BABYLON 5

A Call to Arms
Babylon 5 Space Combat

A CALL TO ARMS: SECOND EDITION

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CONTENTS

INTRODUCTION

It was the dawn of the Third Age of Mankind, ten years after the Earth-Minbari War. The Babylon Project was a dream given form. Its goal-- to prevent another war by creating a place where humans and aliens could work out their differences peacefully.

It is a port of call, a home away from home for diplomats, hustlers, entrepreneurs and wanderers. Humans and aliens wrapped in two million, five hundred thousand tons of spinning metal, all alone in the night. It can be a dangerous place but it is our last, best hope for peace.

This is the story of the last of the Babylon stations.

The year is 2258. The name of the place is Babylon 5.

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 depth of space.

A CALL TO ARMS

This game is divided into several chapters which may seem to contain a lot of rules you need to remember but it is far easier than it looks! The core rules of A Call to Arms are detailed in the following sections.

Basic Rules: Just a few pages long, this section contains everything you need to know in order to enjoy games of A Call to Arms.

Advanced Rules: Once you have mastered the basic rules, start adding rules from this section in order to get the full Babylon 5 experience – from wings of Starfurys and hyperspace jumps to asteroids and space stations. . .

Battles in Space: Up to now, you will have been playing the basic Call to Arms scenario introduced to you in the Basic Rules chapter. Now unleash your tactical genius in a wide range of scenarios and campaigns!

Fleets of Babylon 5: Some of the most common ships available in the Babylon 5 universe can be found here, allowing you to start playing immediately.

WHAT YOU WILL NEED

As well as this, there are several other things you will require in order to play A Call to Arms properly. A minimum of two players are required, each with their own fleet of ships (you can readily use the counters included in the back of this book, though if you have miniatures, keep on reading). You will also need a flat playing surface – the kitchen table will do, though the scenarios included in this book normally assume a playing surface of around six foot by four foot in size.

In addition to this, you will also need pens, scrap paper to jot down notes and a measuring device marked in inches. With all those collected together, you have everything you need to begin fighting in the galaxy of Babylon 5.

You will also find a copy of A Call to Arms: Fleet Lists essential if you wish to explore the full range of fleets and ships available in the Babylon 5 universe.

SCALE

Though counters for most ships in the Babylon 5 universe have been provided with this book, veteran players may still possess entire fleets of miniatures produced for B5 Wars by Agents of Gaming. Regardless of the scale of your miniatures (original or Fleet Action), they can be used freely in A Call to Arms.

All distances in A Call to Arms are measured from the stem of a ship's base or the very centre of the counter (or from the edge of the base/counter in the case of fighters). Some older miniatures may have more than one base. In this case, pick one and measure only from that.

All distances in A Call to Arms are measured in inches.

RE-ROLLS

Some special situations may call for you re-rolling a dice. This simply means you may ignore the first failed result that a dice rolled, and roll again. You must always accept the result of the second roll, and can not re-roll the dice again, even if it was worse than the first – re-rolls can be used to get you out of a tricky situation but they are never guaranteed!

PRE-MEASURING

You are allowed to pre-measure distances and ranges at any time in A Call to Arms. Spacecraft have very advanced computer and sensor systems, allowing their Captains to precisely judge how to manoeuvre and when to unleash a devastating salvo.

MOVEMENT & FIRING

Though A Call to Arms is played on a flat surface and 'altitude' rules are not used, a full three dimensional environment is assumed, so ships can pass over one another, planets, space stations and so on. . .

Every ship in A Call to Arms has seven firing arcs, all of which are marked out on counters and bases. These are the areas that various weapons can fire into, as noted in their descriptions in the Fleet Lists book.

Fore F – 90 degrees forward
Aft A – 90 degrees back
Port P – 90 degrees left
Starboard S – 90 degrees right
Boresight B - straight line ahead
Boresight Aft B(a) – straight line behind
Turret T – 360 degrees all round

All counters have the picture of the relevant ship (shown top down), with two lines bisecting the centre at 90 degrees, to demonstrate the main firing arcs. A single point at the front of the counter marks the Boresight line (another will be at the rear of the counter if the ship has a Boresight Aft weapon). Where the two main lines intersect at the centre, a single red dot is shown, marking the point of the ship where all measurements are taken (just like the base stem on a miniature).

Minbari Sharlin
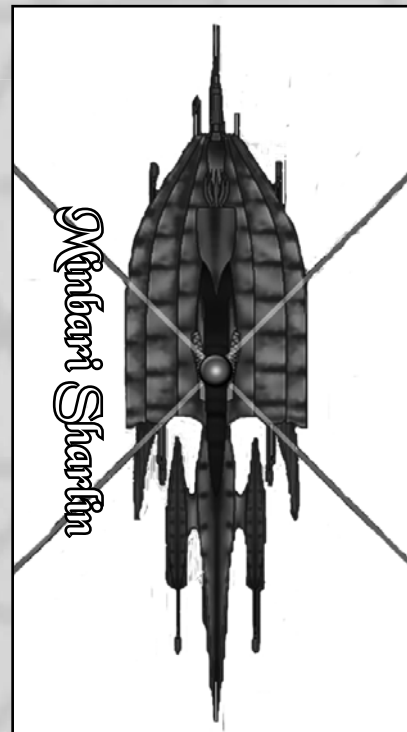
SHIPS IN A CALL TO ARMS

No doubt you have already breathlessly flicked through the last section of this book and seen some of the ships available in A Call to Arms – you might even have the Fleet Book to hand! Every ship in the game is defined by its roster sheet, though you will also find plenty of information in Book Two covering its general statistics, history and the tactics involved in its use. A ship's roster looks like this – the example given here is of a Hyperion cruiser, one of the stalwarts of the Earth Alliance.

Ship Name:	Damocles	Class/PL	Hyperion
Speed:	8	Turns:	2/45°
Hull:	5	Damage:	28/6
Crew:	32/6	Crew Quality:	4
Troops:	3	Craft:	1 Aurora Starfury flight
Special Traits:	Anti-Fighter 2, Interceptors 2, Jump Engine	In Service:	2240+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage
Heavy Laser Cannon	18	B (a)	2	Beam, Double Damage
Medium Pulse Cannon	10	F	4	
Medium Pulse Cannon	10	A	2	
Medium Pulse Cannon	10	P	8	
Medium Pulse Cannon	10	S	8	
Plasma Cannon	8	F	4	AP, Twin-Linked

Ship Name: What a ship is called is up to you, but it has been noted in our playtesting that ships with names always seem to last longer!

Class: This is the actual type (or class) of ship.

Speed: This is the maximum distance in inches a ship can usually move in a single turn.

Turns: As described in the Movement Phase chapter, this reflects how quickly a ship can turn to come about on its enemies.

Hull: The higher the value here, the better armoured a ship will be to withstand incoming fire.

Damage: The first figure shows how many points of damage a ship can withstand before being destroyed. The second marks the point at which the ship becomes Crippled. In the example above, once the Hyperion takes 22 points of damage, reducing it to 6 overall, it becomes Crippled.

Crew: Much the same as Damage, this shows how many Crew are on board the ship. The second figure shows how far the Crew can be depleted before they become a Skeleton Crew. In the example above, once the Hyperion loses 26 Crew, reducing it to 6 overall, it is crewed by a Skeleton Crew.

Crew Quality: The average figure here will be 4, which denotes a Military-Grade crew on board. This can vary to reflect especially green or elite crews. Until you start using the Advanced Rules in this book, use a score of 4 by default for Crew Quality.

Troops: Whether a few scattered security personnel or dedicated marines, most ships have the ability to conduct boarding actions.

Craft: A few ships carry flights of smaller craft on board, normally fighters. Any carried as standard will be noted here.

Special Traits: Many ships have special rules that allow them to perform actions impossible by others. The Hyperion above, for example, has its own Jump Engine and is protected by Interceptors and Anti-Fighter weapons. Special Traits are detailed on page 16.

In Service: The Earth Year in which the ship came into service and thus when it can be used.

Weapons: Any warship will have multiple weapon systems, all of which will be detailed here. Every weapon is defined by its Range, which Fire Arc it can fire into and the number of Attack Dice it uses. Some weapons also have Special Traits, as defined on page 20, which further influence their effect in the game.

THE TURN

During each turn of A Call to Arms, players will make many tactical decisions, ships will move and then launch devastating attacks upon one another. To make the process of space combat a lot easier, with the huge range of options and strategies available, each turn is split into four distinct phases. Players will run through each phase together and, when each turn is complete, every ship on each player's side will have had a chance to act and affect the outcome of the battle.

The four phases are played in order – Initiative Phase, Movement Phase, Attack Phase and End Phase. When the End Phase has been completed, the turn ends and the next one begins with the Initiative Phase.

INITIATIVE PHASE

The Initiative Phase is used to decide who will have the initiative for the turn – in other words, who has gained a position of tactical advantage.

At the start of each turn, both players roll for initiative using 2D6. To this result, each player will modify the total, depending on the race or fleet he is using. Every race or fleet has its own modifier, to be found in the Fleet Lists section (page 100) and the Fleet Lists book. Any ties are re-rolled.

MOVEMENT PHASE

The player who won the Initiative Phase by rolling higher than his opponent will now decide whether to move a ship first or force his opponent to do so. Players then alternate the moving of their ships. First, a player nominates one of his ships and moves it, then his opponent nominates one of his own and moves that. This continues until all ships have been moved. Note that a particularly large fleet may still have ships to move after its enemy has finished moving all of its own. In this case, the larger fleet will carry on moving ships until they have all had a chance to move.

ATTACK PHASE

Once ships have been moved into position, they are allowed to fire their weapons in an effort to destroy their enemies. Players then alternate the firing of their ships. The player who won the Initiative Phase nominates one of his ships and then attacks with it, resolving all damage dealt. His opponent then nominates one of his ships and attacks. This continues until all ships have attacked, or had a chance to attack. Note that it is not compulsory for a ship to attack, even if it has a viable target. The player may simply nominate it and choose not to fire. However, he may not select it again that turn and then choose to fire – he must make the decision to attack then and there, and not hold back!

