has one 'free' turn at the beginning of the battle. In effect, he may move and attack with his ships normally but the defending fleet may do nothing – its ships may not move, fire, take Special Actions or perform Damage Control. They must simply take the damage during this turn.

Game Length: Until the attacker has withdrawn or until one side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, the defending player does not gain Victory Points for ships that tactically withdraw.



Annihilation

For those safe in the headquarters of High Command, wars in space are slow, studied affairs, a far cry from the terror and unleashing of mighty energies that make a typical battle. There have been times in history, however, when the raw emotion of the fight has worked its way up to the highest levels. During these times of total war, it is not enough that a strategically important objective be taken. Nothing less than the total and utter destruction of the enemy will do, to wipe their fleets from the map and boil their planets with weapons of mass destruction.

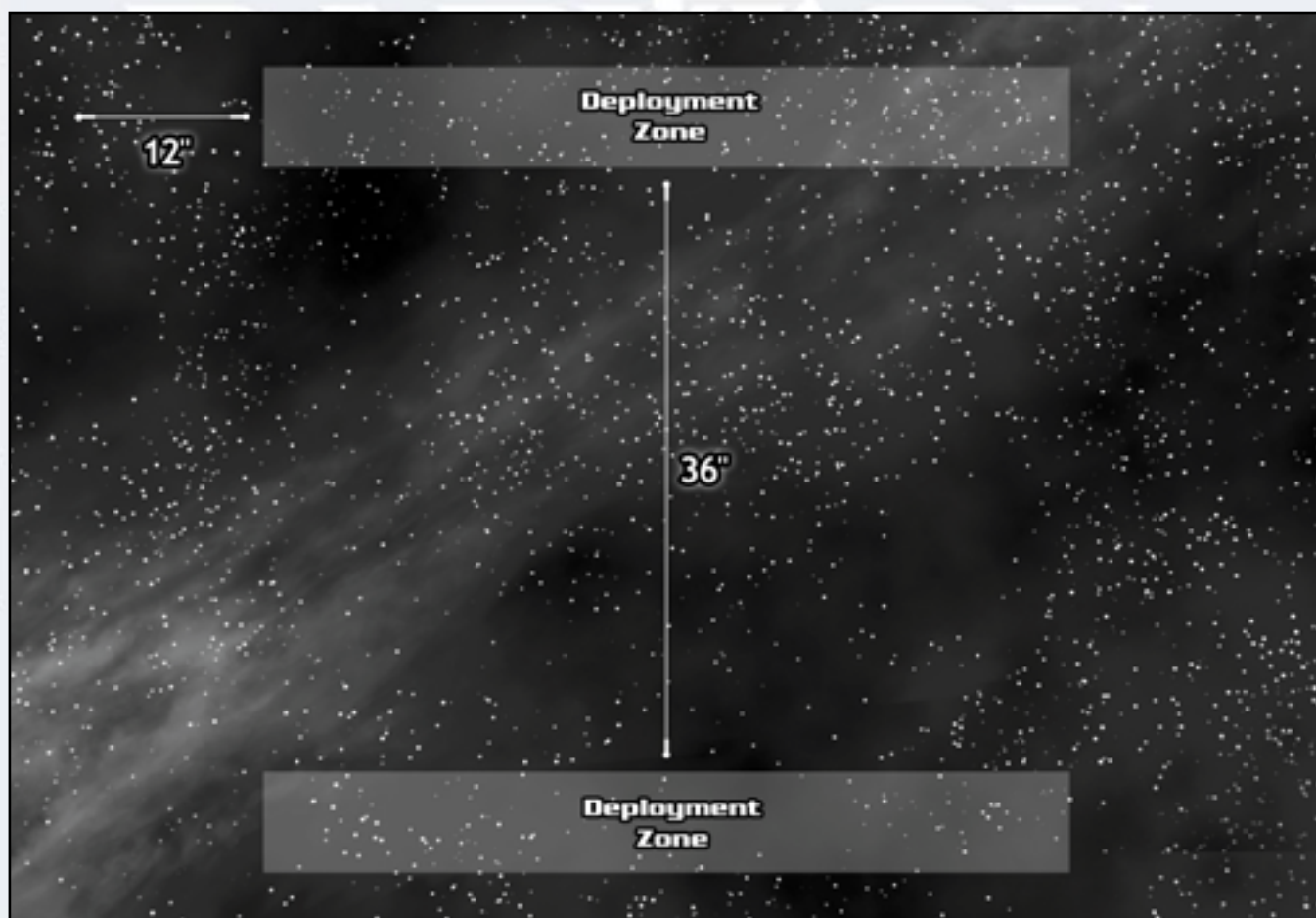
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

Pre-Battle Preparation: Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is generated randomly.

Scenario Rules: None.

Game Length: Until the victory conditions have been met.

Victory and Defeat: For the fleets involved in this battle, damage sustained by their own ships is of little importance so long as the enemy suffers more. This battle will continue until all the ships on one side have been destroyed. The winner is the fleet with at least one ship remaining on the table.



Assassination

War can get personal very quickly and even the High Command may begin taking an interest in particular personalities on the other side. Very often, in the midst of battle, fleets may be ordered to do everything they can to destroy a specific vessel. This may be a ship thought to be carrying an important personage, perhaps a military genius, or it may be home to an ace crew who have been dealing damage to the allied side out of all proportion to their normal tactical worth. Whatever the reason, orders have been given that under no account can this ship be permitted to live.

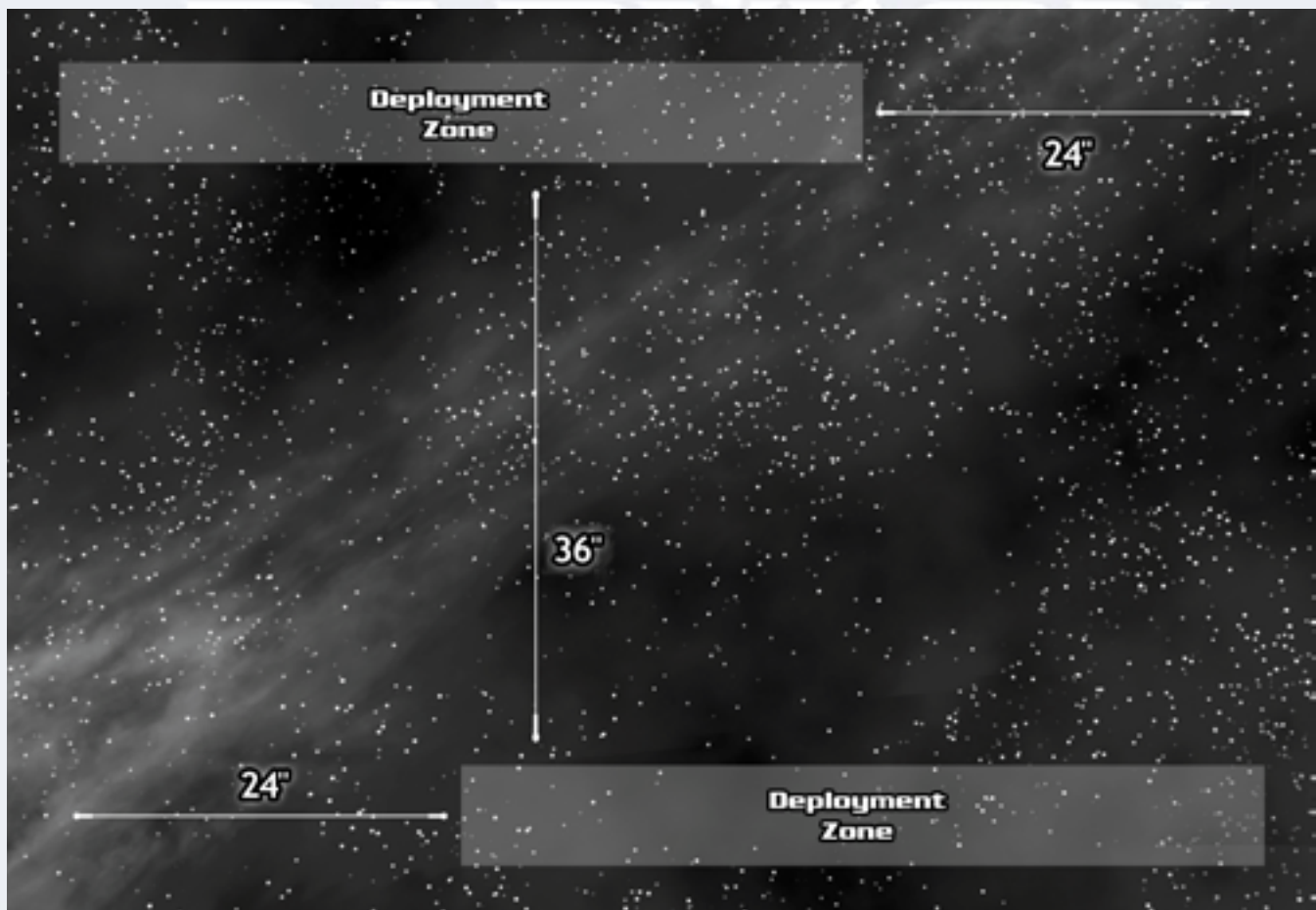
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

Pre-Battle Preparation: The defender deploys his fleet first. The attacker must nominate one ship in the enemy fleet at the highest priority level possible and secretly record its name on a scrap piece of paper. This ship is his target, the one marked for assassination. The attacker may keep up to half of his fleet in hyperspace at the beginning of the game, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait. Stellar debris is generated randomly.

Scenario Rules: None.

Game Length: 12 turns, or until one fleet withdraws or either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, the attacker will earn double the normal Victory Points for any damage done to his target ship.



Blockade

Rather than take the time and trouble to bring the enemy to battle, a large fleet will often simply blockade a system or other strategically important target. Forcing the enemy to run through this blockade, the fleet will have the chance of destroying its enemy piecemeal. For their part, the blockade runners have the chance of defeating the blockade and making their way through without engaging the larger fleet in a full-scale battle.

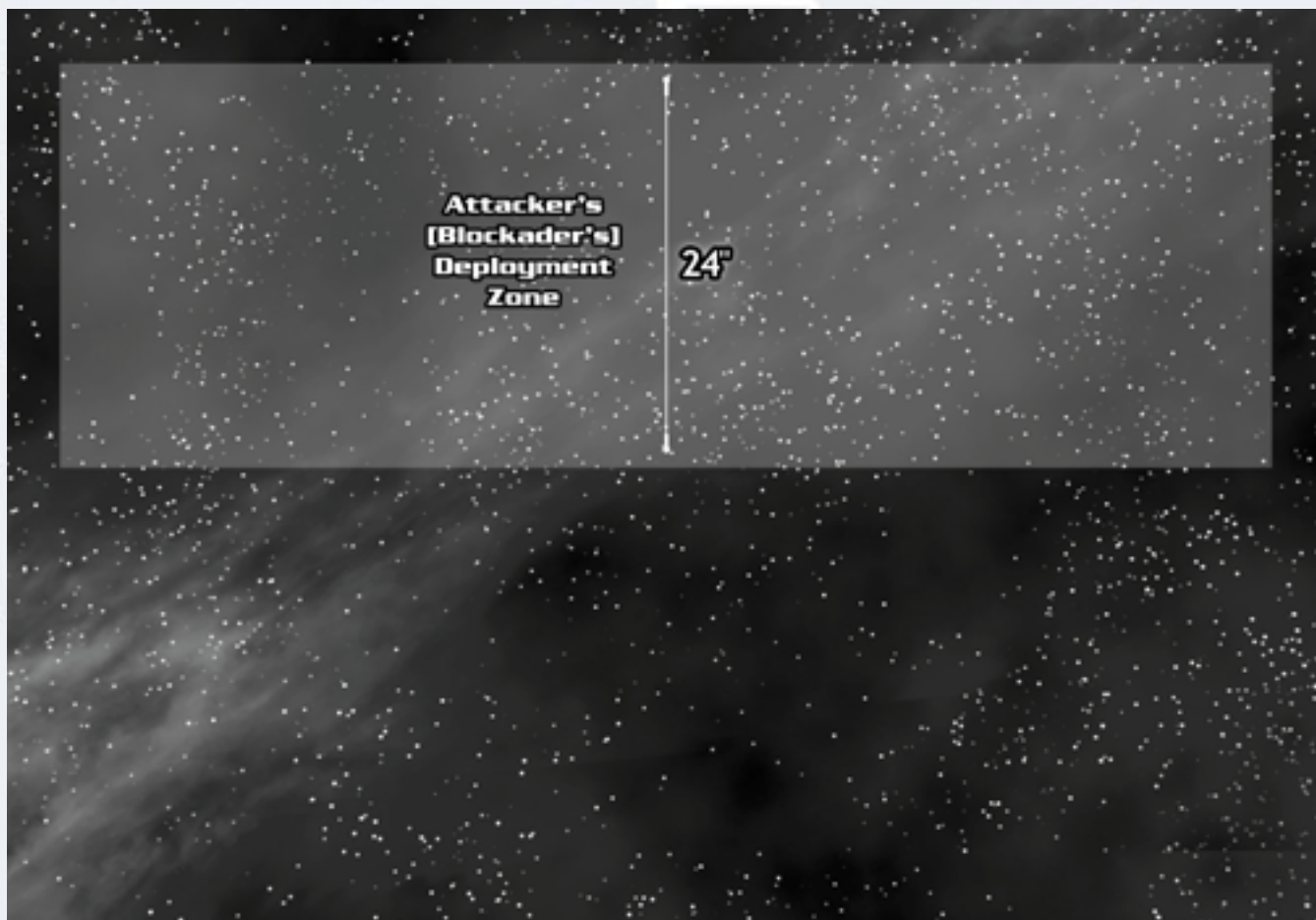
Fleets: The attacker (the blockader) has 5 Fleet Allocation Points. The defender (the blockade-runner) has 2 Fleet Allocation Points.

Pre-Battle Preparation: The blockading player deploys his fleet first. All ships must be pointing directly towards the opposite long table edge. The blockade-runner will move all his ships on from anywhere along this opposite table edge in the first turn. The blockade-runner may not use the Initiate Jump Point! Special Action as the blockader is successfully jamming his jump engines.

Scenario Rules: The blockade-runner has one 'free' turn at the beginning of the battle. In effect, he may move and attack with his ships normally but the blockading fleet may do nothing – its ships may not move, fire, take Special Actions or perform Damage Control. They must simply take any damage dealt during this turn. After this first turn, Initiative is rolled normally.

Game Length: 12 turns, or until the victory conditions have been met.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The blockading player scores Victory Points normally. The blockade-running player only scores Victory Points for moving ships off the blockader's long table edge. He gains the full VP value of every ship moved off the table in this way, regardless of its condition, as if it had been destroyed. The blockader's long table edge and the two short table edges are considered to belong to the blockader for the purposes of tactical withdrawal. The opposite long table edge is considered to belong to the blockade-runner.



Call to Arms

Every war has its first shots fired. In space, this often happens when two fleets have been put on high alert and hostilities are expected. Many patrols are sent out to gain intelligence on the enemy and when two opposing patrols meet, neither are likely to ask questions. The war begins with the small clash of these patrolling ships.

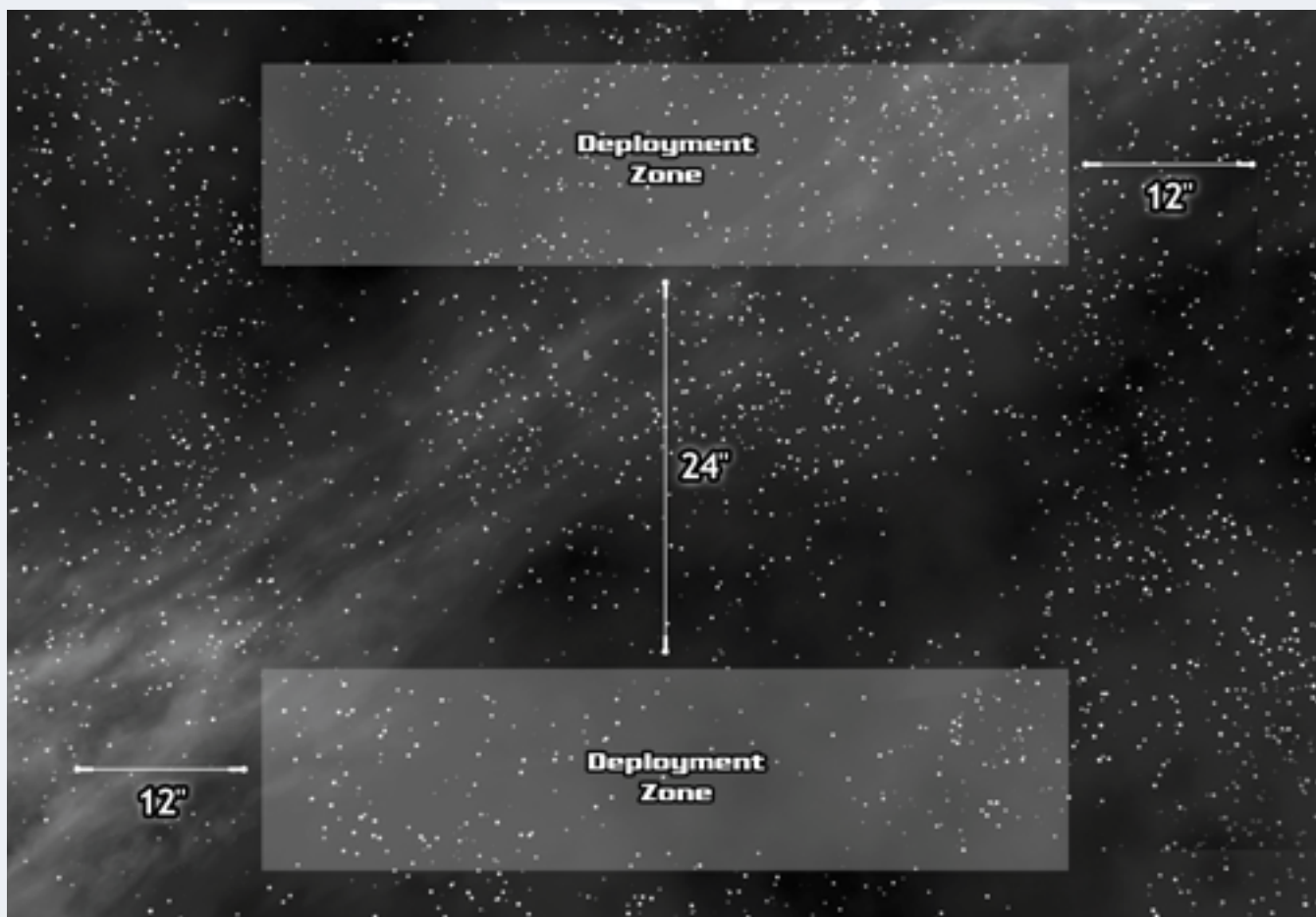
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

Pre-Battle Preparation: Roll for Initiative – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. This clash takes place in deep space and so no stellar debris or planets are required unless both players agree to their use.

Scenario Rules: None.

Game Length: 10 turns, or until either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins.unner.



Carrier Clash

Costing billions of credits, carrier ships are some of the most valued components in a fleet. Forming carrier groups with several escorting vessels, their Captains are expected to be able to win entire battles by themselves. To become the Captain of a carrier is to gain a position of immeasurable trust and responsibility and only the most tactically astute can ever hope to be rewarded in this way. When two carrier groups meet in battle, observers will be treated to some of the most exciting action possible in space combat.