END PHASE

The End Phase is used to 'tidy up' the battlefield and make sure all players know what is happening. This is the time Damage Control and other book-keeping are performed. Once complete, a new turn begins.

MOVEMENT PHASE

The ability to manoeuvre a ship into a position of advantage is vital. By outwitting your opponent, you will gain the chance to keep your ships at optimum range for their weaponry while keeping out of your opponents most dangerous fire arcs.

Once it has been determined who has the initiative for the current turn, players then take turns to move their ships. A ship may only be nominated to move once in every turn and every ship must be nominated. You are not allowed to skip ships, even if it means you will move into a position of disadvantage!

MOVING SHIPS

When nominated to move, a ship must be moved forward in a straight line a distance its Speed score and half this amount.

Now that you have your ship in motion, you will at some point want to change the direction of its movement. All ships have a Turn score, which rates how quickly they can turn, giving the number of turns they can make during one movement and the maximum angle each turn can be. This will always be one of the following.

The first, for example, shows that a ship could make one turn every time it moves, to a maximum angle of 45°.

Available Turns Scores
1/45°
1/90°
2/45°
2/90°
SM

SM stands for Super Manoeuvrable. Such ships (usually extremely agile craft, such as fighters) do not worry about turns. They are free to move in any direction the player chooses, making as many turns as he wishes along the way. SM ships are also able to not move at all in a turn, having no minimum requirement to move at least half their Speed, unlike other ships.

All ships (except those rated Super Manoeuvrable) must move at least 2" forward in a straight line after a turn has been made, before another can be performed.

Ships may never be stacked on top of one another. If your movement ends 'on top' of another ship, simply place your ship as far as it may normally move without being stacked on another. Fighters (see page 28), however, may be placed on top of ship counters or bases, but never on top of other Fighters.

Those are all the rules you will need to know in order to move your ships and begin attacking with them. However, there are a range of Special Actions you can attempt instead of moving normally, from forcing an enemy ship to surrender or redirecting power to engines in order to increase speed. See page 13 for a list of these Special Actions.

The pictures on the opposite page demonstrate an Centauri Vorchan manoeuvring to attack a Narn G'Quan (Fig. 1). The Vorchan has Speed: 14 and Turns: 2/45°, most ships must move forward at least half their movement directly forward at the start if its movement (Fig. 2), however the Vorchan has the Agile trait (see page 16) so only needs to move forward one quarter of its speed, on this occasion the Captain decides to move his ship six inches straight ahead. The rest of its movement is up to its Captain. In the example given, it turns 45° after its initial movement and moves 2" forwards (Fig. 3). The Captain then decides to turn a second time, to bring the Vorchan's weapons to bear on the G'Quan – the Vorchan turns a further 45° and stops as he is perfectly lined up for a shot (Fig, 4). The Vorchan's total movement is less than 14" (its Speed score) and its number of turns (2) and their angles (both 45°) has not exceeded its Turns rating (2/45°). Note that a ship capable of 2 turns must always move at least 2" between its 1st and 2nd turn in most cases, however ships with the Agile trait can must move just 1".

CHANGING SPEED

It is possible, by taking critical hits for example, for a ship's Speed to be reduced. A ship's current Speed is always equal to its original score, minus any penalties it is currently suffering. So, for example, a ship that normally has Speed 8 but suffers a –2 penalty to Speed, now has Speed 6, and must move 3" before turning, rather than the original 4".

Fig. 1

Fig. 2

6" Move
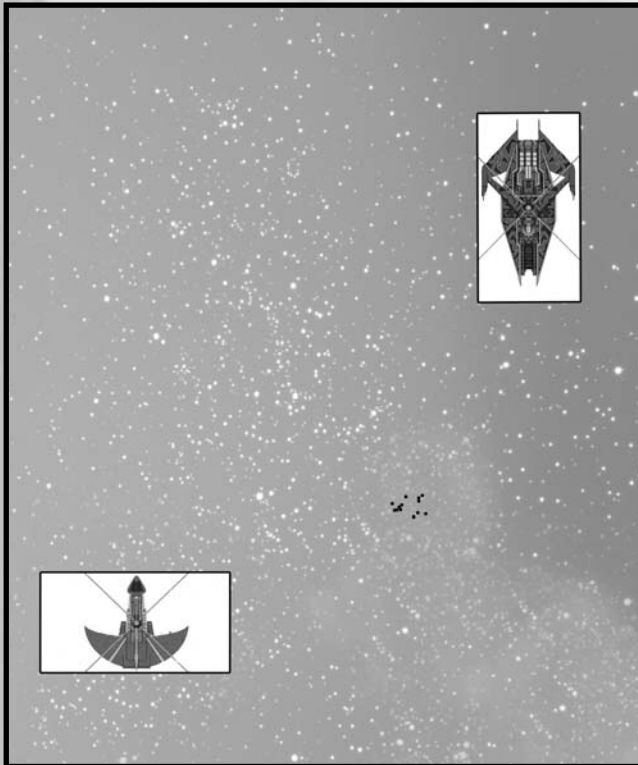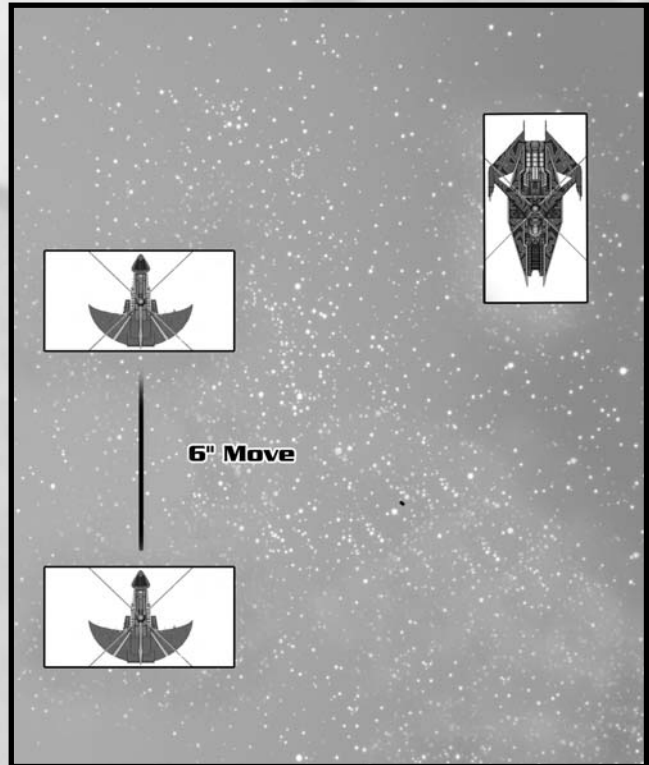
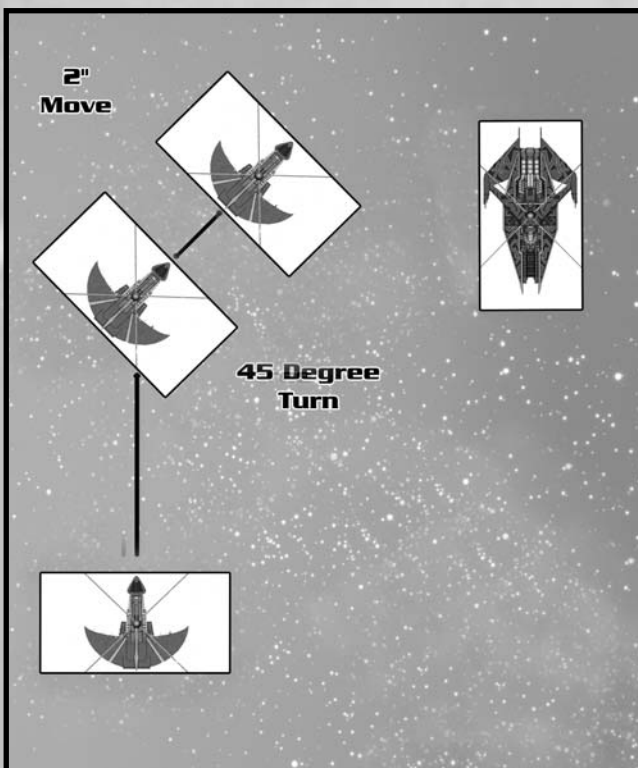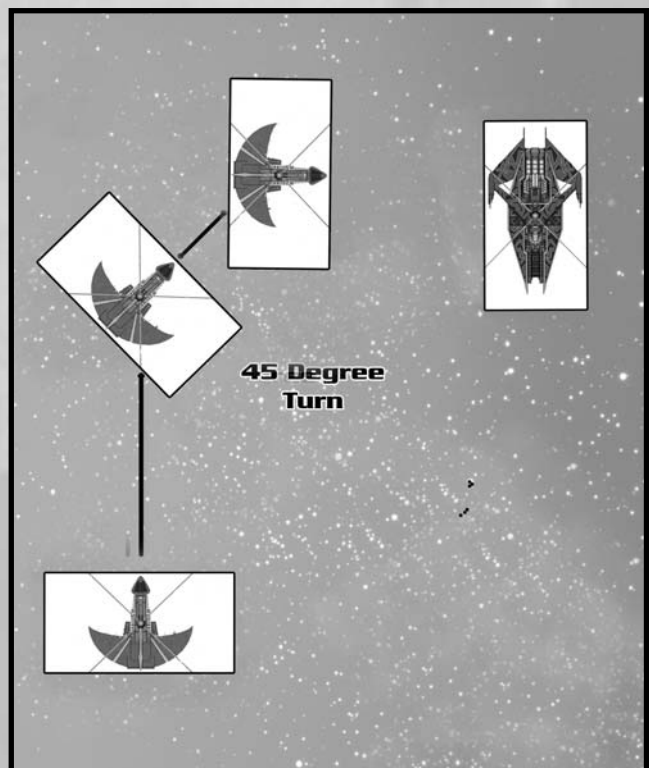**Fig. 3**

2" Move

45 Degree Turn

Fig. 4

45 Degree Turn

ATTACK PHASE

Now you have moved your ships, no doubt you will be wanting to unleash their raw fire-power and reduce your opponent's ships into chunks of burning metal! From the particle beams of raider craft to the immensely powerful neutron lasers found on board Minbari war cruisers, there are dozens of different ways in which you can destroy your enemy.

As described on page 5, players alternate the firing of their ships, calculating all damage and resolving its effects before moving onto another attacking ship. This, of course, can make gaining the initiative very important in some turns.

Once a ship has been nominated to fire, the player follows this process

§ Nominate targets for each weapon in each fire arc

§ Check ranges

§ Resolve firing and damage

ELIGIBLE TARGETS

For a target to be attacked successfully, two conditions must be met. First, it must lie in the appropriate fire arc of the weapon system that will be firing at it, as shown on your ship's roster. Second, it must be within the range of the weapon, as also shown on the ship's roster. You must nominate a target for every weapon you intend firing from your ship at the same time, before any attacks are made.

If a target lies on the border between two fire arcs, then the attacking player may decide which of the two arcs the target will be considered to be within. He must choose one fire arc in this way – he may not attack the target with weapons from both fire arcs.

Unless your ship is under rules to the contrary, you may fire each weapon system once during every turn.

Note that ships do not block line of sight in A Call to Arms as it is assumed they are fighting in a full three-dimensional environment. You may fire 'through' any ship, be it friendly or enemy.

You may never target one of your own ships under any circumstances.

ATTACKING

Each weapon listed under on a ship's description has an Attack Dice (AD) score listed. This is the number of dice rolled every time the weapon is fired.

When Attack Dice are rolled, the resulting number on each dice is compared to the target's Hull score. For every Attack Dice that equals or beats the Hull score, a hit has been scored. A roll of a 6 is always considered to be a success, while a roll of a 1 is always a miss.

For every successful hit, roll 1D6;

Attack Table

D6	Effect of Successful Hit
1	Bulkhead Hit: No damage dealt
2-5	Solid Hit: -1 Damage, -1 Crew to target ship
6	Critical Hit: As Solid Hit but also roll on Systems Table

SPLITTING FIRE

Weapons with multiple AD are allowed to split their dice between different targets. This is done when targets are being nominated. The amount of AD allocated to each target in every fire arc must be declared before any firing takes place.

THRESHOLDS

Both Damage and Crew scores have secondary figures, as noted on each ship's roster. For example, a Hyperion has Damage 28/6. This means that it takes 28 points of Damage to destroy the ship, but when it has been reduced to 6 points, a threshold has been reached.

Crippled

If the Damage score is brought to this threshold level or below, the ship is considered to be Crippled. All turns will be reduced to 45 degrees and it will make one fewer turns (to a minimum of one) during its movement. Super-Manoeuvrable ships will be reduced to Turns 2/45°. In addition, its Speed score will be permanently reduced by half and only one weapon per fire arc may be used while attacking. Finally, roll a D6 for every trait the ship possesses – on a roll of a 4 or more, the trait will be destroyed.

If a ship suffers a critical hit resulting in loss of Speed and is then Crippled, halve the speed for it being Crippled, then deduct the Speed penalty of the critical hit.

Skeleton Crew

If the Crew score is brought to this threshold level or below, the ship is considered to be running on Skeleton Crew. No Special Actions may be attempted and only one weapon system may be fired in each turn. In addition, it will suffer a –2 penalty to all Damage Control checks, and the number of Troops on board will be halved, rounding down.

Running Adrift

When a ship's Crew score is reduced to 0, it is considered to be Running Adrift. For the rest of the game, the ship is moved at half its current speed in a straight line in the End Phase, until it moves off the table. The number of Troops on the ship will also be reduced to 0. A ship reduced to 0 Crew will take no further active part in the game, will count as destroyed for victory purposes, but may still be boarded (see page 42).

If you still have an active crew on board a ship that is Running Adrift, you may select it in the Movement Phase to perform a Special Action. Note that Stricken (destroyed) ships may never perform Special Actions.

Stricken Ships

When a ship's Damage score is reduced to 0, it is considered to be destroyed, but the opposing player must roll 1D6 on the chart below, adding +1 for every point below 0 the damaged ship is taken. Once a ship has rolled on this table, it may not be attacked again.

Damage Table

D6	Result
1-6	Running Adrift: As detailed above
7-11	Ship Destroyed: Burned out hulk left stationary on table
12-17	Ship Explodes: The ship will Run Adrift, and then be blasted apart by internal explosions at the end of the next Movement Phase. All targets within 4" are attacked by half the exploding ship's starting Damage in AD (maximum 15 AD). Remove the ship after this is done.
18+	Ship Explodes: The ship is immediately blasted apart by internal explosions. All targets within 4" are attacked by half the exploding ship's starting Damage in AD (maximum 15 AD). Remove the ship after this is done.

Note, you must roll for all attacks declared on a ship before rolling on the Damage Table – even if you do not want it to explode!

Critical Hits

If a critical hit has been scored during an attack, roll 1D6 on the table below to determine exactly what has been hit.

Systems Table

D6	Area Critical Affects
1-2	Engines
3	Reactor
4	Weapons
5	Crew
6	Vital Systems

Once the location of a critical hit has been determined, roll on the appropriate table below. The special effects of critical hits are cumulative, however where several critical hits effect the same ship in a similar way (such as loss of Speed on Engine hits), then only the highest penalty is applied. However, you should note each critical hit scored, as each must be repaired separately during Damage Control.

For example, an Omega destroyer suffers both Thrusters Damaged and Fuel Systems Ruptured critical hits during an attack from a Sharlin warcruiser. The extra damage is applied for both but the ship only suffers a –4 penalty to Speed, for having the Fuel Systems Ruptured. However, when the fuel systems are repaired, the Omega still suffers a –2 penalty to its Speed, as the Thrusters Damaged critical hit is still in existence.

Note: All modifiers to Speed are applied to the ship's current Speed. Thus, if a ship has been crippled and reduced to half Speed, a critical hit will reduce this Speed directly, rather than being applied to the ship's original Speed, and then halved.

Engines

D6	Area	Damage	Crew	Effect
1-2	Power Relays Destroyed	-0	-0	-1 Speed
3-4	Thrusters Damaged	-1	-0	-2 Speed
5	Fuel Systems Ruptured	-2	-1	-4 Speed
6	Engines Disabled	-3	-1	Ship moves as though it is adrift

Reactor

D6	Area	Damage	Crew	Effect
1-2	Capacitors Damaged	-0	-1	-2 Speed, All weapons lose 1 AD*
3-4	Power Feedback	-1	-1	Lose one random trait
5	Reactor Gas Leak	-0	-3	No Special Actions
6	Reactor Explosion	-3	-4	No Special Actions, lose one random trait

Weapons

D6	Area	Damage	Crew	Effect
1-3	Targeting Systems Damaged	-0	-1	All weapons lose 1 AD*
4	Power Fluctuations	-0	-0	Must roll 4+ on 1D6 before firing each weapon
5	Weapons Offline	-2	-2	Random arc, one random weapon system cannot fire
6	Catastrophic Ammunition Explosion	-3	-4	Random arc, no weapons can fire

Crew

D6	Area	Damage	Crew	Effect
1-2	Fire	-0	-2	-
3-4	Multiple Fires	-0	-3	Damage Control at –1 penalty
5	Localised Decompression	-1	-3	-1 Troops, No Special Actions
6	Hull Breach	-2	-4	-2 Troops, No Damage Control permitted this turn

Vital Systems

D6	Area	Damage	Crew	Effect
1	Bridge Hit	-0	-1	No Special Actions
2	Secondary Explosions	-1D6	-1D6	-
3	Engineering	-4	-3	No Damage Control permitted
4	Weapons Control	-4	-4	No firing out of one random arc
5	Reactor Implosion	-2D6	-4D6	Lose one random trait
6	Catastrophic Explosion	-4D6	-2D6	Lose two random traits

Note that Vital Systems cannot be repaired through Damage Control (see page 12 for details).

* This effect will stack if rolled for more than once, allowing you to lose several AD from your weapons.

Resolving Random Fire Arcs

Three 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 highly.

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!

END PHASE

Once all players have moved and attacked with all their ships, the End Phase is played out to complete the turn. This is used to complete any book keeping needed for special rules, as well as a providing a vital chance for players to repair any damage their ships have sustained from critical hits.

DAMAGE CONTROL

During the End Phase, players can repair their ships through Damage Control. The player who won the initiative during the turn does this first, for all of his ships that have been damaged.

Many critical hits have special effects that further debilitate a ship beyond the raw damage they cause. Weapons systems can go offline, corridors can be flooded with reactor gas and flashbacks from ammunition stores can cause terrible harm. These special effects are the only things Damage Control can repair – it cannot be used to restore Damage or Crew points. A player may only attempt to repair one critical hit on each of his ships, and an attempt to repair a critical hit can never be made in the same turn it was suffered.

To repair a critical hit by Damage Control, select one effect a ship is currently suffering from and roll 1D6, adding the ship's Crew Quality score. On a 9 or more, the effect has been repaired and the ship can continue to operate normally. If you roll less than 9, the effect persists though you may try again in the End Phase of the next turn.

Critical hits to Vital Systems may never be repaired, nor may losses to Troops.

COMPULSORY MOVEMENT

Some ships must be moved in a certain way, with no choice on the part of the player. These include ships Running Adrift, due to having taken massive damage. Such ships are always moved in the End Phase, even if they have already moved in this turn (they will not get to move in the next Movement Phase, and everyone will know exactly where they will be for the whole of the next turn, until the next End Phase).

End Phase

SPECIAL ACTIONS

Special Actions are a vital part of A Call to Arms, as they permit players and their ships to do some extraordinary things, much like the crews of the Babylon 5 TV show. Whether it is bracing for impact against incoming attacks or forcing a damaged enemy vessel to surrender, Special Actions greatly increase the tactical options available for all players.