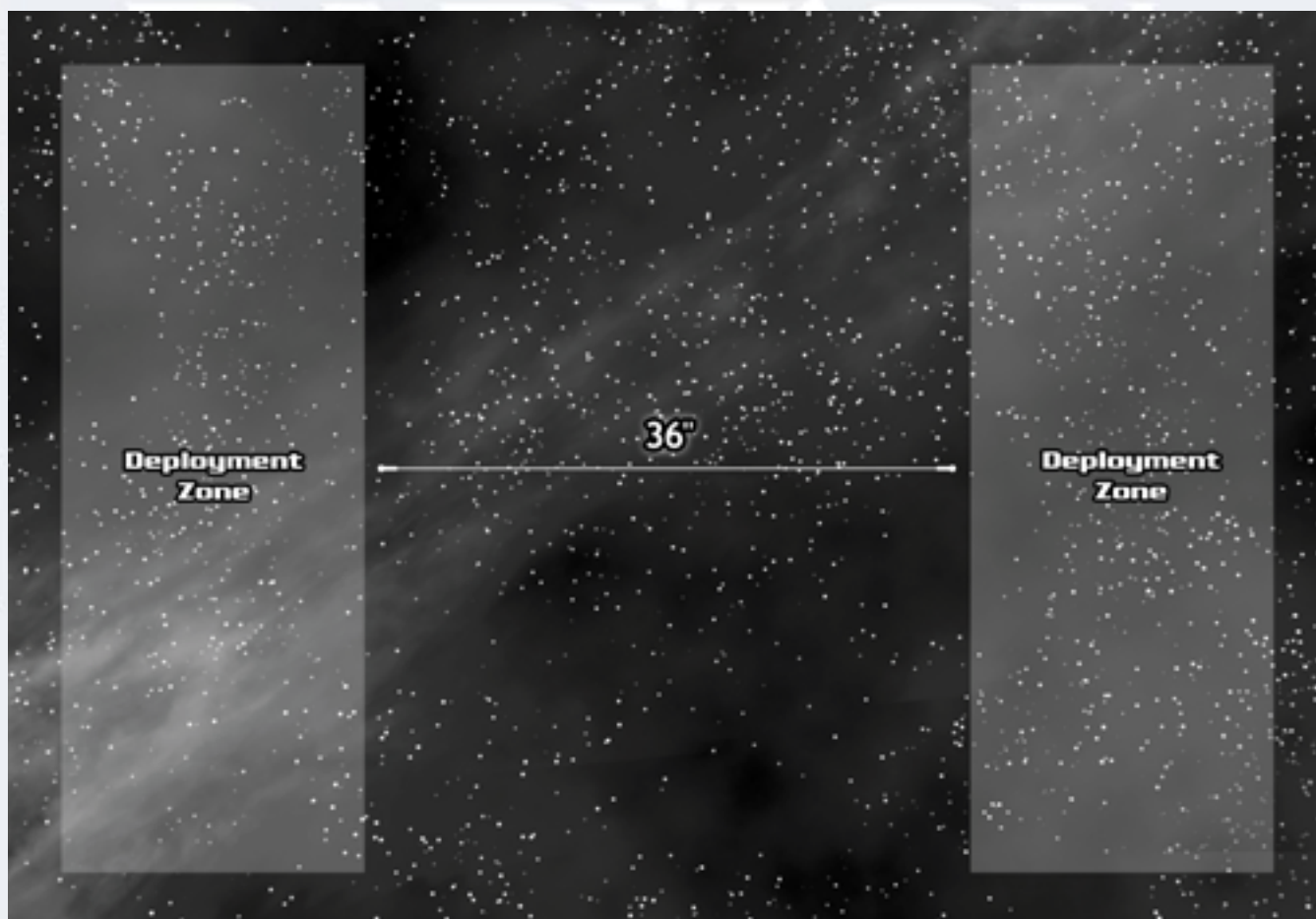
Fleets: Players have random Fleet Allocation Points. Both fleets must have one ship with at least two flights of auxiliary craft. All other ships in the fleet must be of an equal or lower Priority Level than the scenario.

Pre-Battle Preparation: Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is generated randomly.

Scenario Rules: None.

Game Length: 10 turns, or until either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The short table edges are considered to belong to the player who has his deployment zone there for the purposes of tactical withdrawal. The long table edges are considered to be neutral.



Convoy Duty

These two words can often fill a Captain with dread, for he is likely to look forward to nothing more than days of mind-numbing boredom, shepherding a group of slow-moving transports across space. However, civilian ships are vital during wartime, for they are often used to carry supplies, weapons and even troops across the battle zone and their safe arrival may be imperative to High Command.

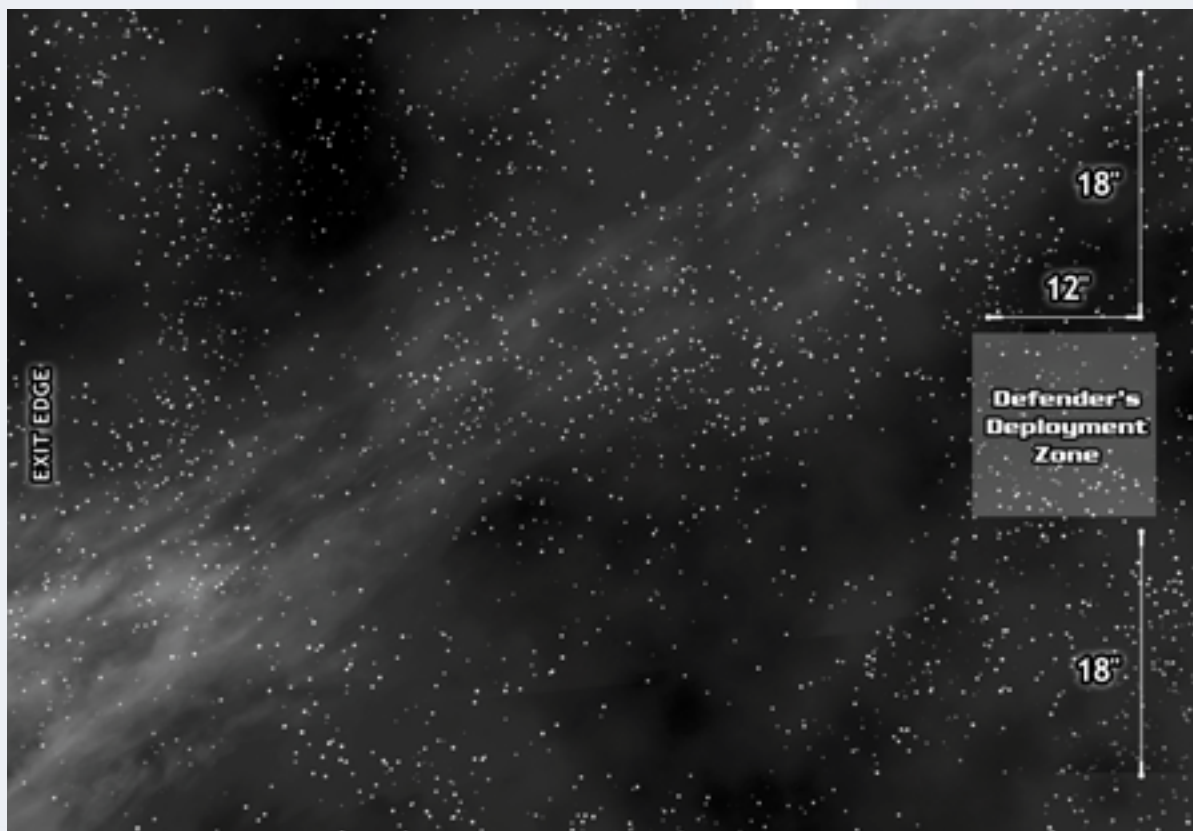
Fleets: The defending player has 5 Fleet Allocation Points. The defending player also has two corporate freighters. He may replace either corporate freighter with two civilian traders or both with a single space liner. These are the convoy ships he must protect. For every increase in Priority Level, the number of corporate freighters increases by two. A Priority Level: War game would therefore have ten corporate freighters. The defender may replace any or all of these with civilian traders or space liners as listed above. The attacker has 3 Fleet Allocation Points.

Pre-Battle Preparation: The defending fleet is placed in the deployment area marked on the map. The attacker does not start on the table. Instead, he will move his ships on from either long table edge during any turn he chooses. He is not required to move all his ships on from the same table edge, nor is he required to move them all on in the same turn. The attacker may also keep up to half of his fleet in hyperspace at the beginning of the game, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait. Stellar debris is generated randomly.

Scenario Rules: The convoy ships are always moved first each turn, before all other ships controlled by either player.

Game Length: Until the all convoy ships have either been destroyed or have left the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, the attacker will gain 2 VPs for every convoy ship he manages to completely destroy (but no other VPs are earned for destroying these ships). The defender gains 2 VPs for every convoy ship he manages to exit from the exit edge marked on the map and earns the usual VPs for destroying attacking ships. For the purposes of tactical withdrawal, the short edges are considered to belong to the defender while the long table edges belong to the attacker.



Flee to the Jump Gate

Sometimes a Captain has no choice but to flee. Whether carrying vital cargo, information that cannot fall into the hands of the enemy or simply fleeing from a superior force, the only victory for the pursued can be escape.

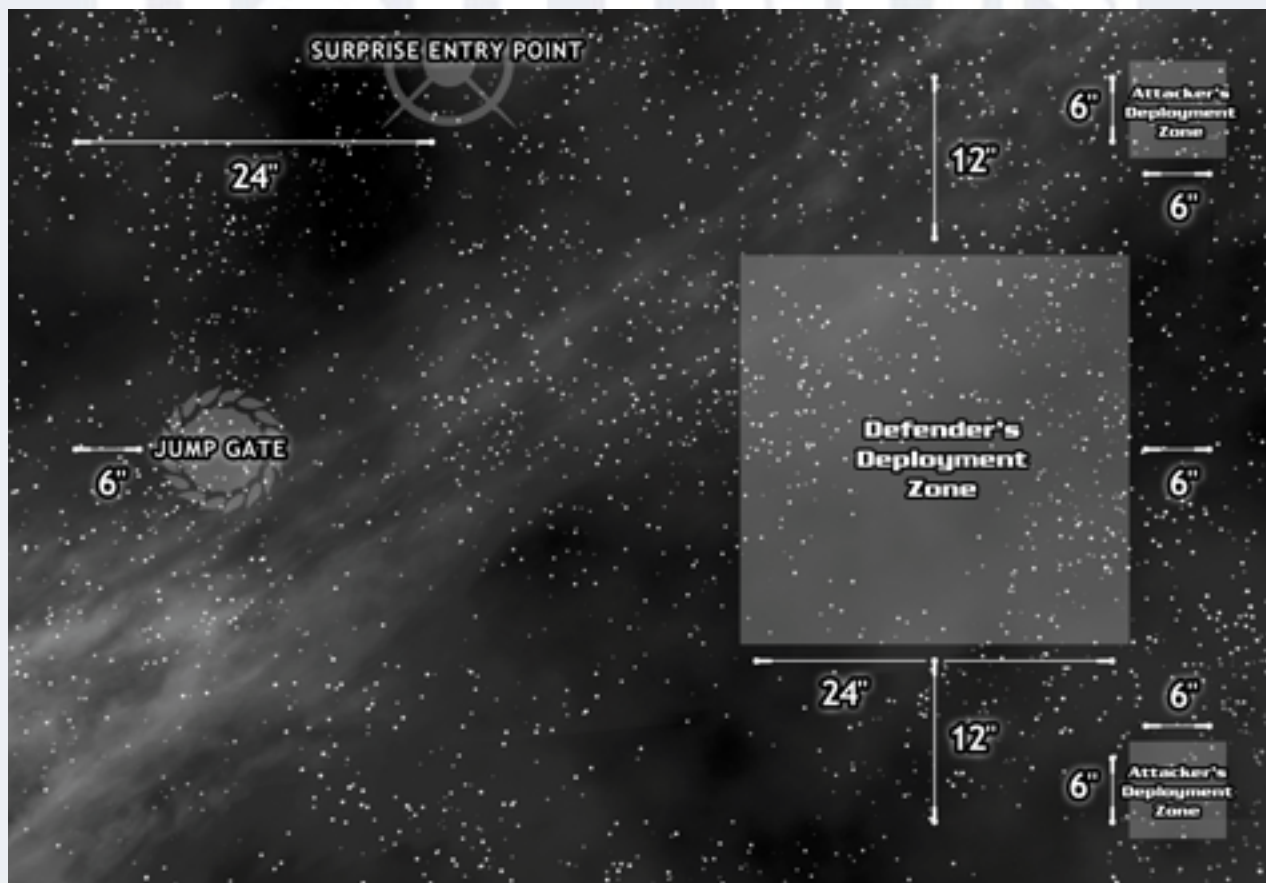
Fleets: The attacking player has 5 Fleet Allocation Points and chooses his fleet freely. At least one of his ships must have the Jump Point or Advanced Jump Point trait. The defending player has 3 Fleet Allocation Points.

Pre-Battle Preparation: A jump gate is placed on the table, as shown on the map. The defending fleet is deployed first, with all ships pointing towards the jump gate. The attacker then chooses up to two ships to be placed in his deployment zones at the far corners of the table behind the defending fleet. The rest of his fleet is kept in hyperspace; at least one of these ships must have the Jump Point or Advanced Jump Point trait. The defending player may not use the Initiate Jump Point! Special Action as the attacker is successfully jamming his jump engines. The jump gate is considered to belong to the attacker, as defined in the Advanced Rules chapter.

Scenario Rules: The attacker moves his main force onto the table from the Surprise Entry Point on Turn 2. He must have a ship that is capable of opening this jump point in hyperspace.

Game Length: 10 turns, or until the victory conditions have been met.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The attacker gains Victory Points as normal. The defending player gains the full VP value of every one of his ships that exit via the jump gate, regardless of its condition, as if it had been destroyed. The defender also earns the usual VPs for destroying attacking ships.



Recon Run

Information is critical in war and a lack of it can get people killed quicker than a neutron laser. Small squadrons of ships will often undertake breathtakingly dangerous missions just in order to gain a little knowledge of their enemy, making high speed passes while scanners probe targets for the slightest hint as to their true capabilities. Few ships on recon runs may make it back but if just one finds its way back to base, the information it carries may prove critical to the war effort.

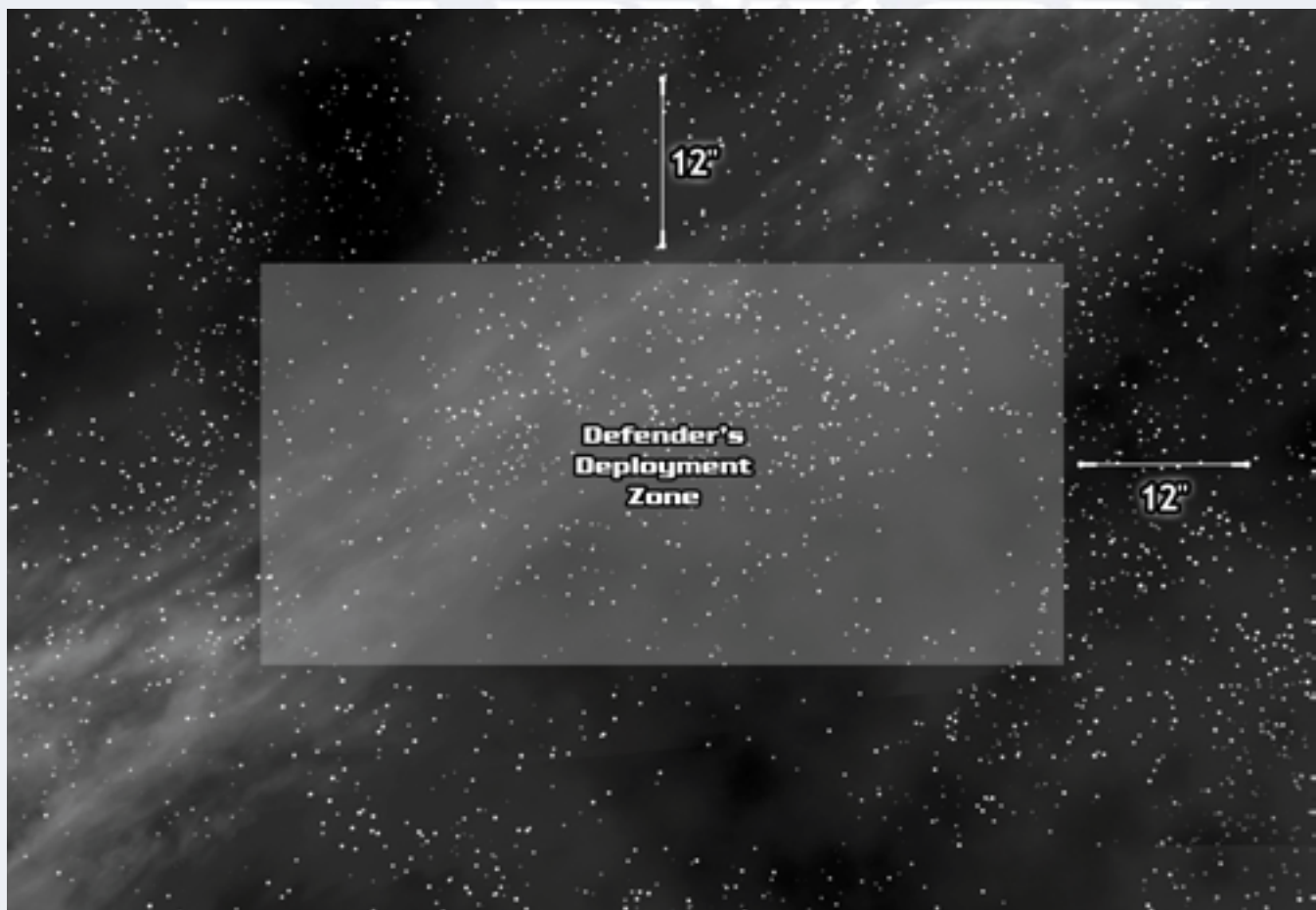
Fleets: The defender has 5 Fleet Allocation Points and chooses his fleet freely. The attacker has 3 Fleet Allocation Points.

Pre-Battle Preparation: The defending fleet is placed in the deployment area marked on the map. The attacker will move his ships on from any one table edge he chooses in the first turn of the game. The attacker may also keep up to half of his fleet in hyperspace at the beginning of the game, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait. Stellar debris is generated randomly.

Scenario Rules: The objective of this scenario is for the attacker to successfully scan as many enemy ships as possible. To do this, he must move a ship within 12" of an enemy ship and then roll 1d6, adding his Crew Quality score. On a 7 or more, he successfully scans the enemy. Each attacking ship can scan one defending ship per turn. However, they may not perform any Special Actions while doing so.

Game Length: 10 turns, or until every defending ship has been scanned.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, the attacker gains half of an enemy ship's destroyed VP value, rounding up, whenever he successfully scans it. Each enemy ship may only be scanned once.



Space Superiority

Once open war has been declared, opposing fleets will begin fighting for strategically important areas of each star system. In some cases, space itself may be possessed by a victorious fleet and this can be vital to the fleets of supply ships that will be required to keep the warships operational. These battles of space superiority can be vicious and may in themselves ultimately decide the winner of the war.