PERFORMING SPECIAL ACTIONS

When a ship is nominated to move, a player can also choose to perform a Special Action. Some of these are automatic, while some require a Crew Quality check for success. Each ship may only attempt one Special Action in every turn, though any number of ships may attempt them every turn. A Special Action must be chosen and attempted before the ship begins to move.

A Crew Quality check is performed by rolling 1D6 and adding the ship's Crew Quality score. If the total matches or exceeds that listed in the Special Action's description, the action is successful and will be performed. If failed, the ship moves as normal.

Some Crew Quality checks are listed as being 'Opposed'. This means both players roll 1D6 and add the Crew Quality scores of their respective ships (as detailed in the Special Action's description). If the player attempting the Special Action beats his opponent's total, then once again, the action is successful and will be performed in this turn. In the case of a tie, the player who won the initiative in this turn will win.

If a ship is restricted from performing Special Actions (such as from some critical hits), then it will also immediately lose any Special Action it is currently performing, losing all benefits in the process.

The range of Special Actions that may be attempted are described below.

Activate Jump Gate!

Crew Quality Check: Automatic (or Opposed against Crew Quality 6)
Effect: The vast network of jump gates present throughout the galaxy are what makes interstellar commerce and communication truly possible. See page 27 for more information on using jump gates.

All Hands on Deck!

Crew Quality Check: Automatic
Effect: The Captain orders the entire engineering division to alert. If successful, the ship gains +2 modifier when attempting Damage Control and can attempt to repair any number of critical hits in this End Phase. Only one weapon system may be fired in this turn.

All Power to Engines!

Crew Quality Check: Automatic
Effect: Diverting all power away from side and station-keeping thrusters, the Captain orders his crew to make best speed. The ship adds +50% to its Speed for this turn. No turns may be attempted.

All Stop!

Crew Quality Check: Automatic
Effect: Once a position of advantage has been gained, the Captain may be reluctant to relinquish it. The ship may move between 0 and half of its Speed but no turns may be attempted. If the ship is in a gravity well at the time, another Special Action may be attempted in the same turn.

All Stop and Pivot!

Crew Quality Check: Automatic
Effect: So long as the ship used the All Stop! Special Action or otherwise did not move 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 only fire one weapon system. You may turn the ship up to double its normal turn rate, in any direction.

Close Blast Doors and Activate Defence Grid!

Crew Quality Check: Automatic
Effect: Securing all bulkheads and bringing online short range defensive systems, the crew prepares to withstand a brutal attack. If successful, the ship may only fire one weapon system and ships with only one weapon system may not fire at all. However, for each point of Damage or Crew taken this turn, roll one dice. On a 5 or more, the point is ignored.

Come About!

Crew Quality Check: 9
Effect: Pushing the ship's thrusters to dangerous levels, the Captain orders his ship to turn hard to gain a position of advantage. The ship can either make one more turn than normal (following the usual rules for turning on page 6) or may increase one existing turn by an extra 45°. Ships with the Lumbering trait may only increase an existing turn by 45°. They may not gain an extra turn.

Concentrate All Fire-power!

Crew Quality Check: 8
Effect: By ordering well practised firing solutions, the Captain concentrates his ship's weapons onto a single target, with devastating effect. Nominate one enemy target immediately. All Attack Dice used by the ship that miss this target may be re-rolled. No other target can be attacked. Weapons with the Beam, Energy Mine, or Twin-Linked traits may not benefit from this Special Action.

Give Me Ramming Speed!

Crew Quality Check: 9
Effect: If a ship is Crippled, its Captain may decide to make the ultimate sacrifice and order a course that heads straight for an enemy vessel. A Crew Quality check must be made – it takes tremendous strength of will to not only make the ultimate sacrifice but to also convince your crew to do the same. The ship may add 50% to its current Speed but can only turn once.

If it contacts an enemy ship, you may try to ram it. Only one enemy ship can be targeted in this way. Both ships must make an opposed Crew Quality check. Ships with the Lumbering trait suffer a –1 penalty to this roll while ships with the Agile trait gain a +1 bonus. If the enemy ship passes, it avoids being rammed and your ship must continue its move, to its full extent. If the you succeed or draw, your ship has successfully made a ram.

If you ram the enemy, both ships suffer an attack using as many Attack Dice as half the opposing ship's starting Damage points, with the Super AP and Triple Damage traits. Dodge, Interceptors and Stealth traits do not apply to ramming attacks. All other traits do apply as normal.

Initiate Jump Point!

Crew Quality Check: Automatic
Effect: Only ships with the Jump Point or Advanced Jump Engine trait may use this action, to either enter or leave hyperspace. See page 26 for more information on jump points.

Intensify Defensive Fire!

Crew Quality Check: 8
Effect: Re-calibrating its short-ranged weaponry, the ship aims to nullify as many incoming attacks and enemy fighters as possible. You will halve AD to all weapons on all fire arcs. However, you can double the number of dice used for Interceptors and Anti-Fighter traits, if your ship possesses these.

Launch Breaching Pods and 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 may not have moved more than half its *original* Speed this turn. If all these conditions are met, a boarding action may be launched in the Attack Phase of this turn. See page 42 for the full rules on conducting boarding actions.

Run Silent!

Crew Quality Check: 8
Effect: The ship powers down all systems in an effort to avoid detection by the enemy. If the Crew Quality check is passed, the ship gains the Stealth 4+ trait for this turn only. If your ship already has the Stealth trait, it gains a +1 bonus to its Stealth score (maximum 6+). During this time, it may not fire, move more than half Speed, or turn. If the Crew Quality check is failed, these restrictions still apply - the crew are still trying to run silent, they are just not very good at it.

Scramble! Scramble!

Crew Quality Check: 7
Effect: Using this Special Action, the ship can launch two flights of Fighters in the End Phase. If the ship has the Carrier trait, it may temporarily add +2 to its Carrier score. Note that this is an exception to the normal rule that a ship cannot launch Fighters if it uses a Special Action.

Stand Down and Prepare to be Boarded!

Crew Quality Check: Opposed
Effect: One of the most breathtaking Special Actions available to a player, a Captain can order a battered enemy vessel to stand down and surrender, forcing it out of the battle. If an enemy ship is either Crippled or on Skeleton Crew, you may try to force it to surrender. The enemy ship must be within 10" and you must have ships within 10" of it whose current total Damage points are greater than the enemy ship's starting Damage points. Ships involved in this Special Action (other than the enemy ship) may not make any attacks against the ship they are forcing to surrender.

Both players make an opposed Crew Quality check. If you beat your opponent, his crew will surrender. Leave the ship motionless on the table. So long as one of your ships stays within 10", it will take no further part in the battle. If it is attacked, control passes immediately to your opponent once more. If your ships are more than 10" away in the Initiative Phase of any turn, your opponent may make a Crew Quality check. If he score 10 or more, control of the ship passes to him once more.

SPECIAL TRAITS

In A Call to Arms, Special Traits are applied to both ships and weapons. These are special abilities possessed that in some way alter the core rules of the game. For example, a ship protected by Interceptors has a chance of avoiding each hit it sustains in a game, whereas a ship without them will suffer damage as normal. In the same way, there are weapons that are exceptionally powerful compared to normal guns and others that are markedly less effective.

Traits listed in italics may never be lost for any reason.

SPECIAL SHIPS

Ships with Special Traits can effect the game in all kinds of ways, including movement, firing and the ability to resist damage, as well as wholly new effects that can take place outside of normal combat. Special Traits are one of the ways that vessels from different fleets distance themselves in the ongoing technological race.

Adaptive Armour: The entire hull of the ship comprises of semi-living organic material which can readily adjust itself to repel the worst of most attacks. Whenever the ship sustains damage from an attack, halve the Damage and Crew points lost (rounded down, to a minimum of 1). An attack is defined as the Attack Dice rolled by a single source (such as a ship exploding close by) or weapons system (the Heavy Pulse Cannon and Heavy Laser Cannon of an Earth Alliance Omega would therefore count as two separate attacks).

Advanced Anti-Fighter X: This ship carries advanced anti-fighter weaponry that makes a mockery of a small craft's armour. It operates as the standard Anti-Fighter trait (see below for details) but gains a +1 bonus to all dice.

Advanced Jump Engine: The ship is equipped with the most technologically advanced jump engines in the galaxy and can make jumps into realspace with high precision. The jump point of the ship entering realspace will not deviate, and the ship may act normally on the turn it arrives. In addition, a jump point created in realspace may be placed in any fire arc. Other ships that use this jump point will not be able to act normally on the turn they arrive unless they also have the Advanced Jump Engine trait.

Afterburner: Using powerful secondary thrusters or even just dumping fuel into the combustion plant of the engines, this ship can achieve a rapid increase in speed for a short time. When using the All Power to Engines! Special Action, the ship may double its Speed for the turn.

Agile: The ship can pull very high-G turns, allowing it to out-manoeuvre other vessels with ease. This ship need only move ¼ of its Speed in a straight line before making turns, and need only move 1" in a straight line before making subsequent turns.

Anti-Fighter X: Most warships mount rapid-firing weaponry allied to finely tuned sensors specifically developed to destroy fast-moving fighters. See page 28 for details.

Atmospheric: Though most ships are designed purely for combat in space, a few are capable of entering an atmosphere and making attacks on ground targets or actually land and begin deploying Troops. See Planetary Assaults on page 39 for more details.

Breaching Pod: These are small 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 39). 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 42). Breaching Pods can not be used as interceptors, unlike fighters.

Carrier X: This ship has been designed as a fleet carrier and can deploy its flights of fighters extremely rapidly. While most ships are limited to launching just one flight of fighters in a turn, this ship can launch or recover a number of flights equal to its Carrier score.

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 equal to the Command score. This is not cumulative and may not be added to the bonus granted by other ships with the Command trait.

Dodge X: Some ships (notably fighters or the legendary White Star) are exceptionally nimble and can make sudden, violent movements to thwart attack. Whenever the ship suffers a hit, roll one dice. If the dice equals or exceeds the Dodge score listed for the ship, all effects of the attack are ignored. The ship has literally dodged the attack. Ships that are Adrift, or those that cannot or have not moved during the Movement Phase may not benefit from the Dodge trait. The Dodge trait does not apply to hits from Energy Mines or Jump Points.

Escort: This ship is designed to protect the entire fleet from swarms of fighters and, properly positioned, it can annihilate large numbers of them. This ship may add some or all of its Anti-Fighter trait to any allied ship within 8" and in line of sight. You must decide how many dice to add to other ships and how many to keep for the Escort ship itself before any Anti-Fighter firing take place.

Fighter: Though counted as ships for the purposes of most rules in the game, flights of Fighters do not have a Crew or Damage score and are destroyed by the first hit they suffer. Fighters may never take any Special Actions.

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

In addition, so long as the fleet carrier remains on the table, every fighter flight in the fleet is granted a +1 bonus to its Dogfight score, 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 a fighter flight 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 fighter flight) 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, these penalties are cumulative. 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 (even if the ship has the Flight Computer special trait).

Flight Computer: Highly advanced ships may have incredibly sophisticated flight control systems, to the extent that the ship can almost fly itself. A ship listed as having a Flight Computer can never have a Crew Quality score less than 4 (Military-Grade). In addition, they ignore all penalties for being reduced to a Skeleton Crew, except that the number of troops will still be halved and the Fleet Carrier trait (if applicable) will be lost.

Gravitic Energy Grid X: The total amount of Damage and Crew deducted from the ship by each separate weapon attacking it is reduced by the Gravitic Energy Grid score. Damage and any special effects from critical hits, however, are never reduced by the Gravitic Energy Grid.

*Immobile***:** Usually placed in stationary orbit, a ship with this trait is never moved.

Interceptors X: Interceptors are highly effective short ranged point defence systems that neutralise incoming attacks. Though able to provide a useful shield, it is possible to overwhelm Interceptors through sheer weight of fire-power, as many an EarthForce Captain has found to his cost.

Using Interceptors

To illustrate how Interceptors work in A Call to Arms, imagine an Earth Alliance Omega-class destroyer (Interceptors 3), weathering a hail of fire from a Narn G'Quan; the G'Quan scoring 6 successful hits against the Omega.

To protect itself against the attack, the Omega begins by rolling 3 dice, needing a 2 or more to succeed. 1, 3 and 4 are rolled, meaning the first hit is nullified. However, one of those dice failed (it rolled a 1), meaning it can no longer be used in this turn.

Against the second hit, the Omega rolls its 2 remaining dice, needing a 3 or more – 2 and 6 are rolled. Again, the hit is nullified but another dice failed and so is lost, leaving the Omega with just one remaining dice.

The third hit is rolled against, needing 4 or more – a 1 is rolled, meaning the attack goes through to the Omega's hull. Because this roll was a failure and only one dice is left, the Omega will only roll one dice against each further hit, needing a 6 to block them.

Against the final three attacks, the Omega rolls a 5, a 6 and a 2. Two more hits go through, but one is nullified. In total, three attacks have penetrated the Interceptors and are now rolled for on the Attack Table.

If any other ships attack the Omega in this turn, it may only roll one dice against each hit, needing a 6 to nullify them. However, at the start of the next turn, the Interceptors are 'refreshed' and the Omega can start rolling 3 dice again, needing a 2 or more for success, beginning the process once more.

When the ship first suffers a hit from an attack in a turn, roll a number of dice equal to the Interceptor score. If any dice result in 2 or more, the hit from that Attack Die is completely negated and ignored. All dice that rolled 2 or more may be used against the next attack that strikes the ship, but they must then roll 3 or more. So long as at least one dice manages this, that hit too is ignored. Any dice that succeeded in rolling 3 or more may then be used against the next incoming attack, though they will need to roll 4 or more, and so on. This continues until the ship has been protected against all attacks or the Interceptors have been overwhelmed and the

player has run out of dice. A ship will never be reduced to less than one dice, and a roll of a 6 will always negate an attack, no matter how many times the Interceptors have been used. At the start of a new turn, the ship's Interceptors are 'refreshed', allowing you to use them at their full strength once more (maximum number of dice, 2+ rolls).

Interceptors will automatically cease to function when a ship becomes Crippled. 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.

Jump Engine: The ship carries the large and powerful jump engines used to punch a hole from real space into hyperspace or vice versa. The full rules for creating and using jump points are detailed on page 26.

Lumbering: Either under-powered or simply too massive for the most advanced engines, this ship is ungainly and turns slowly. It may only make a single turn during a Movement Phase, and may never make more under any circumstances. In addition, the ship may not move forward any further after making this turn.

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 the following of duties during a battle, if the ship is destroyed or loses the trait then these abilities from this ship are lost.

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 control of the first turn, so long as the scenario allows these rolls in the first place.

If the Scout ship is within 36" of a ship with the Stealth trait, it may target the enemy ship and make a Crew Quality check at the start of the Attack Phase. If it rolls a 8 or more, the ship will have its Stealth score reduced by one for the remainder of the turn. Alternatively, the Scout ship may try to redirect attacks aimed against an enemy ship. Make a Crew Quality check. If the result is 8 or more, you may choose any one weapon system on any ships attacking the enemy target. You may re-roll all Attack Dice for those weapon systems that fail to hit the target, but weapons with the Beam, Energy Mine, or Twin-Linked traits may not benefit from this trait.

Self-Repairing X: Due to highly advanced bio- or nano-technology, this ship can actually repair itself, albeit slowly. The ship grants its crew a +1 bonus to all Damage Control checks. In addition, in the End Phase of any turn in which the ship is below its starting Damage score the ship will regain a number of Damage Points equal to the score listed after the Self-Repairing trait. You may never regain more Damage than your ship started with. Ships with this trait that become Crippled will stay Crippled, even if they repair Damage above the threshold – this includes any traits they lose due to being Crippled.

Shields X/X: Using particle repulsors or other high technology jealously guarded, this ship relies on a passive shield system for defence.

The first Shields score indicates how many hits the shield can absorb before damage is inflicted upon the ship. While a ship's Shields are still intact deduct the number of hits dealt from the Shields. Each Hit from Double, Triple or Quad Damage weapons will reduce the Shield by two, three or four points respectively. If an attack causes more hits than you have Shields remaining, the extra hits automatically go through to the hull – roll on the Attack Table as normal. The second Shields score indicates how much damage the shield automatically regenerates in the End Phase of every turn. Shields automatically cease to function if the ship is Crippled.

Note that the Shields will completely stop a hit from reaching the ship's hull. So, a Double Damage weapon hitting a ship that only has one point of Shields remaining will not transfer the remaining one point of damage to the hull. A second hit will strike the hull as normal.

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 39 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 35.

Stealth X: Some ships, notably those of the Minbari Federation have superior active stealth systems that can render their ships all but invisible to their enemies. After an attacker has declared any weapon attacks on this ship, a lock-on must be achieved. This is done by rolling a dice and comparing it to the target's Stealth score.

The target gains a +1 bonus to its Stealth score if the attacking ship is more than 20" away, and a –1 penalty if the attacking ship is within 8". An additional –1 penalty is applied if any other ship in the same fleet has successfully attacked the target in the same turn *and* is still on the table and not Stricken or Running Adrift. If the Stealth score is equalled or exceeded, the attack proceeds as normal. If not, the attack is wasted as the fire-power is uselessly expended into empty space (note that Slow-Loading and One-Shot weapons will not count as having been fired if this roll is failed). A roll of a 6 always means that the attack can proceed as normal.

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 once, up to its Targets maximum, with *each* of its listed weapon systems.

Unique: This ship is one of a kind. You may only take one of these ships in your fleet.

SPECIAL WEAPONS

The Special Traits used for weapon systems typically revolves around the capabilities of the weapon itself and what it can do in battle. Some weapons are made vastly more superior by these traits, while others have their effectiveness reduced.

Accurate: Designed to track and destroy fast-moving craft, these weapons ignore the Dodge score of any target.

AP (Armour Piercing): These weapons are adept at slicing through the thick armoured hulls of warships to do great damage to the decks below. Add +1 to the results of all Attack Dice rolled for this weapon.

Beam: Beam weapons have gained a legendary status in the galaxy and all races have tried to develop effective ones, though not all succeed. A Beam weapon will always strike a successful hit on a target on the roll of a 4, regardless of its Hull score. Furthermore, if an Attack Dice from this weapon successful strikes a target, immediately re-roll it to attack again. You may continue to re-roll every Attack Dice that scores a 4 or more, until you run out of Attack Dice. Beam weapons completely ignore Interceptors but can only split fire if all the targets are within 4" of each other.

Double Damage: Weapons of awesome destructive power, they will literally double all Damage dealt to a target, including the bonus damage caused by critical hits. In addition, they will still inflict one point of Damage if they roll a Bulkhead Hit on the Damage Table.

Energy Mine: An Energy Mine is an extremely long-ranged fusion bomb hurled through space. When fired, nominate a point in space that is within range and the appropriate fire arc. You do not have to target an enemy ship – an empty patch of space is just fine! Every object within 3" of this point will automatically be attacked by the Energy Mine. An Energy Mine attack will ignore Interceptors and Dodge traits but all Critical Hits will automatically be reduced to Solid Hits. Energy Mine attacks may not be split.

Gravitic Shifter: Using advanced gravitic technologies, this weapon can effect the mass of an entire ship, forcing it to turn against the will of its crew. This weapon has no Attack Dice. Instead, simply nominate an enemy target in range and within the appropriate fire arc. Make opposed Crew Quality checks. If you beat the targeted ship, you may immediately turn it up to 45° in any direction.

Mass Driver: Huge weapons, Mass Drivers hurl huge objects, typically asteroids, onto their targets. Mass drivers may only be used against planetary targets and ships that have the Immobile trait, that are Running Adrift, or have not moved during the turn in which the mass driver is used. These weapons are immune to Interceptors and will ignore Shields and Gravitic Energy Grids.