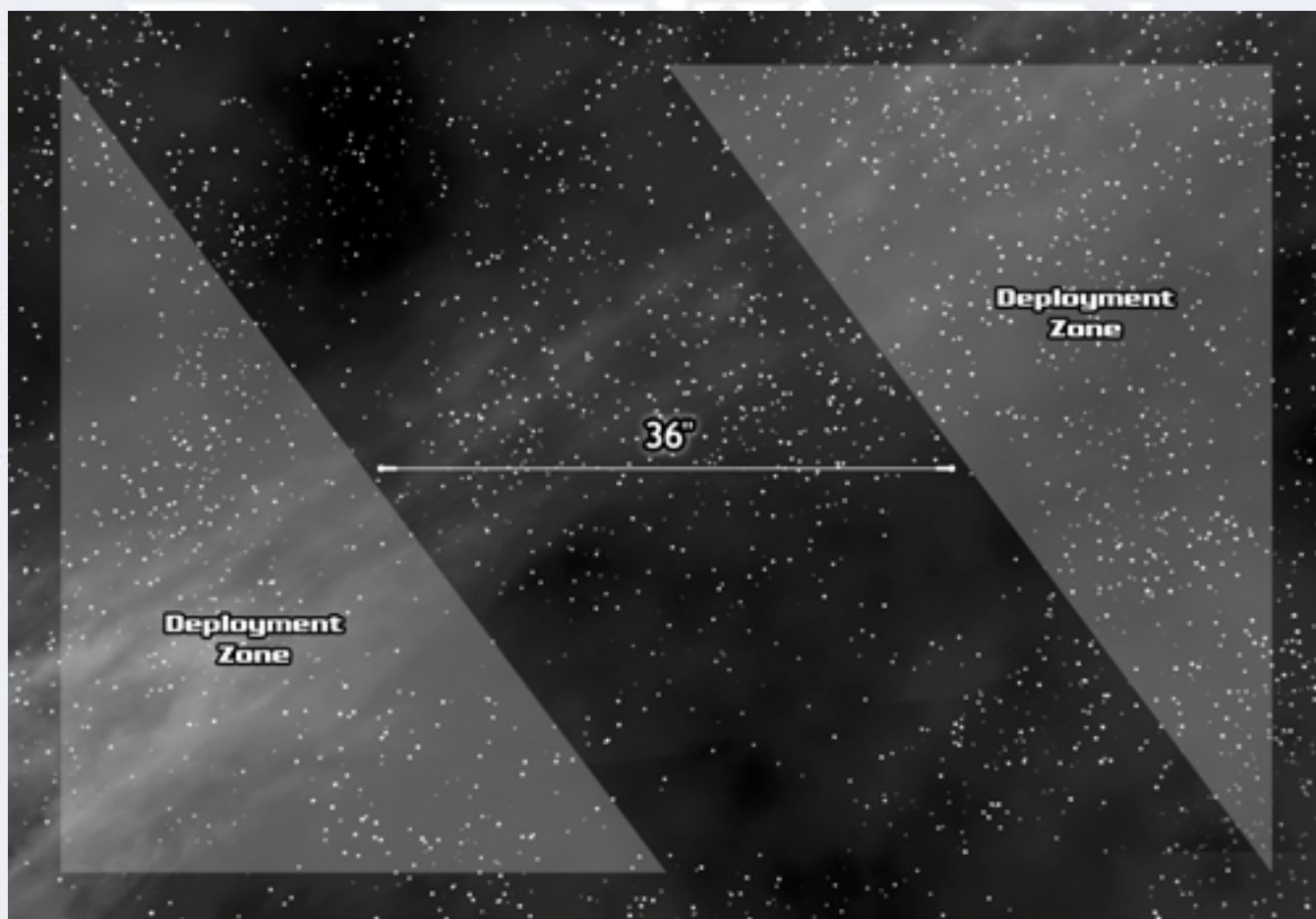
Fleets: Players have random Fleet Allocation Points and choose their fleets freely. Both players are permitted to keep up to half their ships in hyperspace, so long as they have at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

Pre-Battle Preparation: Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is generated randomly.

Scenario Rules: None.

Game Length: 10 turns.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, divide the battlefield up into a grid, where each grid square is 24" by 24". If a player has at least one ship in a square and no enemy ships, then he gains a bonus of 5 VPs. Crippled ships and those Running Adrift or on a Skeleton Crew may not claim a square in this manner. For the purposes of tactical withdrawal, each short edge is considered to belong to the player who deployed along its length. Long table edges are considered neutral.



Supply Ships

Supplies and logistics win wars more often than superior tactics and firepower, as anyone in High Command knows. The protection of supply ships is therefore of the utmost importance in any war and the destruction of an entire supply fleet is considered a great coup.

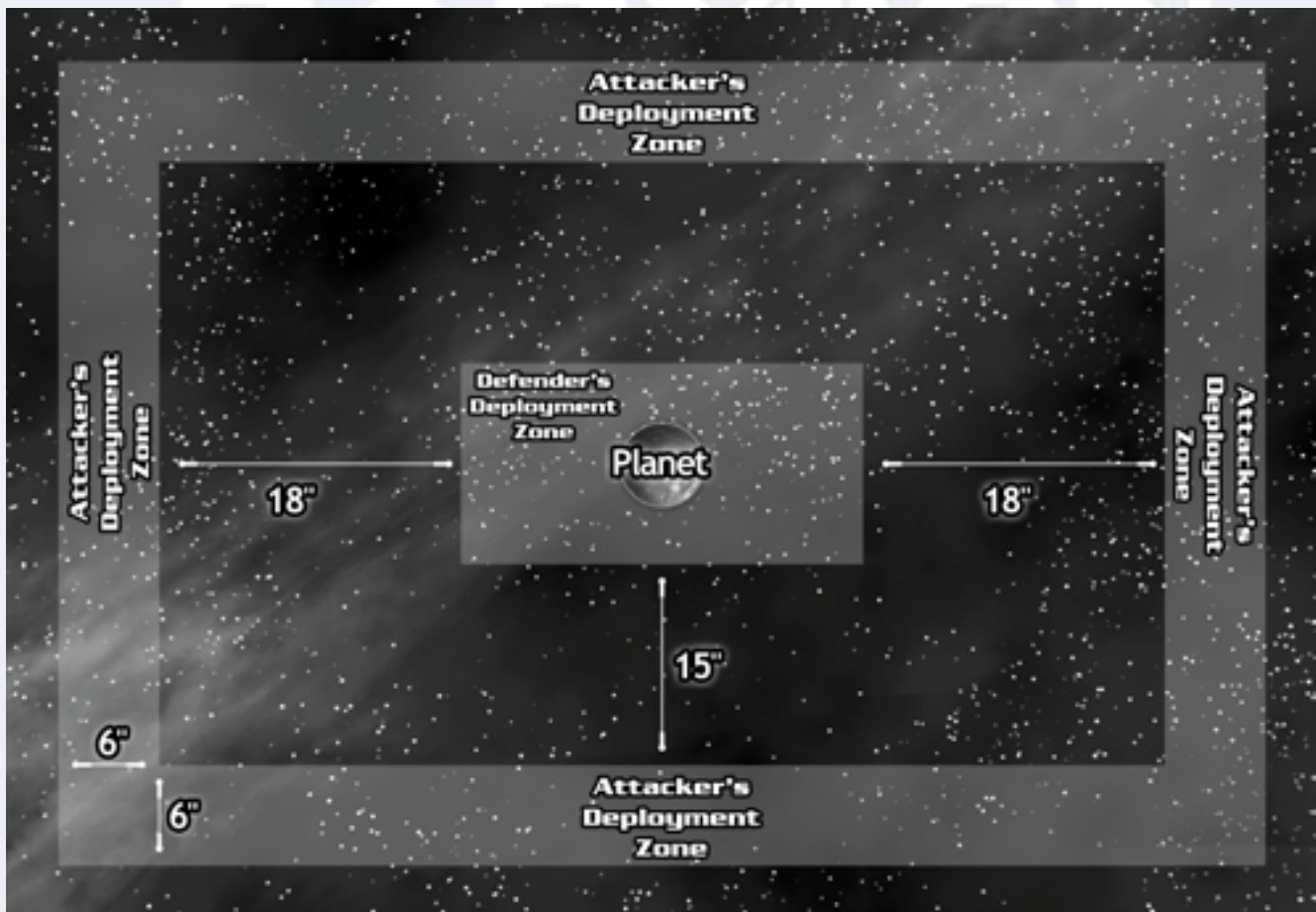
Fleets: Players have random Fleet Allocation Points and choose their fleets freely. The defending player also has two corporate freighters. He may replace either corporate freighter with two civilian traders or both with a single space liner. These are the supply ships he must protect. For every increase in Priority Level, the number of corporate freighters increases by two. A Priority Level: War game would therefore have ten corporate freighters. The defender may replace any or all of these with civilian traders or space liners as listed above. The attacker may keep up to half of his ships in hyperspace, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

Pre-Battle Preparation: The defending player deploys his entire fleet around the planet. The attacker then deploys his entire fleet in the area surrounding the planet.

Scenario Rules: The supply ships are always moved first each turn, before all other ships controlled by either player.

Game Length: 10 turns, or until either side has withdrawn or has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The attacking player gains a 2 point bonus for every supply ship he destroys (but no other VPs are earned for destroying these ships). The defending player gains a 2 point bonus for every supply ship that survives the battle. If the supply ships make a tactical withdrawal, they are considered to be destroyed with regards to Victory Points – if the attacker manages to force the supply ships out of the system, he will have done a great deal of damage to the defending player's logistics in this region of space.



Planetary Assault

This scenario depicts a showdown between two fleets. The defender has been hammered in past battles and been forced to retreat to a strategic strongpoint. The planet it is defending can be considered either a mere staging outpost or its very homeworld, depending on the Priority Level of the battle. The attacker has a tough fight ahead as planets are typically well defended but the ultimate prize of real territory lies ahead....

Fleets: The attacking player has 7 Fleet Allocation points to choose a fleet with. The defending player has 5 Fleet Allocation points and also gains extra defences, as described in the Planetary Assault rules.

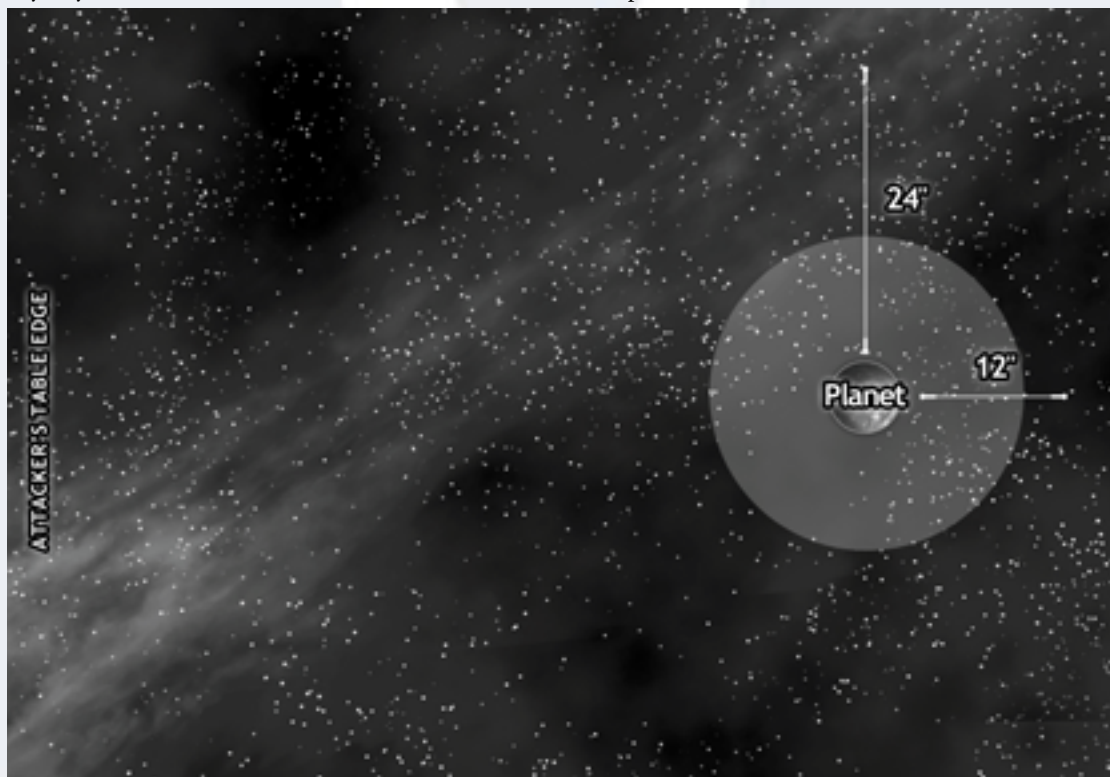
Pre-Battle Preparation: The defender sets up in his deployment zone first. The attacker moves on from his short table edge in the first turn. The attacker is permitted to keep all but one of his ships in hyperspace, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

Scenario Rules: All the Planetary Assault rules are used in this scenario.

Game Length: 10 turns.

Victory and Defeat: This scenario focuses on the planet rather than the fleets themselves. Planets are exceptionally important strategic targets and it would be worth the death of an entire fleet in order to capture or retain hold of one. The game continues until the end of the 10th turn or until either the defender has no Troops left on the planet or the attacker has no Troops left to deploy. If, at this point, the defender still holds the planet with Troops, he has won (but may be in for a long blockade if his fleet has been wiped out). If the attacker has Troops on the planet but the defender does not, he gains victory. If the defender has Troops on the planet but no Emplacements, the fight is a draw.

If a Shadow Cloud is being used by the attacking force, it merely needs to move onto the planet for a full three turns in order to claim victory. By the end of this time, there will be no life left on the planet's surface.



Battle of the Line

The final act of the Earth/Minbari War was a scene of great tragedy for Mankind. Having no appreciable victories throughout the years of the war, the Earth Alliance had been pushed back to its home solar system. Bypassing the colonies on Io and Mars, the Minbari launched an assault on Earth itself, preparing to wipe humanity from the face of the galactic map. The remaining warships of Earth formed a ragged line around their homeworld, knowing that to offer battle was suicide. However they also knew that every moment they held the line, another few civilian transports might escape from the planet, allowing humanity to continue, somewhere, in the vast reaches of the universe.

This battle features just a small portion of the line around Earth and similar scenes were played out throughout nearby space.

Historical Note: Over 20,000 humans took part in the Battle of the Line but less than 200 survived the confrontation. The Minbari slaughtered the Earth Alliance ships that stood in their way before, inexplicably, surrendering their forces and withdrawing.

Earth Alliance Fleet: Very few experienced crews are left in the Earth Alliance. The fleet contains six Hyperions, eight Novas, four Olympus' and 15 Starfury flights. All ships and flights have a Crew Quality of three.

Minbari Fleet: The Minbari fleet is battle-hardened and well experienced in killing humans. The fleet contains seven Sharlin warcruisers and 12 Nial fighter flights. All ships and flights have a Crew Quality of five.

Pre-Battle Preparation: This battle takes place in Earth space so no stellar debris is used. The Earth Alliance is deployed first in its deployment zone. The Minbari player moves one Sharlin through each jump point during the first turn. Nials may follow any and all Sharlins through the jump points and ships may not be kept in reserve in hyperspace.

Scenario Rules: No special rules.

Game Length: Six turns.

Victory and Defeat: If at least one Earth Alliance ship (not flight) remains on the table after the 6th turn, then the Earth player gains victory – though he is probably still doomed, he has delayed the Minbari long enough for a few more civilian ships to escape. If all the Earth ships have been destroyed, then the Minbari claim victory.



Assault on Ragesh 3

2258 was the start of Narn aggression against their former masters, the Centauri. For nearly a century, the Narn armed forces had been growing while the Centauri themselves were undergoing something of a decline as their empire shrunk. There finally came a time when the Narn saw opportunity to not only reclaim some of their former territory but embarrass the Centauri into not responding, further weakening their position in the galaxy. The scene of the first strike into Narn territory was to be a small agricultural colony known as Ragesh 3.

Historical Note: The Narn succeeded in overcoming the agricultural colony with no significant losses, taking all surviving Centauri hostage, including the nephew of Babylon 5's ambassador, Londo Mollari. However, political manoeuvres on the diplomatic station soon forced the Narn to withdraw peacefully, effectively putting their plans for invasion of Centauri space on indefinite hold.

Narn Fleet: While the Narn fleet has grown exponentially, the Kha'Ri was reluctant to field frontline vessels in this first endeavour. The Narn fleet begins the game with two T'Loth assault cruisers (both Crew Quality 4) and six flights of Frazi fighters.

Centauri Fleet: The colony of Ragesh 3 has never been well-funded and assignment here is considered to be little more than a joke. The Centauri fleet starts with a Colony Station but no Sentri fighters are carried on board.

Pre-Battle Preparation: This battle takes place in Ragesh 3 space so no stellar debris is used with the exception of the planet, as noted on the map. The Colony Station is deployed first, also as shown on the map. The Narn player moves through the jump point during the first turn. Ships may not be kept in reserve in hyperspace.

Scenario Rules: The mines of the Colony Station become active on the second turn of the battle. Thereafter, the Centauri player must make a Crew Quality check at the start of each turn. He may not take any actions at all until he rolls a nine or more for this check – the personnel on the station are stunned by the sudden Narn attack and need time to get their station battle ready.

Game Length: Until victory conditions are met.

Victory and Defeat: If the Narn fleet is completely destroyed, the Centauri gain total victory. Once the Narn reduce the Colony Station by two damage thresholds, it will automatically surrender, giving victory to the attacking fleet.



Quadrant 37

At the end of 2258, the Centauri were finding themselves humiliated by the Narn time and again in a string of diplomatic incidents. With the Narn military on the rise, there were few within the Republic eager for a direct confrontation. This left an opportunity for Londo Mollari to enlist the help of a Mr Morden who represented very powerful forces. With Morden's allies engaged in the destruction of the Narn Colony in Quadrant 37, the Centauri were able to claim a victory without revealing their intentions to the galaxy at large. It was this act that propelled Ambassador Mollari into the limelight of the Royal Court on Centauri Prime, something that was to change the face of the entire galaxy.

Historical Note: The Narn forces were annihilated within minutes due to the lightning strike conducted by Mr Morden's allies, the Shadows. They quickly retreated after the battle, leaving the Narn shell-shocked and confused as to what could have happened to their listening post.

Narn Fleet: A single Listening Post, 2 T'Loth assault cruisers and 12 Frazi flights. All have Crew Quality 4.

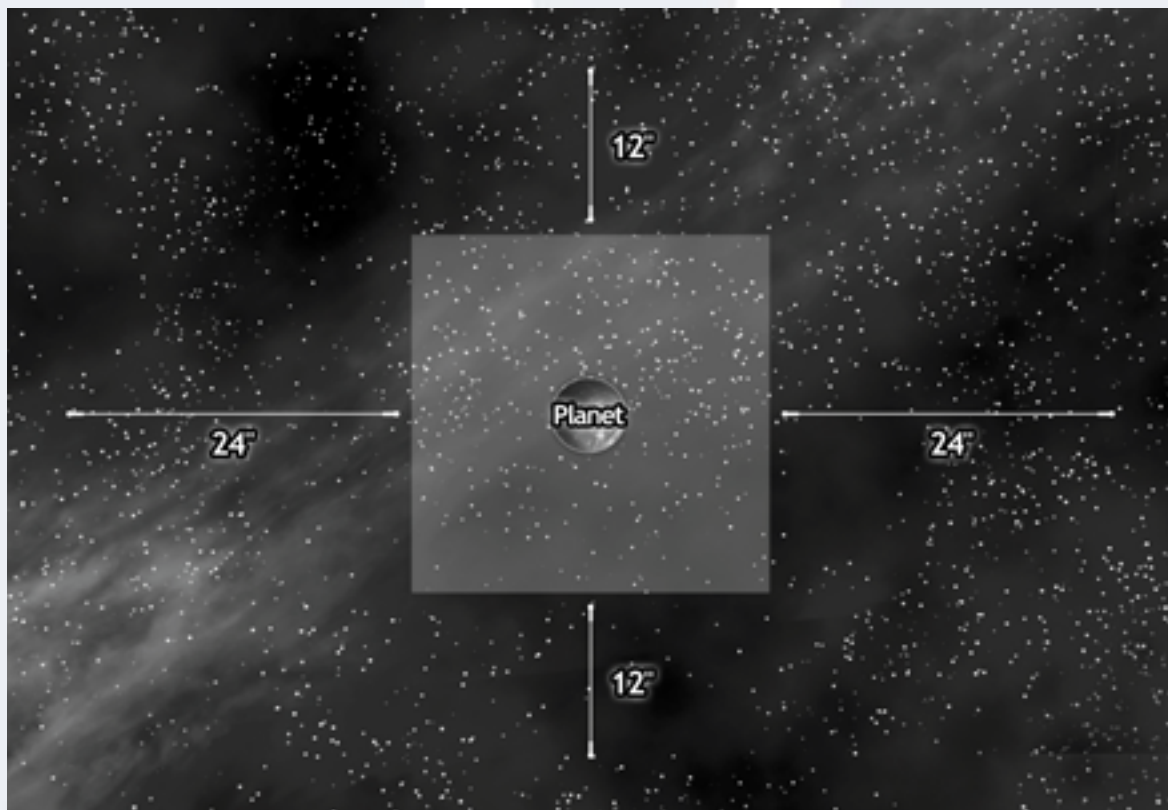
Shadow Fleet: 2 Shadow Ships, both with Crew Quality 5.

Pre-Battle Preparation: Aside from the planet on the map, no Stellar Debris is used. The Narn fleet is deployed first in its deployment zone. The Shadow player enters the table at any point from hyperspace in the first turn.

Scenario Rules: The Shadow player gains the Initiative in the first two turns automatically. In the first turn, the Narn fleet may only move – it may not attack or take any Special Actions.

Game Length: 12 turns, or until the victory conditions have been met.

Victory and Defeat: This is a simple fight to the death. If one fleet destroys its enemy completely or forces it to withdraw, it can claim victory. Additionally, if the space station has not been reduced to 0 Damage by the end of turn 12 then the Narn fleet wins.



The Second Battle for Quadrant 14

In the last days of the War of Retribution, the ships of the Centauri Republic had pushed deep into Narn space, inflicting devastating losses as they forged ahead. Realising that their position in Maroth and Quadrant 24 was untenable, the Narn military scuttled their bases and infrastructures in these systems and withdrew to Quadrant 14 in an effort to consolidate enough forces that would be able to face the oncoming Centauri. The attack came on November 19th, in the Earth Year 2259.

Jumping into the system, the Centauri's 15th Victorious Fleet, a force so far undefeated in the war, engaged the Narn's Silver Fleet in a bloody and brutal confrontation. With their backs to the wall, the Narn forces fought courageously and inflicted terrible losses on the Centauri, forcing them to retreat from the system. Bolstered by this victory, much of the Narn fleet jumped to Quadrant 24, hoping to take their revenge on a battered 15th Victorious Fleet wanting nothing more than to lick its wounds. Unfortunately, they encountered a much larger and more capable fleet from Quadrant 37 and though they defeated the outermost patrol vessels of the Centauri, they lost yet more ships in the process before being forced back to Quadrant 14 to await the inevitable response of their enemies.

Sensing victory was in his grasp, Centauri Admiral Dromo gathered his forces for a massive assault on Quadrant 14 that would sweep away one of the last bastions of Narn resistance. Drawing together the remaining ships from the 15th Victorious Fleet along with the 2nd Triumphant Fleet, fresh from securing Quadrant 27, Dromo launched an attack designed to overwhelm the Narn defence.

Historical Note: The combined fleets of the Centauri proved too much for the Narn defenders, forcing them to fallback to Homeworld. This move forced them to abandon all Narn civilians in Quadrant 14, who were to suffer terribly under Centauri rule.

Priority Level: War

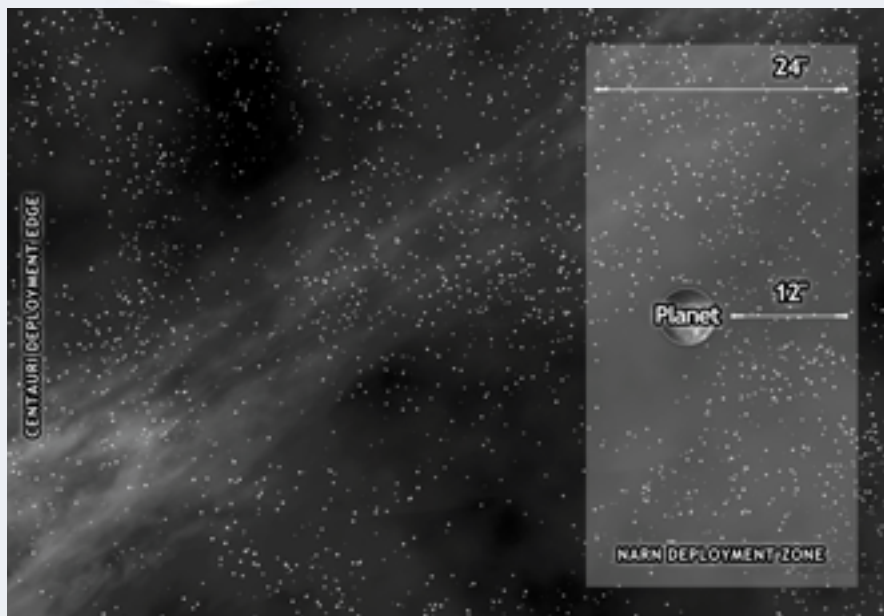
Fleets: The Centauri player has five Fleet Allocation Points. The Narn player has three.

Pre-Battle Preparation: Stellar debris is generated randomly though the only planet on the table is the one shown on the map. Re-roll any results that indicate another planet or moon is present. The Narn fleet is placed in its deployment zone, surrounding the planet. The Centauri player moves his fleet onto the table in his first turn from his deployment edge. Neither player is allowed to keep ships in reserve in hyperspace – this is as fight to the death and captains on both sides are eager to play their part in history.

Scenario Rules: None

Game Length: 10 turns.

Victory and Defeat: The game continues for 10 turns. If by this time any Narn ships survive, the Narn player is awarded the victory – he has bought enough time for at least a few civilians to be evacuated. If the Narn fleet is completely wiped out, victory is awarded to the Centauri.



The Long Twilight Struggle

The War of Retribution between the Narn and Centauri in the Earth Year 2259 began to swing in favour of the Centauri after the first few engagements. Slowly, the Centauri reversed their fortunes and began their devastating thrust into Narn territory. Desperate to at least stall this advance, War Leader G'Sten devised a daring plan to strike at the Centauri main supply centre at Gorash 7. It was his hope that this would cause the Centauri to believe the Narn were far stronger than they truly were, forcing them to withdraw and reconsider their options. This would give the Narn time to regroup and mount a credible defence of the rest of their territory. The risk was great though – if this attack failed and the Narn fleet destroyed, it would leave their homeworld completely open to attack.

Historical Note: Expecting little resistance, the Narn fleet flew straight into an ambush of Shadow Ships which completely annihilated the attackers, at the behest of Ambassador Mollari. This left the main Centauri fleet free to directly attack the Narn's homeworld, smashing its cities into ruin and forcing the surrender of all Narn.

Narn Fleet: 7 Q'Quan heavy cruisers. War Leader G'Sten is present on one of the G'Quans. All Frazi fighters in the fleet may start the scenario deployed. Three Q'Quans have Crew Quality 5 (including G'Sten's) while the others have Crew Quality 4.

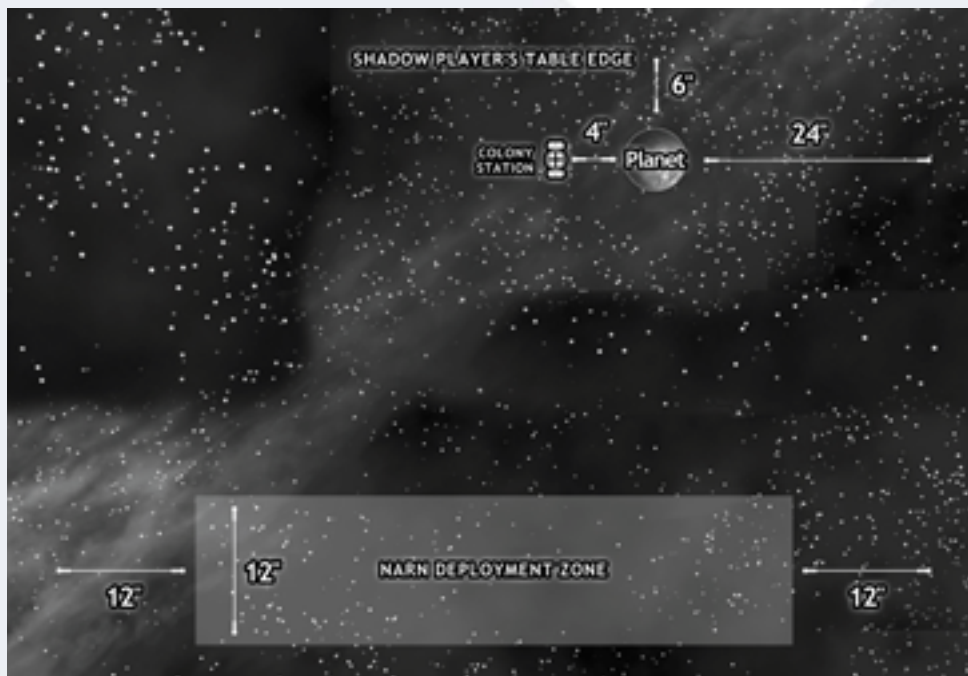
Shadow Fleet: 5 Shadow Ships, all ships with Crew Quality 6. One of the Shadow Ships carries 4 Shadow Fighter flights, which may not be deployed before the start of the battle. There is also a Centauri Colony Station in orbit around the planet.

Pre-Battle Preparation: No stellar debris is used, other than the planet shown on the map. The Narn fleet is deployed first in its deployment zone, having just jumped from hyperspace. The Shadow player moves his entire fleet onto the table from his edge in the first turn. Neither player is allowed to keep ships in reserve in hyperspace.

Scenario Rules: The Narn player is attempting a desperate gamble in this scenario. As such, he may not make any Tactical Withdrawals until he has had at least 5 ships destroyed.

Game Length: Until victory conditions are met.

Victory and Defeat: The Shadow player wins by destroying every Narn ship. The Narn player wins by either destroying all the Shadow Ships, or the Centauri Colony Station, or by successfully making a Tactical Withdrawal *via a jump point* with two ships. Anything else is a draw.



The Fall of Night

With the War of Retribution lost, the Narn were desperate – none more so than those few ships that had escaped the destruction of their fleet. The *G'Toc* was such a vessel, having been on deep patrol when the Narn homeworld was attacked. Returning to find the war lost, its Captain, War Leader Na'Kal, chose to flee to Babylon 5 in the hopes of gaining sanctuary or at least making some much needed repairs before continuing a guerrilla war among the stars. Though granted respite by Captain Sheridan, the Centauri quickly found out about the *G'Toc*'s presence and sent a battlecruiser to intercept it.

Historical Note: The Centauri challenged the authority of Babylon 5 and attacked both the station and the Narn ship. The *G'Toc* fled through the jump gate with little extra damage, escorted by Babylon 5's fighters, though the Centauri ship was destroyed shortly after.

Narn Fleet: 1 G'Quan (the *G'Toc*) heavy cruiser. Though the *G'Toc* has a Crew Quality of 5, it is badly damaged. It does not have the Jump Point trait, nor any Frazz fighters. In addition, it may not use its Heavy Laser Cannon or Energy Mines, has a Speed of 4 and may not use the All Power to Engines! Special Action. The Narn also have the use of Babylon 5 (post 2259) and two flights of Starfuries with Crew Quality 4 (Zeta Squadron).

Centauri Fleet: 1 Secundus battlecruiser, with Crew Quality 4.

Pre-Battle Preparation: No stellar debris is used, other than the planet shown on the map. All ships are placed as shown on the map, facing any direction their player's choose.

Scenario Rules: The Narn player may not open fire with any ships or Auxiliary Craft until one turn after the Centauri have first attacked. Until the Centauri attack, they are assumed to automatically win the Initiative every turn. Once shots are fired, roll for Initiative normally.

Game Length: Until victory conditions are met.

Victory and Defeat: The Centauri player wins by destroying the Narn ship. He gains a major victory and crowing rights if he destroys the Narn ship and reduces Babylon 5 by one or more damage thresholds. The Narn player wins if he can exit the *G'Toc* through the jump gate.



Severed Dreams

2260 was a tumultuous year for the Earth Alliance. President Clark began consolidating his power base and, after declaring martial law on Earth, severely restricted the activities on all Earth colonies. Not everyone in EarthForce were willing to stand by as the veil of tyranny spread across space and humanity headed towards a new dark age. General Hague was the first to rebel against the unconstitutional actions of EarthGov and he led several destroyers in revolt. In a series of engagements, these ships were destroyed and General Hague himself was killed. The Earth destroyer *Alexander*, pursued by the *Clarkstown*, fled to Babylon 5, the last bastion of freedom in the Earth Alliance. The *Alexander* was soon joined by the *Churchill* and it was here their Captains planned a stand against Clark's forces who they knew would try to shut Babylon 5 down.

When the provisional Mars government refused to accept Clark's order of martial law on their world, the President responded by ordering the bombing of civilian targets until they surrendered. This cold-blooded murder was the catalyst that finally convinced Captain Sheridan that he had no choice but to secede from the Earth Alliance and declare Babylon 5 an independent state until President Clark stepped down.

Clark's response was swift. Sending a heavy assault force to Epsilon Eridani, he demanded the surrender of the station and the renegade ships in its space, and for all command level personnel to be detained. This was to be the first time that President Clark's irresistible march to power was challenged and the fate of all Mankind hung in the balance.

Historical Note: The crippled *Churchill* was destroyed as it heroically rammed the *Roanoke* and both the *Alexander* and Babylon 5 itself were heavily damaged. However, the EarthForce assault fleet was annihilated. A reserve fleet arrived soon after to demand the surrender of Babylon 5 but was forced to withdraw when a Minbari fleet, led by Delenn, entered the system and declared the station to be under their protection.

Babylon 5 Fleet: The Babylon 5 player has two Omega destroyers (the *Alexander* and the *Churchill*) and Babylon 5 itself, using the rules presented in Rules Supplement I. Babylon 5 uses its post-2259 weapons fit and has its full complement of Starfuries. The *Churchill* has two flights of Thunderbolts as part of its normal complement. The *Churchill* has a Crew Quality score of 5, while the *Alexander* has a Crew Quality score of 6. Due to damage already suffered, both the *Alexander* and the *Churchill* begin with only 35 Damage and 45 Crew remaining.

Earth Alliance Fleet: The Earth Alliance player has two Omega destroyers (the *Agrippa* and the *Roanoke*), two Hyperion cruisers (the *Cronus* and *Deimos*) and two wings of Breaching Pods. Both the *Agrippa* and the *Roanoke* have two flights of Thunderbolts as part of their normal complements. All ships have a Crew Quality score of 4.

Pre-Battle Preparation: This battle takes place in Babylon 5 space so no stellar debris is used. The Babylon 5 fleet is deployed first in its deployment zone, as shown on the map. The Earth Alliance player moves through the Jump Gate during the first turn. Neither player is allowed to keep ships in reserve in hyperspace – all cards are on the table in this fight of ideologies. However, both fleets may deploy all their fighters before the start of the battle. The Earth Alliance player automatically has the initiative in the first turn.

Scenario Rules: The Babylon 5 player has a +1 Initiative bonus, as he is technically an Earth Alliance fleet, bringing his total Initiative bonus to +3 including the aid that Babylon 5 itself gives. Note that while Sheridan is present, the rules for using Captain Sheridan onboard a ship are not – they reflect his abilities as a warship officer, not the military governor of a small city in space.

Game Length: Until victory conditions are met.

Victory and Defeat: This scenario is a straight fight to the death. The Babylon 5 player wins if he can destroy the Earth Alliance fleet or force them to withdraw. The Earth Alliance fleet wins if it can destroy the two opposing Omegas, all of Babylon 5's fighter flights that are launched and reduce Babylon 5 to at least its first damage threshold.

BABYLON 5 FLEET
DEPLOYMENT ZONE



12"

18"

12"

24"

JUMP
GATE

24"

24"

18"

Interludes and Examinations

With the Shadow War in full swing towards the end of the Earth Year 2260, Captain Sheridan of Babylon 5 began to find it difficult to unite the races of the galaxy into one cohesive force. Though much of the Minbari and elements of the Narn were with him, as well as the newly commissioned fleet of White Stars, the governments of the League were sceptical about even the possibility of defeating the Shadows. What was needed was a victory to bring them into the fight, convincing them that defeat was not inevitable. It was the Vorlons that responded to this demand as the Shadows started to break through into Brakiri space.

Historical Note: The Vorlons ambushed the Shadow fleet and swiftly defeated them. This brought the League into the war as a more or less united front but was to have fatal repercussions for Ambassador Kosh.

Priority Level: War.

Vorlon Fleet: 1 Vorlon Heavy Cruiser, 8 Vorlon Destroyers and 8 Vorlon Fighter flights. Roll for random Crew Quality for each.

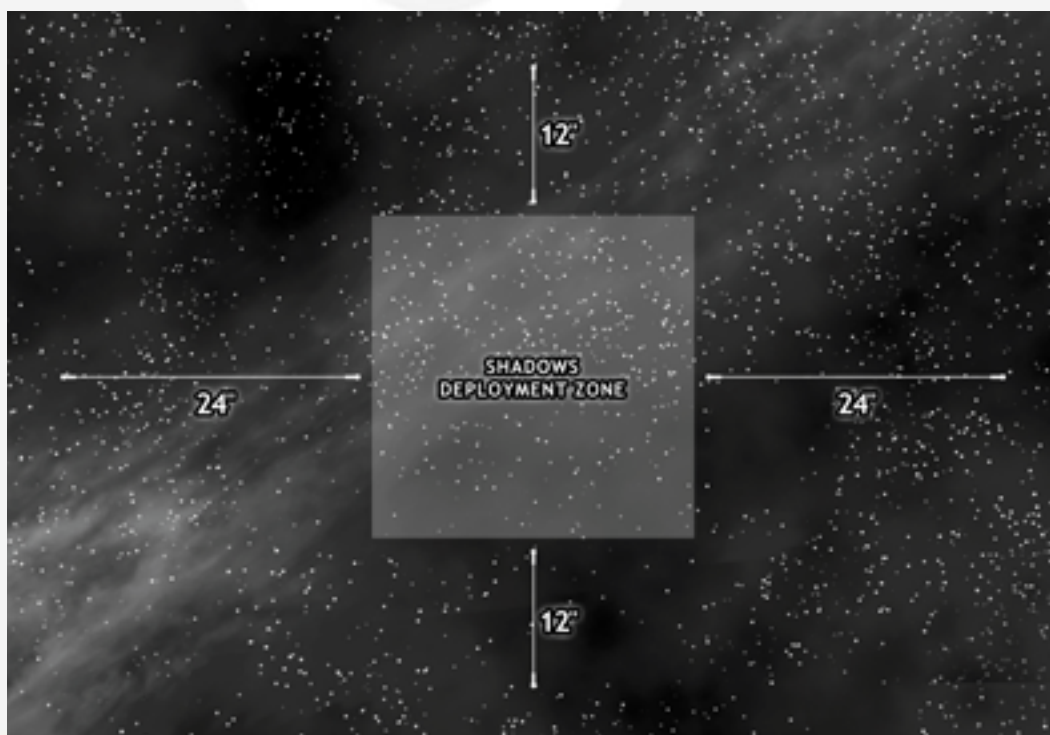
Shadow Fleet: 4 Shadow Ships and 4 Shadow Fighter flights. Roll for random Crew Quality for each.