Mini-Beam: Like their larger cousins, Mini-Beam weapons concentrate a huge amount of energy in each attack, allowing them to cause devastating amounts of damage, though they can only fire for a split second. A Mini-Beam weapon will always hit on a 4 or more, regardless of a target's Hull score. It also ignores Interceptors just like a Beam but does not gain the ability to score multiple hits with every Attack Dice.

One-Shot: Ammunition or payload is limited for this weapon and so once used in an attack, it may not be used again for the rest of the game. Note that if a One-Shot weapon targets a ship with the Stealth trait and fails to lock on, it will not count as having been fired.

Orbital Bomb: An Orbital Bomb weapon may only be fired at planetary targets (see page 39). They may be used to attack emplacements and/or troops.

Precise: Using either superior fire-power or technologically advanced targeting systems, these weapons can consistently deal Critical Hits to their targets. You may add +1 to all rolls on the Attack Table.

Quad Damage: Found only on the vessels of the oldest and most powerful races, these weapons are the most powerful weapons in the galaxy. All Damage dealt to a target will be quadrupled. In addition, they will always cause at least two points of Damage, even if the Damage Table lists the attack as a Bulkhead Hit.

Slow-Loading: Some weapons take an inordinate amount of time to either reload or recharge. These weapons may only fire every other turn. Note that if a Slow-Loading weapon targets a ship with the Stealth trait and fails to lock on, it will not count as having been fired.

Super AP: With massive power reserves and the technology to use them, these weapons can penetrate the armour of any ship in space. Add +2 to the results of all Attack Dice rolled for this weapon.

Triple Damage: Extremely rare, these weapons have the ability to slice smaller ships in two. All Damage dealt to a target will be tripled. In addition, they will always cause at least one point of Damage, even if the Damage Table lists the attack as a Bulkhead Hit.

Twin-Linked: These weapons are mounted in pairs or even quads, concentrating the fire-power available on each hardpoint or turret system. The hail of fire these weapon systems can unleash is awesome to behold and very difficult to avoid. Any Attack Dice for this weapon that do not successfully strike their target may be re-rolled.

Weak: Whether through a lack of technology or a declining military budget, some weapons are simply not as powerful as their military-grade counterparts. The results of all Attack Dice rolled for this weapon are adjusted by –1.
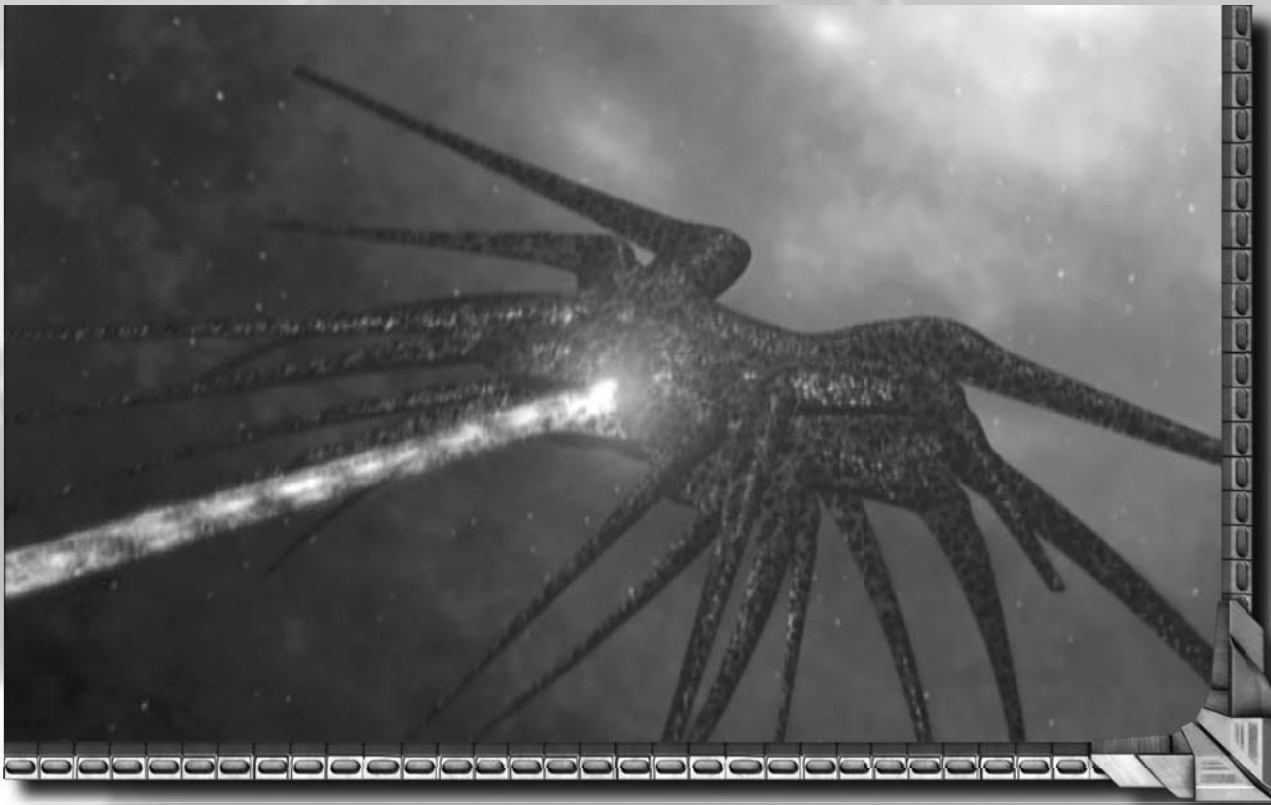
AMBUSH AT BETA 3

You are now ready to fight your first battle! Ambush at Beta 3 features an Earth Alliance Hyperion wandering into Centauri territory by mistake, as it fends off the ruthless Republic defence force. Given no option to retreat safely, the crew of the Hyperion must battle the two Vorchan warships. The Centauri have the advantage of numbers but the Hyperion is the larger vessel. . .

Fleets: The Earth Alliance fleet has a single Hyperion heavy cruiser. The Centauri Republic fleet has two Vorchan warships.

Pre-Battle Preparation: The Earth Alliance fleet has an Initiative score of +1, while the Centauri Republic fleet has an Initiative score of +3. 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.

Scenario Rules: None.

Game Length: Until the victory conditions have been met.

Victory and Defeat: The fleet with the last remaining ship on the table may claim victory.

Ambush at Beta 3

Hyperion-class Cruiser

Once the main ship of the line, the Hyperion was still a heavily used hull in many ways during the advancement of EarthForce technologies. Even though the classic Nova and new Omega were far more utilised across the scope of Earth Alliance engagements, the Hyperion remained omnipresent in most fleets in one form or another. Its solid ability and overall tenacity in a variety of roles lent it a good reputation among EarthForce crews.

Speed: 8

Turns: 2/45°

Hull: 5

Damage: 28/6

Crew: 32/6

Troops: 3

Craft: 1 Aurora Starfury Flight

Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine

In Service: 2240+

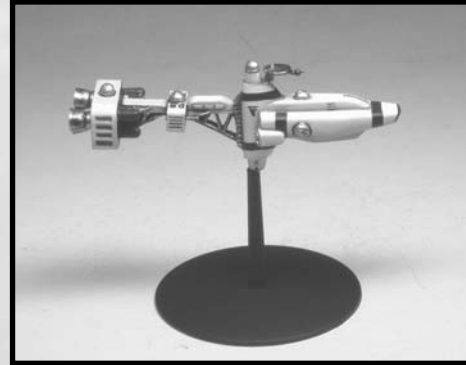| Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage
Heavy Laser Cannon	18	B (a)	2	Beam, Double Damage
Medium Pulse Cannon	10	F	4	
Medium Pulse Cannon	10	A	2	
Medium Pulse Cannon	10	P	8	
Medium Pulse Cannon	10	S	8	
Plasma Cannon	8	F	4	AP, Twin-Linked

Vorchan-class Warship

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. 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.

Speed: 14

Turn: 2/45°

Hull: 5

Damage: 19/5

Crew: 24/6

Troops: 1

Craft: None

Special Rules: Agile, Atmospheric, Jump Engine

In Service: 2160+

Weapon	Range	Arc	AD	Special
Plasma Accelerator	12	F	4	Double Damage, Super AP
Ion Cannon	12	F	8	Double Damage, Twin-Linked

ADVANCED RULES

Once you have got the Basic Rules under your belt, it is time to expand your games to include the Advanced Rules of A Call to Arms. These rules will add a lot more depth to your games and allow you to simulate the full action of the Babylon 5 television series on your tabletop.

We recommend you start with the shorter advanced rules on pages 24 to 25, before adding the rest to your game, one by one.

CREW QUALITY

By default, all ships are considered to have Military-Grade crew (Crew Quality 4) on board. These rules allow you to have random crews in your fleet in order to reflect a force of green recruits being thrown into the fire of war, or a squadron of battle-hardened veterans able to take on several ships with ease.

Variant Crew Quality scores are used most often in campaign games but are summarised here.

Crew	Crew Quality Score
Elite	6
Veteran	5
Military-Grade	4
Green	3
Civilian	2

MULTIPLAYER GAMES

When you begin creating your own scenarios, it may cross your mind to have more than one fleet present in the same battle. Perhaps the Earth Alliance, Centauri and Narn are all fighting over the same mineral-rich moon. Maybe the Minbari decide to aid the League against vicious Centauri oppression. Whatever the reason, you may find it exciting to try a game with three or more players.

In order to introduce additional players, very few changes are required to the standard rules. During the Initiative Phase, players roll for initiative as normal, re-rolling any ties. Play can then begin in this order, with multiple players simply taking their turn.

For example, suppose in an Initiative Phase the Earth Alliance player scored 7 for initiative, the Narn player 6 and the Minbari player 12. The Minbari player has the choice of whether to move first or wait his turn. If he declines, the Earth Alliance player then makes the same choice. If he too declines, the Narn player will be forced to move first, followed by the Earth Alliance and then finally the Minbari. Each moves one ship after the other, before it is the Narn player's turn to nominate another ship to move.