Pre-Battle Preparation: Stellar debris can be randomly generated if both players wish but no planets should be used. The Shadow fleet is deployed first in its deployment zone. The Vorlon player moves his entire fleet onto the table from a single jump point placed anywhere he desires outside of the Shadows' deployment zone in the first turn. Neither player is allowed to keep ships in reserve in hyperspace.

Scenario Rules: Only the Vorlons may attack in the first turn. The Shadows may move but cannot do anything else unless Vorlon Fighters contact Shadow Fighters, in which case the dogfight is resolved as normal. The Vorlons automatically win the Initiative in the first turn.

Game Length: Until one fleet is destroyed or withdraws.

Victory and Defeat: Victory Points are used as normal to gauge who wins this scenario.



Shadow Dancing

Having brought the League and other races together into his Army of Light, all Captain Sheridan needed was a chance to take the fight to the Shadows. He was soon to get this chance after a successful scouting mission by Commander Ivanova. While this would not win the Shadow War outright, it would demonstrate the resolve of the Younger Races and build morale, vital for the dark days ahead.

Historical Note: The Army of Light succeeded in destroying much of the Shadow fleet and forcing the rest to withdraw. However, many ships of the fleet were destroyed in the process, with heavy casualties throughout.

Priority Level: War.

Army of Light Fleet: 4 Minbari Sharlins, 6 Minbari Nial flights, 4 Brakiri Avioki, 8 White Stars, 4 Drazi Warbirds, 2 Drazi Sunhawks, 2 Vree Xills, and 1 Narn G'Quan. Roll for random Crew Quality for each. Each Sharlin carries Telepaths and is able to attempt to jam up to 3 Shadow vessels each turn. In addition, Commander Ivanova is present in a White Star, currently awaiting repairs after a confrontation with a Shadow Scout. Her White Star has a Crew Quality of 6.

Shadow Fleet: 10 Shadow Ships, 4 Shadow Scouts and 20 Shadow Fighter flights. Roll for random Crew Quality for each.

Pre-Battle Preparation: Stellar debris can be randomly generated if both players wish but no planets should be used. The Shadow fleet is deployed first in its deployment zone, then Commander Ivanova's White Star is placed as shown on the map. The Army of Light player moves his entire fleet onto the table from a single Jump Point placed anywhere in his deployment zone during the first turn. Neither player is allowed to keep ships in reserve in hyperspace.

Scenario Rules: Commander Ivanova's White Star is currently undergoing repairs and cannot take any actions – it will remain immobile and unable to attack (or Dodge!). Make a Crew Quality check in every End Phase. When a 10 or more is scored, the White Star becomes active and may move and attack as normal. Until this happens, it is assumed to be Running Silent and so has a Stealth score of 3+.

Game Length: Until one fleet is destroyed or withdraws.

Victory and Defeat: Victory Points are used as normal to gauge who wins this scenario.



Into the Fire

Set in the Earth Year 2261, this scenario features the forces of Captain Sheridan and his Army of Light in their struggle to free the galaxy from the influence of the Old Ones. By this time, Sheridan had visited Zha'ha'dum and had famously returned from the dead to lead all free peoples, no matter what their race, to freedom and prosperity. First, however, they had to deal with the massively powerful Shadows and Vorlons, a feat previously thought impossible.

This scenario shows the actions of the White Star fleet in preparation for the massive confrontation around Coriana VI a week later. In an effort to harry the Vorlon forces and keep them off balance, Sheridan ordered the destruction of several deep space Observation Posts. This required the use of the most advanced ships Sheridan had at his disposal, as the normal League fleets would have been annihilated as soon as they jumped within range of the Vorlon's weaponry.

Historical Note: Though several White Stars had been destroyed, the Army of Light was successful in destroying the Vorlon Observation Post.

Priority Level: War.

Army of Light Fleet: The Army of Light player has 20 White Stars, all with Crew Quality 5. In addition, one of these White Stars will be carrying Captain Sheridan himself, as detailed in Rules Supplement II. None of these White Stars carry Nial fighters.

Vorlon Fleet: The Vorlon fleet has just the Observation Post detailed on the next page. Because of the way space stations operate, it is presumed that this scenario will be played as a solo match, with the Army of Light player matching his skills against potent Vorlon technology.

Pre-Battle Preparation: This battle takes place in deep space so stellar debris is generated normally. The Vorlon Observation Post is placed first, as shown on the map. The Army of Light fleet is then placed in the deployment zone. Ships may not be kept in reserve in hyperspace – it is assumed that Sheridan's forces have just exited hyperspace and are now committed to the attack.

Scenario Rules: If this scenario is played as a solo game, the Vorlon Observation Post will automatically target each White Star within range every turn, up to its Targets score.

Game Length: Until victory conditions are met.

Victory and Defeat: This scenario is a straight fight to the death. The Army of Light player wins if he can reduce the Vorlon Observation Post to 0 Damage. He will gain a draw if he reduces the Observation Post to its last damage threshold. Anything else is a victory for the Vorlons.



Between the Darkness and the Light

As the war against President Clark's forces approached its end phase, Commander Ivanova was placed in charge of the White Star fleet during Sheridan's capture and interrogation on Mars. Intelligence had been received that Clark was planning an ambush against the Army of Light fleet in Sector 300, using never-before-seen advanced model destroyers. Knowing that the White Stars were faster and more capable of the rest of the fleet, Ivanova made the decision to move ahead of the rest of the fleet and engage this new threat before it threatened the entire outcome of the war.

Historical Note: Commander Ivanova managed to destroy Clark's advanced destroyers but several White Stars, including her own, were destroyed in the engagement. The battle, however, opened the way for the Army of Light to quickly launch an offensive against Mars and Earth.

Priority Level: War.

Army of Light Fleet: 20 White Stars. Roll for random Crew Quality for each. Commander Ivanova's White Star automatically has a Crew Quality of six. The White Stars do not have their Nial flights.

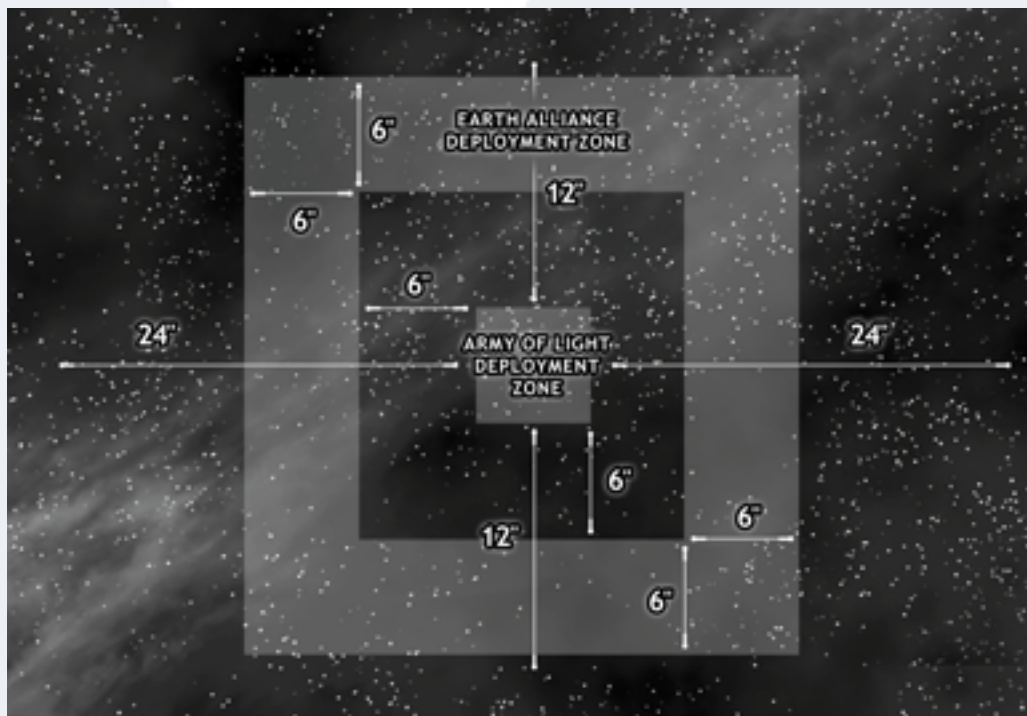
Earth Alliance Fleet: Eight Shadow Omegas. Each has a Crew Quality of five.

Pre-Battle Preparation: Stellar debris can be randomly generated if both players wish but no planets should be used. The Army of Light fleet is deployed first in its deployment zone. The Earth Alliance player moves his entire fleet onto the table, using one jump point for each ship, placed anywhere in his deployment zone during the first turn. Each jump point has to be within 6" of another. Neither player is allowed to keep ships in reserve in hyperspace. The Earth Alliance player may not begin the game with his Thunderbolts deployed but may launch them later on.

Scenario Rules: None – this is a straight up fight between two large fleets!

Game Length: Until one fleet is destroyed or withdraws.

Victory and Defeat: Victory Points are used as normal to gauge who wins this scenario.



Silent Run Through Nefua

Throughout much of the Earth Year 2262, the high command of the fledgling Interstellar Alliance suspected the Centauri Republic was in some way responsible for a series of atrocities enacted upon the shipping of other governments, particularly those of the League races. Ambassador Mollari onboard Babylon 5 was under investigation and the White Star fleet was stretched to its limit in an attempt to gain valuable evidence that could be brought to the heads of government within the Alliance before a real shooting war started.

President Sheridan, through his network of Rangers, learned that a Centauri fleet was massing around the Nefua system, using the world as a staging post before leapfrogging into League space. Desperate to learn anything about the true intentions of the Centauri, he dispatched a force of White Stars to infiltrate the system and return with valuable intelligence.

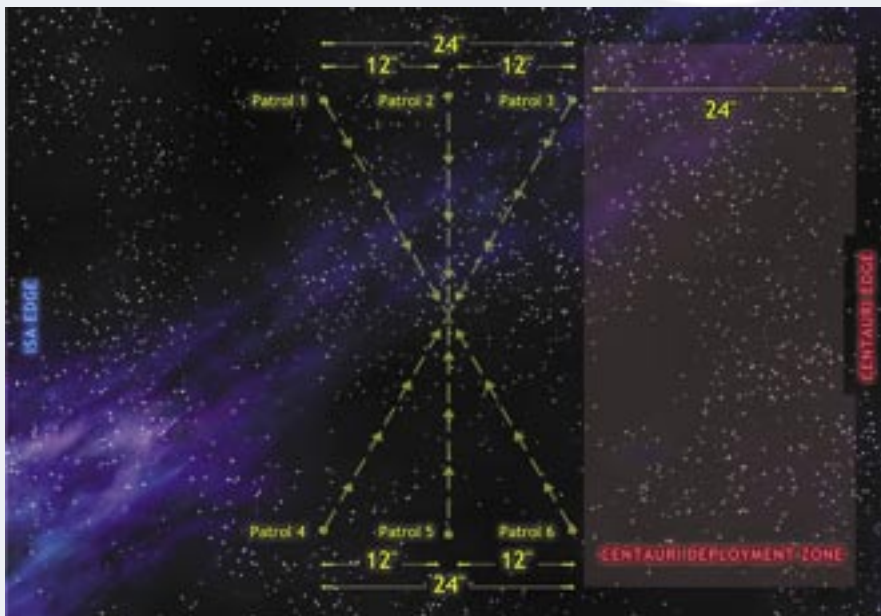
Historical Note: The White Stars successfully penetrated the Nefua system and gathered intelligence on the warships massing there without being detected. Unfortunately, while the information they returned allowed the ISA to later track the movements of individual Centauri warships, no solid evidence of the Centauri's involvement in the raiding of shipping lanes was gathered.

Scenario Date: 2262.

Priority Level: Battle.

Fleets: The ISA player has 7 White Stars. Only the very best crews have been selected for this highly classified mission and so each White Star has an Elite crew (Crew Quality 6). The Centauri player has 3 squadrons, each containing 2 Vorchan-class warships. In addition to this, he also has 4 Fleet Allocation Points to spend on other vessels.

Pre-Battle Preparation: The Centauri player places an Earth-sized planet anywhere in his deployment zone. Other stellar debris is generated randomly though the only planet on the table is the one in the Centauri's deployment zone. Re-roll any results that indicate another planet or moon is present. The Centauri fleet is placed anywhere in its deployment zone, though the three squadrons of Vorchans are kept off the table for now. The ISA player moves his fleet onto the table in his first turn from his deployment edge. Neither player is allowed to keep ships in reserve in hyperspace – the ISA are trying to slip through Centauri lines in realspace in order to gather information and, for now, the Centauri are completely unaware of the infiltrators.



Scenario Rules: The White Stars have been partially powered down and some work has been performed to further lower their active signatures prior to this scenario beginning. Every White Star must perform the *Run Silent!* special action every turn until one of them has been detected. However, because of the modifications made to these White Stars, they are permitted to make one 450 turn during their movement (effectively having Turns: 1/450 while using the *Run Silent!* special action).

Campaigns

MANY PLAYERS HAVE enjoyed the campaign system for *A Call to Arms* detailed in Book One. All over the world, players have charted the rise and fall of empires, of governments in decline and races in ascendance, ready to claim their place among the stars. A campaign allows you to really get to know a fleet. You will see ships and their crews rise in experience and ability, fight for a star system and engage in grudge battles against old enemies.

Playing in a campaign is the pinnacle of enjoyment in *A Call to Arms* and if you have not already tried it, we recommend you gather some friends who are also playing this game and start one of your own!

The following rules are very similar to those presented in Book One. However, they are slightly more detailed and provide a few more options for players. They also link together various rules found in this book and link them into the campaign.

Beginning the Campaign

Before you begin a campaign, you need to do several things. First off, you will need at least two players with complete fleets, though the campaign system here can support many more – you could get your entire club involved in a galaxy-sweeping campaign!

Every player should have at last ten Fleet Allocation Points worth of ships (whether you are using counters or miniatures). Ideally, every fleet should be different, so you can represent Earth, Narn, Centauri Prime, and so on, but it is okay to have the same type of fleet on differing sides, with one representing a rogue faction of their government, perhaps.

You then need to create the campaign map, which will show the star system all the players are attempting to control. This comprises a number of Strategic Targets, all of which are considered

important by the invading fleets. The number of Strategic Targets present in the system is random and rolled for on the table below.

2d6	No. of Strategic Targets
2-4	6
5-8	7
9-12	8

This table assumes that two players will be taking part in the campaign. For every additional player that is taking part, add one more Strategic Target to the total. In addition to the number of Strategic Targets generated, there will always be one additional Strategic Target in every system, the Trade Route.

Each Strategic Target must then be generated using the table below. Rolling on this table defines what category the Strategic Target falls under, after which you need to refer to the category table to see precisely what is present in the system. The first Strategic Target will always be a Settled World in every campaign.

2d6	Strategic Target Category
2-3	Space Installation
4	Space Debris
5	Gas Giant
6	Settled World
7	Dead World
8	Uninhabited World
9	Jump Gate
10	Outpost
11-12	Inner System Comet

As well as the wide variety of different Strategic Targets that may be available in a campaign, a particular system may also have a number of Unusual Features. These can vary from unusually high densities of space debris around some strategic targets to the leftovers of past wars still littering the void. Occasionally even more bizarre phenomena have been recorded, resulting from unusual solar activity or simply without any obvious explanation.

Roll on the table below to see how many Unusual Features are present when a system is generated. Roll on the Unusual Features category table for each one to see precisely what anomalies and phenomena are present. Each Unusual Feature is randomly assigned to a Strategic Target, and it affects only that Strategic Target.

1d6	Number of Unusual Features
1-3	0
4-5	1
6	2

The categories and effects of each Strategic Target and Unusual Feature are covered in detail at the end of this chapter.

Unlike other games, the campaign system in *A Call to Arms* does not use a map for its game play, with each Strategic Target linked to one or more others. Fleets are highly manoeuvrable in Babylon 5 and, given time, have the ability to strike almost anywhere within a star system. In theory, you could just list the available Strategic Targets in a system on a scrap piece of paper, playing an entire campaign using nothing more elaborate. However, players like to see what they are fighting for, so a few minutes sketching out the star and relative positions of the Strategic Targets will be time worth spent. Players will enjoy crossing off their enemy's name from a target when they win a battle, replacing it with their own. They will also get the feeling that they have accomplished something, taken some ground, with each target they acquire in battle.

Starting Fleets

Every player takes a fleet roster and creates a fleet using ten Fleet Allocation Points at Battle Priority Level. However, a fleet commander can never be sure exactly what he is getting when he requisitions vessels from his high command and the worth of many fleets is not in their ships but in their crew.

To this end, players must randomly roll for the Crew Quality of every ship in their fleet on the table below.

2d6	Crew	Crew Quality Score
2	Civilian	2
3-4	Green	3
5-8	Military-Grade	4
9-10	Veteran	5
11-12	Elite	6

Players are allowed to swap Crew Quality scores between two of their ships – this allows them to have a decent crew on whatever they will regard as their flagship. Other than this, you will be stuck with the crew you roll for, though they will have a chance to improve during the campaign. All on board squadrons have the same Crew Quality score as their parent ships.

Once the players are gathered, the fleets ready and the campaign map sketched out, it is time to start the campaign.

The Campaign Turn

Just as with normal games in *A Call to Arms*, campaigns have turns that are divided up into phases, each of which must be played out before the next can begin. By the end of each campaign turn, every player would have fought a battle (sometimes more than one!) and several Strategic Targets are likely to have changed hands.

Each Campaign Turn consists of the following phases.

1. Initiative
2. Select Targets
3. Generate Scenario
4. Fight Battle
5. Ship Experience
6. Repairs and Reinforcements

Once every player has performed the Reinforcements phase, a new Campaign Turn begins, with players ready to fight a new round of battles in an attempt to dominate the star system.

Initiative

As with the main game, initiative is rolled for by using 2d6 and applying the player's fleet modifier, as detailed in Part Three. Re-roll all ties. However, a -1 penalty is applied to a player's initiative roll for every Strategic Target he currently holds. Possessing a Strategic Target brings all sorts of benefits but also requires the fleet dedicates a certain portion of its resources to maintaining patrols and security watches on the facilities, which in turn makes it less flexible in responding to the actions of the enemy.

Select Targets

The player who won the Initiative phase selects any one Strategic Target that he does not currently possess. If this target belongs to another player, he will move to the next phase, fighting a battle with that player's fleet.

If it is currently unoccupied, the next player in the initiative order may decide to also occupy it, in which case, they both move to the next phase in order to fight a battle. If this player chooses not to, the choice falls to the next player in the initiative order, and so on. If the attacking player is not challenged in this way, he gains the Strategic Target automatically without a fight!