Play continues in this pattern. In the example above, the Minbari player would nominate a ship to attack first, then the Earth Alliance player and then finally the Narn, before the Minbari player gets to choose a second ship to attack.

You will find it much easier to create multiplayer scenarios if you either have very strongly defined objectives for each fleet or if fleets are allied into two separate forces, with the fleets on each side pursuing the same objective. In this way, you will avoid the natural inclination in most players to instantly 'gang up' on a single fleet and thus remove it from the game quickly.

SQUADRONS

In larger fleet engagements, Admirals will often place several ships together in the same squadron, in order to concentrate fire-power and allow tactical objectives to be decided with greater speed. Players may also find combining ships into squadrons a good way of playing huge battles involving dozens of vessels on either side.

If you use squadrons, you must organise any ships into them before a scenario begins. Up to four ships may be placed in a squadron, though they need not be all of the same type. However, as you will quickly find, some ships complement each other better than others, so be prepared to experiment!

Once ships have been placed into a squadron, they must always remain within 6" of at least one other ship in the squadron.

While in the squadron, all ships are moved and fire at the same time. In effect, you nominate the entire squadron to move or fire, instead of just one of its ships. You are under no restrictions to use the same Special Orders or target the same enemy ships with the entire squadron – the only requirement is that you keep all the ships within 6" of each other at all times and make every effort to maintain this formation if they are ever split up. By the same token, enemy ships will still choose one ship as a target for their weapons, rather than selecting the squadron as a whole.

All ships use the highest Crew Quality score of all ships within the squadron for all purposes. It is assumed the highest ranking commanding officer will be issuing all sorts of orders and 'suggestions' to his lesser Captains in an effort to make the squadron operate as efficiently as possible.

A ship may leave the squadron during any Movement Phase, simply by you declaring it so. This is especially useful if a ship has become Crippled or suffered a critical hit to its engines, to avoid slowing the other ships of the squadron down.

TACTICAL WITHDRAWALS

Any ship may choose to retreat from the battleground, either by simply moving off a table edge, or by exiting the battle via a jump point. By doing so, the ship escapes safely but your opponent will receive one quarter of its normal victory points at the end of the game (see page 49). Note that some scenarios may have restrictions on which table edges may be exited safely. If one of these edges is not chosen, then the ship will count as if it has been destroyed and thus give up it full victory points.

TURN SEQUENCE

As you begin to add more advanced rules to your games, you may find the turn sequence below easier to follow. Ships moving and fighting do so in the order shown here.

§ Initiative Phase
§ Movement Phase
        Ships Move
        Fighters Move
        Anti-fighter attacks resolved
        Scout traits used
§ Attack Phase
        Fighter Attacks and Dogfights
        Ship Attacks
            Roll Attack Dice
            Dodges
            Interceptors
            Shields
            Roll on Attack Table
            Gravitic Energy Grid
            Critical Hits
            Close Blast Doors and pak'ma'ra Redundant Systems
        Boarding Actions performed
§ End Phase
        Compulsory movement
        Damage Control performed
        Fighters Launch

HYPERSPACE

To counter the vast distances between the stars, the civilised races of the galaxy have developed a complex network of jump gates, allowing a ship to traverse the strange other-realm of hyperspace to get from one world to another. Larger vessels are capable of making their own jump points, allowing them to enter and leave hyperspace at will – in battle, this can give them a tremendous advantage, permitting ambushes and surprise attacks.

Hyperspace Travel

Where stated in scenarios, one or both fleets may start the game with some or all of their fleets in hyperspace. This effectively forms a reserve, allowing you to bring ships on during the game, often in advantageous positions to keep the enemy on the back foot. These ships are not deployed on the battlefield at the start of the game but are instead kept to one side.

Ships in hyperspace cannot perform any action other than the Initiate Jump Point Special Action.

Entering Realspace

So long as at least one friendly ship remains on the battlefield, any ships waiting in hyperspace may be brought into play – if no friendly ships are on the battlefield, then ships waiting in hyperspace cannot be brought into the game.

To bring ships into realspace (that is, bring them from hyperspace and onto the table), at least one must have the Jump Engine or Advanced Jump Engine trait, and perform the Initiate Jump Point! Special Action. This is done during the Movement Phase by nominating the ship to move in initiative order as normal.

Place a jump point counter anywhere on the table. Roll 3D6 and deduct the ship's Crew Quality – the counter is then moved this far in a random direction, as it is almost impossible to accurately predict the correlation between hyperspace and realspace. This jump point may be held open for up to three turns, so long as the ship continues to use the Initiate Jump Point! Special Action and may be used by any friendly ships (even those that do not have the Jump Engine trait) who are also waiting in hyperspace. As soon as the ship creating the jump point moves onto the battlefield, the counter is removed.

All ships must leave the jump point from its forward arc. Moving from hyperspace to realspace in this way demands a great deal of energy and so a ship creating a jump point may not turn, launch fighters, or use any Special Actions in the same turn. In addition, it may not create a new jump point for the rest of the battle, as the jump engines require extensive recharging. Ships using a jump gate or jump point created by another ship are not subject to these penalties.

A ship leaving a jump point may attack freely, but only if a friendly ship with the Scout trait is already present on the table, otherwise it may not attack at all.

Jump Point Shock Waves

The immense energy required to rip a hole through the fabric of space to temporarily link hyperspace with realspace can be utterly lethal to any ship caught in the vortex. However, the precision required to turn this into a weapon is beyond the abilities of most fleets.

In order to direct jump point shock waves toward a ship in realspace, a number of conditions have to be fulfilled. First, only ships with the Advanced Jump Engine trait may attempt this, and then only if an allied ship with the Scout trait is already deployed on the table. Finally, the ship must make a Crew Quality check when the Initiate Jump Point! Special Action is used, with a target number of 10. If this is unsuccessful, then the jump point has been mistimed or the location is not precise, meaning the energies are dispersed harmlessly into space (though the jump point still opens as normal).

If successful, any ship in realspace that is under the jump point counter or within 2" of its forward arc will suffer a 8 AD attack with Triple Damage.

Note that this only applies to jump points generated from hyperspace. Those generated in realspace focus their energies into hyperspace and will not have any effect on the battlefield. Jump gates will also not cause shock waves, as they are designed to safely harness the energies used.

Entering Hyperspace

To enter hyperspace, a ship must enter a jump point. To create a jump point, a ship must possess either the Jump Engine or Advanced Jump Engine traits, and perform the Initiate Jump Point! Special Action.

A ship initiating a jump point may only be moved between 0 and half its Speed. In addition, it may not fire any weapons. A jump point counter is placed anywhere in the front arc of the ship within 8", after the ship has been moved. No ship can enter a jump point on the turn it is created. The jump point will stay open for up to three turns so long as the ship continues to use the Initiate Jump Point! Special Action. During this time, any friendly ship or fighter flight moving onto the jump point via its forward arc (whether or not it has the Jump Engine trait itself) will be removed from the battlefield as it enters hyperspace.

As soon as the ship initiating the jump point moves into contact with the counter and enters hyperspace itself, or when three turns are over, the counter is removed. Once a jump point counter has been removed, the ship that created it may not initiate another one, as its jump engines have to recharge. Any ships leaving the table for hyperspace are considered to have made a Tactical Withdrawal (see page 25) unless entering hyperspace is a victory condition for the scenario being played.

Jump points from realspace to hyperspace use the yellow counters.

JUMP GATES

Any ship within 8" of a jump gate may activate it and prepare to enter hyperspace by using the Initiate Jump Point! Special Action, regardless of whether it has the Jump Engine or Advanced Jump Engine trait. While attempting this Special Action, the ship may not fire any weapons and must move between 0 and half its Speed. If the jump gate is friendly or neutral, the attempt is automatic.

If the jump gate belongs to an enemy (as defined by the scenario being played), its controls must be over-ridden. This is done by making an opposed Crew Quality check, with the jump gate assumed to have a Crew Quality of 6.

A flight of fighters may open a jump gate by following the procedure above, but no Special Action is necessary. A flight of fighters cannot, however, open a jump gate belonging to an enemy.

Once activated, a jump gate will remain open for three turns, during which time any ships are free to use it. By simply moving onto the jump gate, a ship will be removed from the battlefield as it makes the jump to hyperspace. A ship must enter through the jump gate's forward arc.

A jump gate must recharge for three turns after it has closed, before it may be opened once more.

ENTERING FROM HYPERSPACE

A jump gate may be opened from hyperspace in the same manner as detailed above. However, jump gates, like jump points, form a one way link between the two realities. You cannot enter realspace through the jump gate if it was opened by a ship in realspace and vice versa.

Jump gates safely channel the energy they control, and do not cause shock waves if they are opened from hyperspace in the way a jump point will.

FIGHTERS

Though space belongs, ultimately, to the big warships of warring governments, fighters are highly effective supporting forces. Small one, or two man craft, the archetypal fighter is fast, agile, and capable of delivering a punishing strike on even the largest warship when multiple flights are used in a co-ordinated attack. Their pilots are intelligent, daring, and among the best any race has to offer.

Using Fighters

Fighters are represented as flights in A Call to Arms, using either a single counter or base (if you are using miniatures). Though counters and bases show six separate fighters, the entire flight is treated as a single entity in the game, much like a ship. In fact, a flight of fighters is treated as a ship for all purposes, unless otherwise mentioned below.

All ranges for Fighters are measured from the edge of their base or counter, rather than the centre.

Note that fighters do not have Crew Quality scores.

Deployment

Unless otherwise stated by the scenario, all ships carrying flights of fighters may deploy one flight before the game begins. This flight may be placed anywhere in your deployment zone, and may even be left in hyperspace if those rules are being used.

Flights purchased separately from ships are deployed normally.

Movement Phase

A fleet with fighters moves all its ships in initiative order as normal. Once all the ships of all the fleets involved in the battle have been moved, the player who won the initiative must then choose whether to move his fighters first or force his opponent to do so. Once this decision has been made, then all the flights of fighters in a fleet are moved at the same time. Then the opposing fleet does the same with their fighters. This is done to reflect the relative freedom of movement small craft have in battles involving huge warships and also keeps things quick and easy in battles featuring many flights of fighters.

ANTI-FIGHTER WEAPONRY

Many warships mount highly specialised point defence weaponry, developed to pinpoint small, fast-moving fighters and knock them out of the sky before they can launch a devastating attack.

Ships with the Anti-Fighter X or Advanced Anti-Fighter trait automatically roll against any fighters within 2" at the end of the Movement Phase. They will roll as many dice as their Anti-Fighter trait score indicates, splitting this between multiple flights if they desire. Any dice that equal or exceed the Hull of a flight will automatically destroy it, ignoring any Dodge trait the fighter possesses.

Anti-Fighter rolls may not be made against flights involved in dogfights. However, some special fighters may also have the Anti-Fighter trait, which may be used just before a dogfight is initiated, as enemy fighters move into contact (if opposing fighters have the trait, they are resolved simultaneously). Once the dogfight has started, the trait may not be used.

It should be noted that the Anti-Fighter and Advanced Anti-Fighter traits are not counted as weapons for the purposes of these rules and will not be affected by a ship being Crippled or under Special Actions, nor will they be affected by traits on fighters, such as Stealth. However, as traits, they can be lost as normal when the ship is Crippled.

Attack Phase

Though the bigger guns mounted on warships are designed to hit other large vessels and not small fighters, there is always a chance that a flight can be hit and destroyed by these huge discharges of energy.

A flight may be attacked in the same way as a ship. Any successful hit that equals or exceeds a flight's Hull score will automatically destroy it, but the flight may use any Dodge trait it possesses as normal.

FIGHTER ATTACKS

Fighters make their attacks in the Attack Phase, before any other ships may fire. The player who won the initiative for the turn attacks with all of his flights first, followed by his opponent. Simply nominate targets for each flight and then resolve their attacks, just as if you were nominating targets for a ship's weapon systems against different targets – in effect, all of your flights act as a single ship in the Attack Phase, with each flight being one weapon system.

Flights attack as normal, though you will usually find their weapons have a very limited range. You may fire on other fighter flights, treating their attacks as if they were ships, as described above. However, you will find fighters are far more effective at destroying one another in dogfights.

Any number of flights may attack a single ship in any one Attack Phase, and you are free to place them on top of a ship's counter or base, though you may not stack flights upon each other. Flights that are in contact with a ship's base or counter may ignore its Stealth trait, if present.

Dogfighting

Though most fleets rely heavily on Anti-Fighter weaponry for defence against hordes of fighters, there is only one sure way to effectively clear the skies – send your own fighters to destroy the enemy's, so you are free to attack heavier warships without interference.

Once you move into base contact with an enemy flight, you are considered to be dogfighting and so follow these rules. Fighters may only conduct dogfights against other flights, not ships. A dogfight starts automatically once two or more flights are in contact with one another and no flight involved may move until the enemy has been destroyed – you will soon find it is very important to retain the initiative when fielding large numbers of fighters!

Every flight has a Dogfight score, as found in the Fleets of Babylon 5 section and the Fleet Lists book. This is a reflection of a fighter's potential to move into position and destroy its enemy.

You resolve all dogfights your flights are involved in when you nominate your fighters to attack in the Attack Phase. When two opposing flights are engaged in a dogfight, both players roll one dice and add the Dogfight scores of their flight.

Add +1 to your dice roll for every extra flight you have in base contact with the enemy flight you are dogfighting. A Flight may support any number of dogfights in this manner but a flight supporting a dogfight may never initiate a dogfight itself. Other than this, it is up to you how you arrange your dogfights for the best advantage!

The player who scores the highest will win the dogfight and automatically destroy the enemy flight that attacked it (it will not destroy flights that merely supported). If the scores are equal then all flights involved will be locked together and may not move until another dogfight has been fought and won. You may only destroy one enemy flight in each dogfight, no matter how many are arrayed against you. Once a flight has won a dogfight it still counts as being in a dogfight for the rest of the current turn.

In general, flights will only dogfight once each turn. However, it is possible for a flight to dogfight twice if a player nominates his fighters to attack and only gains a draw in a dogfight or is fighting against multiple flights. The flights will remain locked together until his opponent declares *his* fighters to attack, in which case another dogfight is fought immediately.

The Stealth and Shields traits are always ignored during dogfights, and have no effect.

A flight may not shoot normally in a turn in which it has won a dogfight.

Multi-Flight Dogfights

You may occasionally come across a situation where several flights have all jumped into a mass brawl where every flight is touching another. In cases such as this, working out who is dogfighting who can be confusing!

There is an easy way to resolve fights like this. Simply remember the following.

5   The player who nominated his fighters to attack chooses which of the enemy flights will be attacked by each of his own flights, and which of his remaining flights will be supporting.

5   If the defending player has any flights not directly engaged, only then may they support.

5   No flight may both dogfight and support!

5   Each separate dogfight will destroy just one enemy flight, no matter how many flights are supporting on each side.

Fig. 5

Normal
Firing Only
(Thunderbolt flight may fire Missile Rack at Delta-V flight)

4" Distance

Fig. 6

Dogfight
(Both players roll 1d6 and add the Dogfight score of their flight - the highest score destroys the opposing flight)

Fig. 7

Major Dogfight
(Both players roll 1d6 and add the Dogfight score of their flight. The Delta-V player may add +1 to his roll, as he has two flights involved in the dogfight. The highest score destroys a single opposing flight)

Launching and Recovering Fighters

A few ships are able to carry a squadron or two of fighters. Other ships act as full-blown carriers and may have many such squadrons on board. Fighters act as point defence for larger vessels and are able to deliver precision attacks that, while light, can still cause a large amount of damage to an enemy.

A ship that has not performed a Special Action may launch one flight. At the end of the End Phase, place the flight anywhere within 3" of the ship. In the next turn, the flight is free to act.

Recovering a flight also requires a ship to not use any Special Actions, and for flights to be moved into contact with it. A ship may recover any friendly flights it could normally carry, even those belonging to other ships. However, it may only do so if it has less flights already on board than are listed in its Craft score on its roster. A Hyperion cruiser, for example, could not recover a wandering Starfury flight unless it had already launched its own.

Unless otherwise stated by a scenario or special rule, a ship carrying flights may deploy just one of those flights at the start of a battle, representing a routine combat space patrol as the ship searches for the enemy.

Supporting Ships and Flights

Most fighters are used to launch fast strikes at enemy ships or provide a long-ranged screen to stop such attacks. However, fighters are also adept at providing close escort for ships and other fighters, protecting them from any sudden attack.

Up to four flights may be moved onto the base or counter of a friendly ship, and one may be moved in contact with another flight. When this happens, the flights are automatically considered to be supporting the ship or flight and will be moved whenever the ship or flight is moved (though they will be forced to leave its base if the ship or flight travels further than their Speed). Flights may also be placed on the base of a ship before the battle starts.

Whenever an enemy fighter or breaching pod flight attempts to attack the supported ship or flight, one or more supporting flights may be immediately moved in base contact with it, starting a dogfight. Whatever the result of the dogfight, the attacking flight may not go on to attack the ship or flight, even if it destroys all supporting flights. All defending flights that survive the dogfight may be returned to the base of the ship in the End Phase (even if they are locked in the dogfight).

If a supporting flight is not involved in a dogfight, it may attempt to shoot down incoming attacks aimed at the ship it is protecting. Each supporting flight adds +1 to the ship's Interceptors trait (or temporarily grants it the Interceptors trait if the ship does not possess it). However, if any dice roll a 1, then a flight is automatically destroyed. A flight acting as an Interceptor must do so for a whole turn – you may not choose to withdraw it in the middle of the turn.

Any flight that only has weapons with the Weak trait may not be used to add to a ship's Interceptors, as its weapons are simply not strong enough to repel heavy attacks.

Firing into Dogfights

Dogfighting flights, and flights that have just won a dogfight in the same turn, 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. A ship's Anti-Fighter or Advanced Anti-Fighter trait may also be used to fire into a dogfight in this way.

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.

STELLAR DEBRIS

Space is vast but that is not to say it is always empty. Battles in space may take place light years from the nearest dust cloud or asteroid field but some may take place in the heart of an over-crowded system, with ships fighting to steer their way past mountains of floating rocks as much as trying to target the enemy.

Stellar debris can take several forms and players can always agree to fight in empty space or scatter debris round the tabletop as they see fit. Some of the scenarios (see page 48) have some specific requirements for the placement of stellar debris.

Unlike other models on the table, stellar debris will block line of sight between ships on opposite sides of it. Ships that are inside stellar debris may fire at ships outside, and vice versa. They may also fire at ships within the same stellar debris.

The various types of stellar debris are detailed below.

Asteroid Fields

Many planetary systems have asteroid fields, the wreckage left from an age of planetary destruction millennia ago. Some asteroid fields form vast rings around stars or planets while others gather in localised gravitational clumps.

An asteroid field may be of any size (indeed, you might like to try your skill at fighting a battle within an asteroid field that covers the entire table!) but most will take up an area of six square inches. They can be represented on the tabletop by counters, a scattering of pebbles or you might like to make up your own asteroid miniatures using painted polystyrene or stones mounted on bases.

Each asteroid field has a density rating, which measures how close the rocks are together and how quickly they move relative to a passing ship. The density rating may be freely chosen or generated randomly on the table below.

Asteroid Density Table

D6	Density Rating
1-2	6
3	7
4	8
5	9
6	10

A ship may freely enter an asteroid field at any time. However, it must roll 1D6 and add its Crew Quality score, gaining a total equal to or greater than the field's density rating. Fighters will instead roll 1D6 and add +6. If the test is passed, the ship moves through with no problem. If the test is failed, the ship suffers an attack using as many Attack