Once it has been decided what the player who won the initiative is doing, the next player in initiative order chooses a Strategic Target and follows the same process. He may not choose a Strategic Target that has already been nominated by previous player in this turn.

In this way, a Campaign Turn may be fairly light in combat if most players choose to occupy spare Strategic Targets and do not challenge one another much. On the other hand, a player may find himself having to fight multiple battles in the same turn if the other players all turn against him and launch attacks on several Strategic targets he possesses!

Before you start planning your star-spanning offensive, however, there is one golden rule to bear in mind. Every ship

on your fleet roster may only take part in *one* battle during every Campaign Turn. Once you have used it in one battle it may *not* be used in another during this same turn. This means as the campaign draws on and your casualties increase, you will have to be very careful about who you fight and with what.

Generate Scenario

Once it has been determined that two players will fight, the player who nominated the Strategic Target to be fought over must roll on the table below to determine which scenario will be played. During this scenario, he will be regarded as the attacker.

2d6	Scenario
2	Assassination
3	Recon Run
4	Convoy Duty
5	Ambush
6	Space Superiority
7	Call to Arms
8	Annihilation
9	Blockade
10	Carrier Clash *
11	Flee to the Jump Gate! **
12	Supply Ships/Planetary Assault ***

* This scenario may only be used if both fleets have ships capable of acting as carriers. Otherwise, re-roll this result.

** This scenario may only be used if the Strategic Target being fought over is a Jump Gate. Otherwise, re-roll this result.

*** If the attacker rolls for a Supply Ships mission during a campaign while targeting a Mining Outpost, Dead World or Settled World, he may instead choose Planetary Assault.

The Priority Level of the scenario is also randomly decided, using the table below. However, both players may influence the result of this roll if they wish. Before rolling, each may secretly mark down a modifier from -3 to +3 on a scrap piece of paper. Once the dice is rolled, both players reveal their modifier and apply it to the dice roll for a final result.

2d6	Points Value
4 or less	Patrol
5-6	Skirmish
7-8	Raid
9-10	Battle
11 or more	War

This is the base points value of the fleets being used in the scenario generated. Players choose ships from their fleet roster to use in the scenario but may not take a fleet that has a greater value than the total rolled for.

You should also be warned that if you are fighting multiple battles in a turn or have a battered fleet after several losses, you may not be able to field a large enough force to use all your Fleet Allocation Points. In this case, you will be taking a smaller fleet to the battle and will have to fight that much harder! You are never required to field a fleet that uses all of your Fleet Allocation Points, even if your opponent does.

Fight Battle

Once it has been decided who is fighting who and which scenarios are being used, it is time to hit the tabletop and begin playing *A Call to Arms*. If you find that you are waiting for a battle because your opponent is currently fighting someone else, take the opportunity for a break and a quick snack or, alternatively, start heckling him as he plays! Your turn to fight will come soon enough. . .

The victor of the battle will either retain or gain the Strategic Target over which he and his opponent were fighting. This is immediately added to his fleet roster and may be used in later phases of the same turn. If a battle ends in a draw, the Strategic Target remains in the possession of the player who possessed it

originally (or remains unoccupied if no player had it on his fleet roster).

Any ships destroyed during the battle are crossed off the fleet roster. All existing damage (including effects of critical hits) are also noted on the fleet roster. Ships that have surrendered to the enemy are also crossed off but the enemy does not mark them down on his own – it is assumed that it takes far too long for the captured ship to be analysed and re-crewed before the campaign ends. Regard it as a trophy. . .

Players should collaborate to form a strong narrative for the campaign – it is all very well rolling up scenarios and Strategic Targets randomly but it is much more fun devising reasons why fleets are fighting at any one particular time. For example, a Narn fleet may have decided to attack a Centauri held agrarian world. Generating a scenario results in a Skirmish level Blockade. After a brief discussion, the two players may decide the Narn are attempting to stop all food supplies to the fleet from this world and it is vital that several Centauri warships, loaded with food stuffs, break through the blockade and to enable the rest of the fleet to continue eating well. If they fail, the rest of the fleet will go onto standard rations and the agrarian world will have to be relinquished to the Narn as an alternative supply post must be found. Once you get into the swing of the campaign, you will find it relatively easy to continually come up with reasons for fleets to fight, no matter what scenarios are generated.

Once all battles have been fought and won, it is time for the victor to enjoy the spoils and for the loser to count the cost.

Ship Experience

Battle is a crucible through which crews learn or die and the greenest crew may become battle-hardened veterans before the campaign is through.

During every battle, ships will acquire Experience Point (XP) Dice for various actions they successfully perform. These actions are summarised in the table below.

To count as destroying an enemy ship, your ship must deliver the killing blow – the attack that actually destroyed the enemy vessel. By the same token, to gain XP Dice for crippling an enemy ship or reducing it to a Skeleton crew, your ship must have delivered the attack that caused this to happen.

A ship may earn XP Dice for both crippling an enemy ship and reducing it to a Skeleton Crew. It may not earn XP Dice for both this and destroying the enemy ship. In this case, only the XP Dice for destroying the ship are gained. However, it is perfectly possible for one ship to gain XP Dice for crippling an enemy ship, and another gain the full XP Dice reward for destroying it in a later attack.

No XP Dice are earned for destroying Civilian ships.

Action	XP Dice Gained
Destroys enemy ship of lower Priority Level than your ship	1
Destroys enemy ship of the same Priority Level of your ship	2
Destroys enemy ship of a Priority Level one higher than your ship	3
Destroys enemy ship of a Priority Level two higher than your ship	4
Destroys enemy ship of a Priority Level three higher than your ship	5
Destroys enemy ship of a Priority Level four higher than your ship	6
Forcing an enemy ship to surrender until end of game*	Double XP Dice earned for destroying it
Crippling an enemy ship	Half XP Dice for destroying it (round down)
Reducing an enemy ship to a Skeleton Crew	Half XP Dice for destroying it (round down)
Being on the winning side in the battle	2
Being on the losing or drawing side in the battle	1
Being reduced to a Skeleton Crew	-2 (and lose 1 point of Crew Quality)

* Only earned by the ship that enacted the Special Action that forced the ship to surrender.

A ship may never be reduced to less than zero XP Dice. Auxiliary Craft may never earn XP Dice, nor is their destruction worth XP Dice.

XP Dice may be saved for future Campaign Turns or they may be spent immediately as shown below. A ship may only benefit from its own XP Dice and the effects may never be applied to another ship.

Increase Crew Quality

You may spend one XP Die in an attempt to improve the Crew Quality of your ship. Roll the XP Dice. If you score higher than your current Crew Quality score, it will be raised by one point. You may only attempt this once every Campaign Turn for each ship on your fleet roster.

Repair Ship

Any number of XP Dice may be expended in trying to makeshift repair a ship, making it battle worthy once more. Roll any number of XP Dice and multiply the result by three. This is how many Damage points you can recover on the ship. Note that you cannot increase your ship's Damage points to above their original number. Ships which have been Crippled may not use XP Dice in this way and must await full-scale repairs, as detailed below.

Tactical Judgement

Any number of XP Dice may be kept aside, ready for use in future battles. Each XP Die spent allows you to re-roll *one* die that directly affects the ship. This may be an Attack Dice (either fired by or at the ship), a Damage roll, a Crew Quality check – anything that may directly affect the ship expending the XP Dice. The rules governing re-rolls may be found in Book One.

Refitting

An experienced crew instinctively knows how to get the best performance out of their ship, how to requisition the best materials and how to improve upon a basic design. For every two XP Dice you expend, you may roll once on the

Refit table in your fleet list. This may be done any number of times, so long as you have enough XP Dice. Effects are not cumulative (so, you cannot apply Additional Weapons Fitted to the same weapon system twice, though you can apply it twice to two different weapon systems). If any results cannot be applied to your ship for any reason, re-roll them.

Other Duties

An experienced crew can usually be assured of getting the best missions when not in battle – 'sweet' or 'plum' assignments, they are called. For every two XP Dice you expend, you may roll once on the Other Duties table in your fleet list. This may be done any number of times, so long as you have enough XP Dice. Effects are not cumulative (so you cannot gain Time in Orbit twice to gain a +2 bonus when forcing enemy ships to surrender). If any results cannot be applied to your ship for any reason, re-roll them.

Repairs and Reinforcements

Even after just one battle, players are likely to have several badly damaged, maybe even crippled warships in their fleet. After a few more campaign turns, the fleet is going to begin looking more like a spaceship junkyard!

This, of course, will never do and players will be interested in keeping their ships as battle worthy as possible. They will also look to reinforce their position in the campaign by bringing in entirely new ships and, potentially, expanding their fleet beyond its original size.

During this phase, every player will automatically receive ten Repair and Reinforcement (RR) points, which will be used to repair damaged ships, replace lost crew and call for reinforcements from high command. The total number of RR points each player will receive is modified by the events listed below.

Event	RR Points
Player captured a new Strategic Target this turn	+10
Player lost a Strategic Target this turn	-15
For every battle won this turn	+5
For every space station the player possesses	-5

Additionally, every player receives RR points equal to the RR score of each Strategic Target that they now hold. For example, a player with an Industrial World (10 RR) and a Construction Yard (3 RR) would gain an additional 13 RR points. Each Strategic Target type has its RR score listed in its entry below.

These RR may be spent in the following ways. It is not compulsory for you to spend all your RR points every turn, and they may be saved for spending in future turns.

Repairs

Each RR point may be expended to replace five lost Damage points from any ship in the fleet. A ship that has been Crippled must have an additional five RR points spent on it before any repairing may be performed.

Two RR points may be spent repairing a single Critical Hits to a ship's Vital Systems. Other Critical Hits will cost one RR point each to negate.

In addition, you may voluntarily send a ship back to high command for complete repairs, no matter what its condition. You will not be able to use the ship for a full two Campaign Turns but after this period, it will be returned to your fleet roster as normal, fully repaired of any damage.

Ships with the Self-Repairing trait will automatically recover all lost Damage points (though not Crew or Critical Hits) before their next battle.

Recruiting

Each RR point may be expended to replace up to eight lost Crew points from any ship in the fleet.

If a ship has been reduced to a Skeleton Crew, you may recruit crew for it as normal but it will have its Crew Quality score permanently reduced by one, as many experienced officers and ratings will have been lost.

If a ship has been reduced to zero Crew, you may recover it at the end of the battle, so long as the ship is on your fleet roster and you won the battle. You will need to buy a whole new crew for it – roll a new Crew Quality score for them.

Reinforcements

You may purchase new ships for your fleet roster by spending an amount of RR points shown on the Reinforcements table. You may only purchase ships from the same fleet list that you originally selected for your fleet.

Auxiliary craft wings may also be purchased as reinforcements, either as independent wings or as replacements for carriers which have suffered losses amongst their fighter craft. In this case, the carrier must be capable of carrying the fighter craft in question.

In a campaign, you may also transfer auxiliary craft between carriers. Do this during the repairs and reinforcements phase by noting down the reduced number of craft on one carrier and adding them to your chosen recipient. A ship receiving fighters must be capable of carrying them in the normal manner and you must not exceed the carrier capacity for any craft in transferring fighters. Other than this, you are free to transfer fighters as you wish, even leaving a ship completely without fighters in order to re-stock a preferred vessel in the fleet.

Priority Level of Ship/ Wing	RR Points
Patrol	5
Skirmish	10
Raid	15
Battle	20
War	25
Space Station	x2

Victory and Defeat

After many battles have been fought and won, it will be time for one fleet to claim victory over all others.

The winner of the campaign is the player who can capture all available Strategic Targets first. He can lord it over his fellow players and claim to do twice as well in the next campaign. A player automatically loses the campaign if every ship on his fleet roster is destroyed. We suggest he just slinks away and hopes no one notices him. . .

Strategic Targets and Unusual Features

Each Strategic Target in a campaign has its own effect on the fleet that manages to successfully capture it. Listed below are the different Strategic Target categories and their special rules, as well as the rules for Unusual Features.

Unexplored Worlds: Some types of Strategic Target are designated as *unexplored*. The first time that an unexplored Strategic Target is captured, the capturing player may roll once on the following table:

2d6	Exploration
2	Ancient Ruins
3	Crashed Spacecraft
4-5	Resource Cache
6-8	Nothing
9-10	Hidden Resources
11	Raiders
12	Lost Outpost

As soon as an unexplored target has been captured it is explored. No more rolls for exploration are made if other players capture it in the future.

Ancient Ruins: Discovering the ruins of an ancient civilisation that once existed here, the explorers unearth a cache of advanced technology. The discovering player may make a free refit roll for a single ship in their fleet.

Crashed Spacecraft: A crashed spacecraft and its grateful crew are discovered and rescued. The discovering player may add a single League ship of Skirmish or Patrol level to their fleet for no cost.

Hidden Resources: Whether a hidden ecosystem or a hitherto-undiscovered abundance of mineral deposits, it turns out that this planet is of far more value than previously thought. The Strategic Target permanently produces one additional RR per turn.

Lost Outpost: It turns out that there is an isolated outpost here that has remained out of contact with the rest of the galaxy for years or even decades. Replace this Strategic Target with a random outpost.

Nothing: The Strategic Target is exactly as it appears to be.

Raiders: The discovering player stirs up a hornet's nest as it turns out that raiders are using this Strategic Target as a hidden base of operations! This results in temporarily increased piracy for one turn before they are driven off, reducing the RR income of all players by -1d6. Raiders fleets do not suffer this RR penalty and indeed gain a single Raider ship of Skirmish or Patrol level for free.

Resource Cache: The planet turns out to house a one-off cache of resources, whether a hidden military stockpile or a lone deposit of valuable minerals. It can be quickly exploited for a one-off bonus of +1d6 RR for the discovering player.

Space Installation

This category covers fully operational space installations. Space installations are rarely completely autonomous, usually placed in orbit of or close proximity to a planet or other Strategic Target. They can cover a wide variety of roles, from serving as a nexus of trade and diplomacy for a region, to providing shipyards for the repair and maintenance of a fleet.

1d6 Space Installation

1	Construction Yard
2	Diplomatic Station
3	Military Installation
4	Scrap Yard
5	Space Docks
6	Trade Station

Spacedocks (1 RR)

Spacedocks are space installations designed to berth capital ships for the purposes of maintenance and resupply. They provide only a minimum of income for the controlling power but they also serve as extremely useful facilities for repairing damaged warships.

A player who controls a spacedocks ignores the 5 RR point premium required for repairing Crippled ships.

Trade Station (3 RR)

A trade station is a gathering point for merchants and traders across the system. Usually, this kind of space installation has extensive docking facilities for freighters and cargo ships, as well as providing accommodation and entertainment for the dealers and corporate emissaries that constantly pass through the station to hammer out commerce and trade arrangements. Those in control of such a station are able to tap into the wealth flowing through their property, through taxes or favourable deals.

A player who controls a trade station increases the income they gain from the trade route strategic target by three RR.

Diplomatic Station (1 RR)

Much like a trade station, a diplomatic station usually boasts extensive facilities for the accommodation and entertainment of its visitors. The main difference is that those travelling to a space installation of this kind are doing so because it is a hub of diplomacy and political interaction. Here, deals are brokered not for the exchange of goods and merchandise but for the writing of peace treaties and the sealing of alliances.

During the Initiative phase of the campaign turn, after initiative has been rolled, a player who controls a diplomatic station may pay three RR to target any

player lower in the initiative order than themselves for a ceasefire. By designating a single strategic target in the system, the chosen player may not attack that target this turn.

Military Training Installation (1 RR)

Military training installations are created to give cadets a taste of life in space and zero-g conditions to prepare them for service onboard capital ships. Such an installation can provide a steady flow of well-trained crew for a fleet.

A player who controls a military training installation may reroll one XP die being used to try and increase the Crew Quality of a ship, once per campaign turn.

Construction Yard (3 RR)

Construction yards are substantial space installations created for the purpose of assembling new spacecraft. A construction yard is usually in close proximity to a planet or mining outpost from which raw materials can be shipped over to it and processed into spacecraft parts. A construction yard on the scale of one of these strategic targets is a great prize indeed; instead of having to bring in reinforcements from other systems, the owner can churn a steady flow of new craft out of the installation and straight into the thick of battle.

A player who controls a construction yard gains an additional five RR on top of the normal three RR that this strategic target produces. The bonus five RR can only be spent on the purchase of new ships and is lost at the end of the turn if it has not been used.

Scrap Yard (1 RR)

A 'scrap yard' is an industrial space installation that processes raw materials and recycles the debris and free-floating scrap that tends to be left in the aftermath of battles between spacecraft. Armour plating and damaged components are rendered down and manufactured into entirely new parts while salvageable components are repaired and reused in the construction of more ships.

A player who controls a scrap yard gains an additional one RR point for every ship

that they control which is destroyed in a game which they win. If a ship is reduced to zero crew but not destroyed then the ship can be salvaged and scrapped for two RR. RR points are not gained for enemy ships destroyed or reduced to zero crew.

Space Debris

This category covers various kinds of free-floating debris and detritus formations, both natural and artificial. Most formations of space debris are remnants from the formation of the system's star and planets but some may have more recent origins.

1d6 Space Debris

1-3	Asteroid Belt
4	Planetary Ring
5	Rich Dustcloud
6	Ship Graveyard

Asteroid Belt (0 RR)

An asteroid belt consists of an orbiting band of rock, ice and minerals. This form of stellar debris may be composed of asteroids of mere inches across to vast mountains with a span measured in miles. Though dangerous to try and navigate through for an inexperienced captain, the mineral deposits often draw small groups of miners willing to take the risks, and the natural hazards are sometimes exploited by raiders and military organisations to provide a hiding place for damaged vessels. Most would-be pursuers are wary of entering an asteroid belt, let alone actually capable of tracking down their prey in the shifting maze of rock and ice.

A player who controls an asteroid belt may multiply the dice rolled by five instead of three when spending XP Dice to make repairs.

Any battle that takes place for the possession of an asteroid belt has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris.

Rich Dust Cloud (3 RR)

Great clouds of dust particles and tiny fragments are left in the wake of a star system's birth. Some of these dust clouds

are particularly rich in minerals and elements that are deemed valuable by the sentient races of the galaxy, attracting cloud miners to harvest this abundance of resources. Factory-ships trawl the dust, sifting out the particles they want and processing the raw materials for later transport to industrial facilities and planets.

Any battle that takes place for the possession of a rich dust cloud has an additional d3 dust clouds generated on the battlefield in addition to normal stellar debris. These dust clouds are generated even if the scenario does not normally permit stellar debris.

Ship Graveyard (d6 RR)

A 'ship graveyard' is made up of shattered hulks, twisted pieces of scrap metal and mangled infrastructures floating in close proximity or sometimes clumped together in great conglomerations of debris. A graveyard may be the marker of some ancient space war from times now long past, or it may be the accumulated debris of more recent battles and conflicts; either way, it is a treasure trove for those willing to risk its dangers.

A ship graveyard does not generate a fixed RR total in the normal manner, instead generating 1d6 RR each turn for the controlling player.

Any battle that takes place for the possession of a ship graveyard has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. Unlike normal asteroids, these are not shards of rock or ice but the twisted, mangled remnants of destroyed spaceships. This is a perfect opportunity for exercising modelling skills and creating some more unusual pieces of stellar debris!

Planetary Ring (0 RR)

A planetary ring is similar in nature to a normal asteroid belt except that it orbits a planet or moon instead of the system's star. This can make it a particularly advantageous location from which to defend the planet in question, as the power in control of this strategic location can launch surprise assaults with ease and quickly retreat back to the safety of the

ring. This also makes it a fine staging point for an invader from which to attack the planet.

A planetary ring is assigned to a specific planet in the system when it is created.

A player who controls both the planetary ring and its planet gains a +1 Initiative bonus in any battles fought defending the planet.

A player who controls the planetary ring gains a +1 Initiative bonus in any battles fought attacking the planet, which increases to a +2 bonus in a Planetary Assault scenario.

Any battle that takes place for the possession of a planetary ring has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris.

Inner System Comet

This category covers comets, stellar bodies that move through a system on elongated orbits around the star. Distinctive for the 'tail' of dust and gas that they seem to shed behind them as they move, most comets in a system are not in a position of strategic importance but a rare few can prove of use to battling opponents.

1d6	Inner System Comet
1-4	Ice-Rock Composite Comet
5-6	Mineral-Rich Comet

Ice-Rock Composite Comet (0 RR)

This is a normal inner system comet, composed of the usual mixture of debris and frozen gases. Its primary strategic use is to shield the arrival of jump-capable reinforcements from the eyes of the enemy.

A player who controls an ice-rock composite comet may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point traits by 10%, rounding up. This reduction may be not combined with that given for a Jump Gate or another Inner System Comet.

Mineral-Rich Comet (1 RR)

A rare form of comet, this strategic target contains an unusually high level of valuable minerals which can be extracted and processed. Much like a normal inner system comet, it also helps conceal jump-capable reinforcements as they arrive in the system.

A player who controls a mineral-rich comet may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point traits by 10%, rounding up. This reduction may be not combined with that given for a Jump Gate or another Inner System Comet.

Settled World

This category covers all manner of worlds that have been colonised by sentient races. Most systems will contain a number of planetary bodies and while only a very few of these will be particularly hospitable to life, the lure of rich resource deposits can result in the settlement of even the harshest planets.

2d6	Settled World
2-3	Leisure World
4-5	Primitive World
6-8	Industrial World
9-10	Agrarian World
11-12	Commerce World

Industrial World (10 RR)

Varying from heavily-populated worlds where the inhabitants continually labour to manufacture goods and products to almost entirely automated factory complexes with a skeleton shift of overseers, an industrial world is a great prize indeed. Any power that can turn the planet's extensive resources to serve its war effort will benefit from a significant enhancement to its capability to maintain armed forces.

A player who controls an industrial world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

Agrarian World (5 RR)

This type of strategic target is a planet whose primary function is as a producer of natural resources, usually in the form of crops and food. Running the gamut

from worlds covered by endless fields to subterranean settlements farming hydroponic gardens and nutrient vats, agrarian worlds are valuable both for providing supplies to military forces and as recruiting grounds to draw fresh troops from.

A player who controls an agrarian world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

Primitive/ Low-Tech World (2 RR)

Primitive and low-tech worlds are often inhabited by cultures that have simply not advanced past early stages of civilisation yet, let alone acquiring the capacity for space travel. As 'primitive' is a relative term, this does not necessarily mean that they are axe-wielding savages but their capacity to process raw materials and manufacture goods will fall far below those of more developed agrarian and industrial worlds. Some low-tech worlds exist not as a result of a primitive society but of a desire on the part of the inhabitants to live simple lives close to nature, rejecting the rigours of industrialisation and expansion.

A player who controls a primitive or low-tech world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

Commerce World (6 RR)

The primary function of a commerce or trade world is not the production of materials or goods but rather their distribution and administration. Often highly developed and with a good standard of living, a commerce world may well be the central hub or homeworld of an empire or alliance, the heart of an infrastructure that can rely on its colonies to provide all the resources that it needs. Some commerce worlds gain their status simply by being in the right part of space, in particular where the borders of several territories meet and representatives of many races come together to barter. Control of a settled world of this type grants some powerful advantages to the possessor, primarily due to the considerable revenue that it will generate.

A player who controls a commerce world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

For every other settled world that the controlling player possesses, the commerce world generates an additional two RR every turn.

Leisure World (3 RR)

Leisure or 'resort' worlds are extremely rare but, while highly valued by most governments, are often overlooked by military commanders who fail to see them as of any particular strategic importance. A leisure world is a planet with particularly popular features for one or more races, whether it be a balmy climate, beautiful beaches or excellent leisure facilities, so that as a result the planet's primary income is from tourism and the entertainment industry. While it produces few resources of use to a military campaign, possession of such a world can be a great boon to the morale of ship crews during their periods of R&R.

A player who controls a leisure world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

A player who controls a leisure world may reroll both dice of a single Other Duties roll once per campaign turn. If this option is chosen, the player must accept the second roll and may not choose to use the results of the first roll instead.

Uninhabited World

This category covers habitable worlds that have not yet been colonised. Such worlds are not innately hostile to life, and indeed often flourish with indigenous flora and fauna. Some worlds of this kind are specifically set aside and protected from settlement, sometimes due to outstanding natural beauty, a delicate ecosystem or native and sentient races in the very earliest stages of civilisation that would not likely survive the culture shock of meeting spacefaring societies. Others have only just been discovered, or the resources to colonise them have not yet become available.

All uninhabited worlds are considered as *unexplored* at the beginning of the campaign.

1d6 Uninhabited World

1-2	Temperate Planet
3-4	Verdant Planet
5-6	Water World

Water World (1 RR)

Some planets have their surfaces mostly or entirely covered by water. Generally, planets with less than 10% of their surface area as land will fall into this category. The vast oceans of such a world can teem with life and a wealth of resources but they can be hard to begin colonisation of, as there may be little or no solid land on which to build initial outposts.

Temperate Planet (1 RR)

Planets of this type are usually very similar to earth in terms of climate and geography. Some basic assets can be acquired from such a planet but until full-scale colonisation occurs, the wealth of resources that a temperate world holds cannot be tapped into efficiently.

Verdant Planet (2 RR)

Some uninhabited planets are possessed of an incredible natural fertility and an abundance of life. In some cases an entire planet can be swathed in thick vegetation. The natural resources of such a planet are so easily available that they can be harvested even without the development of a proper colonial infrastructure.

Dead World

This category covers worlds that have been designated as either uninhabitable or lacking any sort of assets to make their colonisation worthwhile. Some have such inhospitable environments that to try and inhabit them is unthinkable, while others are bereft of natural resources. Nonetheless, even barren dustballs can prove of strategic use for the movement and regrouping of spacefaring fleets.

All dead worlds are considered as *unexplored* at the beginning of the campaign.

1d6 Dead World

1-2 Barren World

3-4 Ice World

5 Molten World

6 Toxic World

Barren World (0 RR)

Many dead worlds are literally just barren and sterile. They lack the basic requirements for life, sometimes entirely bereft of an atmosphere or without a drop of water anywhere on their surface. The scars of ancient wars and civilisations can be seen on some barren worlds but others have never been visited by any form of sentient life, as there is nothing noteworthy to attract any attention to them.

Ice World (0 RR)

Ice worlds usually exist on the outer fringes of a system, water worlds so far from the warmth and light of a star that they have simply frozen over. Their ice-covered surface is usually marred by cracks and crevasses and if they have an atmosphere it will be bitterly cold, making for a decidedly inhospitable environment. Nonetheless, some ice worlds have oceans and warm vents deep below the frozen crust, and potentially even ecosystems. Reaching such resources is a process rarely worth the effort.

Molten World (1 RR)

The opposite of ice worlds, any water on the surface of a molten or volcanic world will have long since boiled away into space. Usually notable for extremely close proximity to a star, a molten world's surface is lethally hot and riven with extreme volcanic activity. The crust of such a planet is generally very unstable, with earthquakes and fresh eruptions as regular events. Despite the very hostile environment, molten worlds can sometimes be of worth to would-be conquerors of a system, as the minerals and metals vomited forth onto the surface on a daily basis can be harvested and often contain deposits of extremely rare elements and compounds. Acquiring them is, of course, extremely dangerous and unpredictable and molten worlds rarely acquire more than very small mining operations attached to them.

Toxic World (0 RR)

Toxic worlds may sometimes appear from a distance as quite hospitable or even welcoming locations. They usually sport an atmosphere, seas and even life. All this masks the truth that they are uninhabitable for almost any known sentient species in the galaxy. The weather drives acidic rain and clouds of choking gases across the surface, lakes and oceans boil with noxious chemicals and any creature that has survived and flourished on a planet like this is unlikely to see visitors as anything other than prey.

Jump Gate

This category covers various forms of jump gate, the structures used to grant access to a system for spacecraft that are not jump-capable. Most inhabited systems will have access to a jump gate of some sort, though a system that has yet to be fully explored or only has a very small population may lack one of these features. Control of a jump gate is often considered as a priority objective for military forces engaged in conflict over possession of a system.

1d6 Jump Gate

1-4 Jump Gate

5 Ancient Jump Gate

6 Faulty Jump Gate

Jump Gate (5 RR)

Most normal jump gates are relatively reliable and allow whoever controls them to bring through reinforcements and equipment from other systems with ease, not needing to rely on jump-capable craft to keep their supply lines steady.

A player who controls a jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.

Ancient Jump Gate (5 RR)

Truly ancient jump gates can be found in a rare few systems. Of unknown origin and crafted with unfamiliar technologies, such jump gates have a tendency to be placed in odd and inexplicable locations – on the farthest fringes of a system,

or in close proximity to a lifeless and dead world. While just as useful as a normal jump gate to those fighting for dominance in a system, these ancient structures are often accompanied by unusual or downright bizarre phenomena or formations of stellar debris and can attract superstitious beliefs due to their weird nature.

A player who controls an ancient jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.

When the system is created, an ancient jump gate must always have an unusual feature generated for it, in addition to any others in the system.

Faulty Jump Gate (2 RR)

In times of war, jump gates can suffer damage or go without repairs as attention and resources are diverted to fighting battles instead. As a result, some gates end up developing faults and problems that hamper their efficiency; these issues will only be repaired once the current conflict is over and once time and money can be assigned to deal with them.

A player who controls a faulty jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.

Outpost

This category of strategic target covers minor facilities that are usually located on moons or large asteroids. The population of an outpost is generally very small, or even the minimum for the continued operation of the facility. Nonetheless, they are often of strategic importance due to either their position or the resources that they have access to.

1d6 Outpost

1-3 Mining Outpost

4 Observation Outpost

5 Religious Outpost

6 Scientific Outpost

Mining Outpost (10 RR)

An outpost of this kind is a facility set up to mine raw materials from a moon or asteroid where there is no justification for any larger-scale settlement to occur. Large sections of the outpost are likely to be automated. Mining outposts are valuable to any warring faction for the sheer amount of resources that they can provide and does not even require the large garrison that can be needed to keep a planetary population in line.

Scientific Outpost (3 RR)

Scientific outposts tend to be located in odd positions around a system, to suit the specific requirements of the research conducted there. In some cases it is just to ensure that if things go horribly wrong, the facility is well away from any populated areas, while in others the outpost is ideally placed to study an unusual phenomenon or to conduct experiments in zero-g conditions. Control of a scientific outpost can give access to the benefits of the research carried out there, and even the occasional ground-breaking discovery to give a fleet an extra edge over their opponents.

A player who controls a scientific outpost may reroll both dice of a single Refits roll once per campaign turn. If this option is chosen, the player must accept the second roll and may not choose to use the results of the first roll instead.

Observation Outpost (1 RR)

Usually military in nature, observation outposts provide detailed coverage of much of the system with some of the most sophisticated scanning technology available. Control of one of these facilities grants a faction much greater information on the fleet movements and activities of any opponents, allowing them to better plan their own actions.

A player who controls a scientific outpost may increase or decrease the number they rolled for campaign turn Initiative by up to two, after all players have rolled their Initiative. Alternatively, the controlling player may pay five RR to swap Initiative results with one other player.

Religious Community (1 RR)

Religious communities are sometimes to be found inhabiting small outposts, often on the fringes of a system or near a location of religious significance. Such communities often choose to live in an outpost in order to be isolated from the world and to have peace, quiet and solitude. Others have beliefs that are incompatible with the rest of their people and so use such outposts as sanctuaries and hiding places. A community of this kind is rarely of much direct use to a military commander due to small populations and low levels of material and goods production.

Gas Giant

This category covers gas giants, the huge spheres of gas that are common to most systems. Although a gas giant cannot be colonised and inhabited in the same way as other planets, they are nonetheless often valuable sources of many gases and elements that can be sifted from their upper layers and processed for use elsewhere. Space installations are often located in orbit around a gas giant, as the installation can be easily supplied with fuel and materials harvested from the gas giant.

1d6	Gas Giant
1-3	Medium-Yield Gas Giant
4	Low-Yield Gas Giant
5	High-Yield Gas Giant
6	Hidden Outpost

Low-Yield Gas Giant (1 RR)

A gas giant of this kind has virtually no constituent gases or elements of any use, or any such substances are only to be found so deep within the giant as to be unreachable for the purposes of harvesting significant amounts. A few small harvesting facilities will be able to provide some resources but there is little point in developing any holdings further.

Medium-Yield Gas Giant (3 RR)

Most gas giants are considered medium-yield, as useful levels of raw material can be harvested from their atmospheres. Many end up with dozens or hundreds of orbiting facilities in their upper

atmosphere, sifting out the desired elements.

High-Yield Gas Giant (5 RR)

Some gas giants have an abundance of valuable gases that are easily accessible for harvesting facilities. Some of these planets even end up with extensive colonisation in the form of orbiting space stations and habitats, all supported by the produce of the gaseous world below.

Hidden Outpost (1 RR)

A gas giant can provide an excellent hiding place for a hidden outpost to be located, with the swirling clouds of the upper atmosphere and the vast surface area of such a planet. A gas giant with few useful elements to be harvested is unlikely to draw much attention to itself, so a small facility in its orbit is likely to go unnoticed by most cursory surveys and even from more determined searches by military spacecraft.

Whenever a hidden outpost would be captured, the victorious player must pay five RR or the strategic target remains with its current owner (or without an owner if as yet unclaimed).

Trade Route

This category of Strategic Target has unique qualities. Trade routes are not randomly generated like other types of strategic target; instead, every system always has one trade route.

Additionally, a trade route is not held from turn to turn by a controlling player, nor does it represent a physical location. Instead, the trade route represents the network of commerce and wealth flowing through the system, which contributes to the resource income of all factions involved in the struggle.

By choosing the trade route as a target during the campaign turn, a player is effectively attempting to exert control over the commerce, merchants and shipping routes of the system. A player targeting a trade route can be intercepted just as with any other Strategic Target.

Should a player who chose the trade route successfully win control of it, it grants an income of five RR points in addition

to the usual benefits for acquiring a new Strategic Target. Furthermore, the income of all other players for that turn is reduced by two RR.

Should a player successfully intercept an attempt to take control of the trade route, they do not gain control of it. Instead, they gain a flat bonus of ten RR.

If a Raiders fleet acquires control of the trade route, the income of all other players for that turn is reduced by 1d6 RR. If Raiders successfully intercept an attempt to take control of the trade route then they gain a flat bonus of 15 RR.

At the end of the turn, the trade route returns to neutral status, uncontrolled by any player. Keeping control of the trade routes of the system requires a great deal of effort and allocation of forces on a continual basis.

Unusual Features

1d6	Unusual Feature
2	Space-Time Anomaly
3-5	Heavy Dust Clouds
6-7	Electromagnetic Distortion
8-9	Minefield
10-11	Heavy Asteroid Density
12	Power Drain

Heavy Asteroid Density

An unusually heavy density of asteroids and other sizeable pieces of space debris litter the vicinity of this strategic target. These might be the evidence of the destructive forces of nature at work, or perhaps are the debris left over from past conflict – the torn and unsalvageable hulls of alien ships or the shattered remnants of a moon outpost.

Any battle fought for control of the Strategic Target has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris (yes, this does mean that a battle fought for control of an asteroid belt with an unusually heavy asteroid density could end up with a table near-full of asteroid fields!).

Heavy Dust Clouds

The area around this Strategic Target is thick with dust and minor space debris, literally cloying the entire region with heavy clouds. This may be a result of unusual solar activity resulting in the ejection of vast amounts of gas and matter into the region, perhaps forming a planetary nebula or simply blanketing an area of space.

Any battle fought for control of the Strategic Target count as having the *entire battlefield* as a dust cloud, even if the scenario does not normally permit stellar debris. The area covered by these dust clouds can be vast, extending far beyond the boundaries of the strategic target.

Minefield

Relics from a past conflict, minefields can still be in place long after the war that prompted their deployment has ended. Sometimes they are simply forgotten, other times there is no-one left to deactivate them or the region is no longer deemed strategically significant. They can present a serious hazard for anyone attempting to assert control over a strategic target in their vicinity, attacking any interlopers regardless of affiliation or intent.

Any battle fought for control of the Strategic Target must take the mines littered around into account. Ships moving under half their current speed are able to scan the local area for any dormant mines and avoid or destroy them. Whenever a ship moves over half its current speed, it triggers a mine on a 1d6 roll of a six. This is resolved as an AP attack of two AD on the ship.

Electromagnetic Distortion

This Strategic Target is situated in an area of space affected by heavy electromagnetic distortion and interference. Ship systems and sensors work unreliably and it is easy for ships to slip past undetected. Perhaps the result of unusual solar activity, planetary core anomalies or just an inexplicable oddity, phenomena such as this can give rise to superstitions and fears as ships drop off sensors and then never emerge from the region, though this often has far more to do with the

bands of raiders and smugglers making such areas their base of operations.

Any battle fought for control of the strategic target will be affected by this electromagnetic distortion. All ships gain +1 to their Stealth score (to a maximum of 5+) or the Stealth 2+ trait if they did not have it before. This is only for the duration of the battle; they do not keep the trait afterwards, as it is a result of the local environment.

Space-Time Anomaly

One of the most disturbing phenomena to be encountered is that of a location where the very fabric of space and time has been damaged. Few would claim to have even a vague understanding of what causes such anomalies but they generally seem to be linked to examples of truly ancient technologies or cataclysms. Such regions are generally considered extremely dangerous and normally no-one would dare trespass on such warped space but in times of war people make desperate acts and a space-time anomaly may hide vital strategic resources. Battles in a space-time anomaly are unpredictable and chaotic affairs.

Any battle fought for control of the Strategic Target will have a number of special rules applied during the game. During the Initiative phase, both players roll 4d6, not 2d6. Note that race and fleet modifiers are only applied to this roll once, as per normal. Whenever a capital ship is nominated to move, roll a d6. On a one, it has its Speed halved this turn. On a two to five, it moves as normal. On a six, it has its Speed doubled this turn. Finally, whenever a capital ship attempts to open a jump point into or out of hyperspace, roll a d6. On a four or higher the attempt is successful, but on a one to three it fails due to the space-time anomaly.

Power Drain

A mysterious power drain afflicts space in the region of this Strategic Target. The source might be ancient alien technology, an aura generated by strange crystal growths or simply inexplicable nature itself. Any power sources brought into such areas are sapped and suppressed, meaning that ship weapons and engines

in particular can suffer. Battles fought under the influence of a power drain need to be concluded quickly so that the victors can themselves escape.

Any battle fought for control of the Strategic Target will have a number of special rules applied during the game. During the first five turns of the game, all ships will suffer a penalty of -1 AD to all weapons systems and a -2 Speed penalty. On turn five and every five turns thereafter, this penalty increases by an additional -1 AD and -2 Speed. These penalties cannot reduce the AD of a weapons system below one and cannot reduce a ship's speed below two.

Space Stations

Players may like to bring space stations into their fleets, to act as a centre of operations around specific Strategic Targets. This has the benefit of securing a Strategic Target against all but the most determined of attacks but space stations are, by definition immovable and have a tendency to drain resources from the rest of the fleet.

Space stations may be bought as Reinforcements as normal but you will pay triple the normal cost in RR points. In addition, you must pick one Strategic Target you currently hold. The space station will be placed here and may not be moved for the duration of the campaign.

Each space station you have in your possession will reduce the number of RR points you gain in each campaign turn by -5.

In return, it is difficult to force a fleet out of a Strategic Target if a space station is present. The presence of a space station has the following effects when an attack is made on the Strategic Target;

- 5 The random Priority Level of scenarios in this Strategic Target may never be modified by either player.
- 5 The Strategic Target will only be lost if the attacking player wins in a scenario that involved the space station.

- 5 Space stations must be used in the scenario if it is of Battle or War Priority Level and the Space Superiority, Call to Arms or Annihilation scenarios are rolled for. In all other scenarios and Priority Levels, it is the defending player's choice whether to use his space station or not.

Shadow Clouds

The vast clouds used by the Shadows in times of war may be used as an ordinary space station as detailed above. However, the Shadow player also has the option to keep the Shadow Cloud with the rest of his fleet. In this case, it may never be used to protect a Strategic Target and may only be used in Planetary Assault scenarios where the Shadow player is the attacker.

The Raiders Campaign

A Variant Campaign for two Players

THE RAIDERS FLEET list is an attractive one to many players. The fleet has a surprising variety of vessels (given the fleet's capability of using ships from the League of Non-Aligned Worlds) and many enjoy the 'underdog' status the Raiders have among the major governments of the galaxy. However, while the Raiders fleet list is admirable in small battles, it tends to lose legs at higher levels of play as they lack any hard-hitting warships – which is as it should be. This is especially notable in a full-blown campaign.

This variation of the campaign rules is for two players. One will play as the Raiders while the other may use any other fleet list in the game. It is recommended that you avoid using Shadows or Vorlons, however, as even Raiders are not desperate enough to engage in pirating in those systems!

The goal of the Raiders is to simply amass as much wealth as possible before being forced out of the system. His opponent will be trying to eradicate all pirate activity from the system before too much damage is done to his shipping and trade. In order to do this, he will have to locate the pirate's hidden base and destroy it.

The Raiders Campaign follows all the normal rules for campaigns as detailed in Book One of *A Call to Arms*. Where changes are necessary, they are listed below.

Beginning the Campaign

There will be ten Strategic Targets in the system. One will automatically be a Settled World, as normal but this will be the only Settled World in the system. Any others that are randomly generated must be re-rolled. Once

the system has been generated, the Raiders player secretly notes down one Strategic Target where his hidden base will be located. This may not be on the Settled World.

Starting Fleets

The player opposing the Raiders has a fleet bought with 10 Fleet Allocation Points at a Battle Priority Level, as normal. The Raiders have no luxury of such a vast fleet and instead have 10 Fleet Allocation Points bought at a Raid Priority Level. Even this represents an extremely well-equipped and organised Raiders group that has clearly enjoyed many successes in the past.

Fighting the Raiders

The Raiders' opponent enjoys certain advantages in this campaign, beyond having a vastly superior fleet. This is, after all, his own system that he is fighting in and he can count on the help and support of its inhabitants who are suffering under from constant Raider activity.

He begins the game automatically controlling the Settled World as a Strategic Target. At the end of every campaign turn, he will automatically claim ownership of one more Strategic Target. This represents his fleet's forward forces spreading throughout the system, seeking for any trace of Raider activity and securing valuable strategic objectives. The Raiders are powerless to stop this and their opponent's domination of the entire system is inevitable, given time.

The Campaign Turn

During the Raiders Campaign, the campaign turn proceeds as normal, except for the following changes.

Initiative

So long as his secret base remains hidden, the Raiders fleet gains a +1 bonus to Initiative. Once discovered, he loses this bonus.

Select Targets

If the Raiders player wins the initiative, he may select any Strategic Target he wishes. This will be the main target for his pirating in this turn. If his opponent wins the initiative, he selects one Strategic Target in order to locate the hidden Raiders base.

If he does not own this target, he will discover the Raider's base (if, indeed, it is actually there!) by rolling one die and scoring 5 or 6. If he does own the target, he need only roll a 4 or more. He may increase his chances of discovering the base by using one less Fleet Allocation Point in the next scenario as he diverts more forces for the search. This will grant him a +1 bonus to the die roll. If he is successful in his search, consult the Raiders Base section below.

Generate Scenario

If the Raiders base has not been discovered, a scenario is generated as normal. However, a new Random Priority Level table is used as the Raiders are adept at avoiding large scale confrontation with enemy warships. A Raider captain who insists on constantly taking on the military will have a very short career.

2d6	Priority Level
6 or less	Patrol
7–10	Skirmish
11–12	Raid
13 or more	Battle

The Raiders player may never alter this dice roll, as it is assumed he will always be trying to avoid a head-on confrontation. The opposing player may only alter this dice roll once he has a certain number of Strategic Targets and thus a secure hold of the system. After he has captured 3 Strategic Targets, he may add a +1 bonus to this dice roll, if he so wishes. Six targets will allow him to add +2 and nine targets will allow him to add +3.

Fight Battle

Once the scenario has been generated, the battle will be fought as normal. However, neither side will capture the Strategic Target when the battle is over. The Raiders player can never own any Strategic Targets and the only way his opponent can capture them is by automatically taking one at the end of every turn.

Ship Experience

Experience is handled as normal in a Raiders Campaign.

Repairs and Reinforcements

The player opposing the Raiders does not receive the +10 RR bonus for capturing a new Strategic Target every turn. He does, however, get the bonus for owning Strategic Targets as normal.

If the Raiders player won his battle, he gains twice the RR points the Strategic Target normally grants – he has driven the opposing fleet out of the area, at least temporarily, and is now plundering it. If the Strategic Target normally belongs to the opposing player, he will not get any RR points for it in this turn, though it will be returned to him straight after.

In addition to this, the Raiders player receives 2d6 RR points every turn. The rest of his forces are scattered throughout the system and these points represent the plunder and loot he has managed to acquire from hitting merchant ships and weakly defended depots.

The Raiders Base

Once the Raiders base has been located, the opposing player may decide to attack it at any time he gains the initiative at the start of a campaign turn. This will automatically be a Priority Level Battle engagement, with each side using 5 Fleet Allocation Points. The mission will be Assassination, with the Raiders as defenders and the base as the assassination target.

The Raiders player will place a planet in his deployment zone if the Strategic Target in which the base is located is a Dead World, or a moon if it is not. His base will be in its gravity well, accompanied by two Orbital Defence Satellites. Both the satellites and the base are considered to be free and do not have to be paid for out of Fleet Allocation Points, either for the entire Raiders fleet or this scenario. The Raiders base has the following characteristics.

Raiders Base

Speed: — **Damage:** 800/400/200 **Craft:** 16 Delta-V flights

Turn: — **Crew:** —

Special Rules: Carrier 6, Defence Network 8, Immobile, Interceptors 10, Space Station, Targets 3

Hull: 5 **Troops:** 25

In Service: 2240+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	24	—	6	Twin-Linked
Railgun	20	—	4	AP, Double Damage
Particle Blaster	15	—	6	Twin-Linked

Battle

Victory and Defeat

Sooner or later, the player hunting for the Raiders will find their base and destroy it. At this point, the campaign ends, as the Raiders leave the system to pursue riches elsewhere.

If the Raiders player managed to win at least ten fights during the course of the campaign, he will have achieved victory. Though forced out of the system, he will have acquired enough loot to have made his time worthwhile and he would have shaken the morale of the people in the system who will no longer have confidence in their own security forces. If he is forced out of the system having won less than ten fights, the opposing player can claim victory instead.

Variations

The Raiders Campaign can be used with fleets other than Raiders, if you like to experiment. It is certainly feasible to have a small Narn fleet invading Centauri territory with a series of hit and run attacks, operating in much the same way as Raiders do. The same could be true for any of the League worlds and even, with a push of the imagination, an Earth Alliance fleet (under Sheridan's command) deep in the Rim against the Shadows. This campaign can be used as a vehicle to tell yet more stories of events that occurred around and because of Babylon 5.

GOING ONLINE

IT IS A STRANGE thing but gamers seem to like talking about their games as much as they like actually playing them! So, what do you do when a planned game falls through due to 'Real Life' and you are still fired up with the idea of a Minbari scouting force blasting apart a Narn listening post? Why, jump online and join the community of *A Call to Arms* players who are all as fanatical as you about their game!

By taking a trip to our web site, www.mongoosepublishing.com and following the links to Miniatures Games and *A Call to Arms*, you will find a veritable treasure trove of goodies awaiting you. Whether you are looking for new ships to complete your latest fleet, downloads to flesh out your game and update your rulebook or even just want to gaze at pretty pictures of painted fleets, this is the place for you.

At the time of writing, this web site is the only place you can get hold of individual ships for *A Call to Arms* as only the big fleet boxes can be found in your local retail store. The fleet box sets are good value of course, as you effectively get a huge discount on the number of ships you are buying. However, if you are after just one White Star or some more rare ships of the fleet, mail order via the web site is the place to go.

These pages are also where we post many new downloads for *A Call to Arms*. They are all free and range from previews and scenarios to

rules updates and brand new rules for you to try out. For example, right now there are replacement pages for your rulebook, allowing you to make sure you are playing the very latest version of *A Call to Arms*, as well as smaller articles such as variant missile types for Earth Alliance fleets.

This is just one part of what awaits you online. To join the community proper, however, you can either click on the Forums link of the web site or go to www.mongoosepublishing.com/forum.php

This is where the real action takes place and is the front line for all true fans of *A Call to Arms* (or any Mongoose game, for that matter). These are free to use forums, so register a screen name and see what people are currently chatting about. Recently, we have had debates on the relative worth of several ships (which led directly to the White Star and Maximus articles you see in this Rules Supplement), the meaning of several rules and their implications on the rest of the game, a petition for us putting nine White Stars in the ISA box set rather than eight (we did it!) and many, many discussions on various tactics to use with specific fleets.

The forums are a very friendly place where fans of *A Call to Arms* can sit down and discuss anything related to their games. If you have a question about a certain rule or want to know how to paint a certain model, simply type out a post and hit Submit – within hours

(sometimes minutes!) you will have a reply or two and within a couple of days a complete discussion might have erupted around your seemingly innocent question. As we mentioned at the start of this article, *A Call to Arms* gamers love to chat about *A Call to Arms* and most are willing to help out someone new to the game. If you feel you are a bit more 'advanced' as a player, then the forums still have plenty to offer you. Players regularly post variant ships of their own design and discuss in-depth tactics. Others will post the latest round of their ongoing campaigns (something we have done for the office campaign from time to time).

Last but by no means least, the designers and developers from Mongoose Publishing often visit the forums. As well as dropping hints and tips about future releases for *A Call to Arms* and asking the forum community to playtest the latest rule to fly from our desks, you also have a chance to ask us questions or sound us out with ideas for your own games. Like you, we love to chat about *A Call to Arms* too!

So, next time you are online, swing by and say hello! You never know what you may find....

CATALOGUE

A CALL TO ARMS is the game of space combat in the universe of Babylon 5. Throughout the station's turbulent history, armed fleets have enacted the harsher policies of their governments. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Earth Alliance, Minbari Federation, Narn Regime, Centauri Republic or any one of the many other races that dwell in the galaxy.

From skirmishes involving single cruisers hunting down raiders to the clashing of allied fleets against the forces of ancient beings aeons old, A Call to Arms is your ticket to exciting battles that take place in the depths of space. From tiny forces of raiders to the massed battle of Corianna VI, involving the League of Non-Aligned Worlds, Minbari, Vorlons and Shadows, anything is possible!

Earth Alliance

Now spanning twenty-eight systems in a once insignificant area of space, the Earth Alliance is the cradle of Mankind's expansion into the galaxy and is already regarded as one of the superpowers despite its relative youth. Though lacking the technology of the Centauri and Minbari, as well as the raw energy of the expanding Narn Regime, the Earth Alliance has already made its mark on the galactic map and many neighbouring races are watching its continuing expansion cautiously. Though Mankind is not overtly warlike, it has already engaged in conflicts across many systems, with varying degrees of success.



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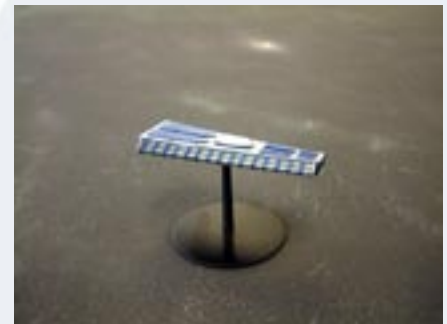
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Earth Alliance Fleet Box

MGP 3360
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A complete Earth Alliance fleet for all sizes of battles, ready to fight in A Call to Arms.

Contains:

- 2 Omega destroyers
- 1 Nova dreadnought
- 4 Hyperion heavy cruisers
- 2 Artemis heavy frigates
- 2 Tethys cutters
- 48 Starfury fighters



Minbari Federation

Next to the Vorlons, the Minbari are generally accepted to be the oldest race in the galaxy, possessing technologies and insights far exceeding that of any other world. A deeply spiritual people, the Minbari have a reputation for keeping to themselves, avoiding interaction with the younger races while keeping to the tenants laid down by one of their greatest leaders, Valen, over a thousand years before. It is said that no Minbari has killed another for a millennium.



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MGP 3361 Minbari Fleet Box £55.00/\$99.95

Centaury Republic

Once known as the Lion of the Galaxy, the Centaury Republic today is an empire in decline, with many of its people still hankering after their golden age of power even as they continue to lose worlds and colonies. Despite constant pressure from the Narn Regime, however, the Centaury are still one of the most technologically advanced races after the Minbari and Vorlons, and are regarded as a major diplomatic power – among the other governments, they probably still hold more influence than the expanding Earth Alliance, despite the old resentments many feel towards them.



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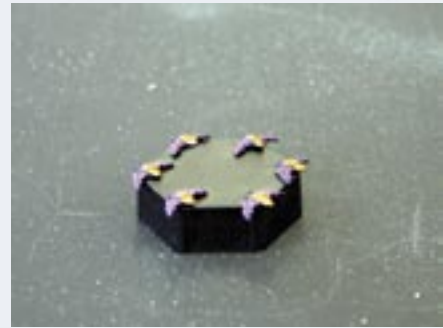
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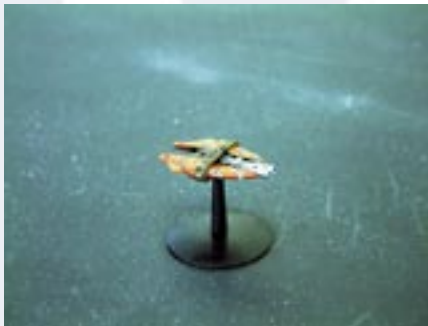
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Narn Regime

Once a peaceful and agrarian race with a tradition of personal honour, the Centauri occupation of their homeworld changed the Narn forever. Coming to Narn over a hundred years ago, the Centauri promised the primitive natives technology, law and a route to the stars. Instead, they delivered only pain, injustice and enslavement, strip-mining Narn's natural resources to support the expansion of their Republic. During the occupation, the Narn learned to first resist, then fight in outright revolt that forced the Centauri off their homeworld. Capturing abandoned Centauri technology, the Narn quickly built their own weapons and ships, finding a new strength of purpose as they drove the Centauri out of many nearby systems to form their own great Regime.



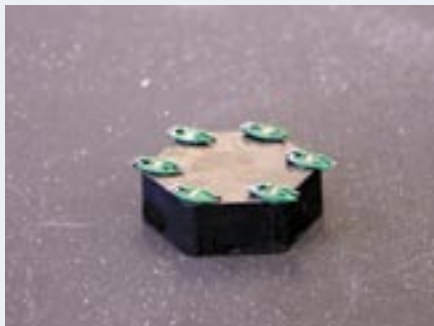
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MGP 3363 Narn Fleet Box £55.00/\$99.95

Vorlons

Every government in the galaxy both fears and respects the Vorlons and keeps extensive files monitoring their activities – however, very little is actually within those files. What is clear is that they are a very ancient race, secretive in their motives and ambitions, and possessing technologies far in excess of anyone else in the galaxy. They are not merely centuries ahead of other races, but millennia.

Vorlon Miniatures

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MGP 336602 Vorlon Heavy Cruiser £8.50/\$14.95

Shadows

After having hidden for a thousand years after the last Great War, the Shadows are back, aliens so ancient they predate the evolution of Man and every other major race in the galaxy. The Shadows possess a level of technology that far outstrips that of the young races. Their deadly ships can fade in and out of hyperspace at will while their high energy weapons can literally slice an enemy ship in half. It takes a great deal of bravery and firepower to take on a Shadow fleet with any hope of victory.

Shadow Miniatures

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MGP 336701 Shadow Ship £7.50/\$12.95

Interstellar Alliance

Formed in 2262 after the fall of President Clark's regime on Earth, the Interstellar Alliance bound all the major races of the galaxy into an idealised and more or less united whole. The White Star fleet, initially formed to fight in the Shadow War, proved invaluable to the ISA and for many years was still considered to be the most advanced fleet in existence. However, a larger warship was always a requirement, despite the incredible capabilities of a typical White Star squadron and in 2267, the first two Victory-class destroyers were launched, just in time to aid Earth against a Drakh attack and the subsequent plague.

ISA Miniatures

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MGP 336402 White Star £4.50/\$7.95



MGP 336402 White Star £4.50/\$7.95

Raiders

Space is vast and even the strongest government cannot control all its trade lanes. Raiders thrive in the recesses of the galaxy, preying on weak merchant fleets while avoiding military engagements at all costs. Though limited on a technological level, the ships of the Raiders have a certain rough efficiency that can surprise military Commanders on patrol.



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League of Non-Aligned Worlds

Formed from a union of much smaller governments, the League of Non-Aligned Worlds gives the less advanced races of the galaxy a fair and even voice in diplomatic affairs alongside the major races. Though often seen as inferior militarily by the major races, the League has access to some very unusual technologies and while they can rarely match the likes of the Victory and Bin'Tak in sheer size and scope, League ships are often very powerful for their small size and have upset more than one Captain in the past with their unique capabilities.

League of Non-aligned Worlds Miniatures

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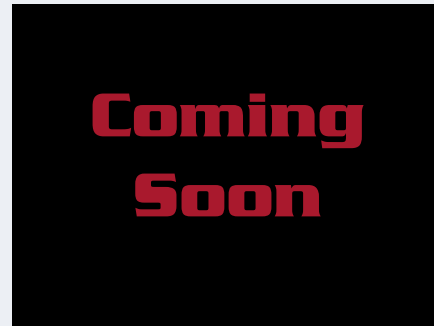
Civilians



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- Drazi Freehold Fleet Box Set
- Earth Alliance Orion Starbase
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Sep 2005

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- Abbai Matriarchy Fleet Box Set
- Earth Alliance Chronos Frigate box set
- Raiders Double-V Fighters
- Sky Full of Stars – Advanced Rules Supplement
- Sky Full of Stars Counter Sheets
- The Earth/Minbari War Campaign Supplement

Oct 2005

- B5: A Call To Arms – Starter Edition & Dilgar War Campaign
- Earth Alliance Reinforcements Box Set
- Shadow Hunter

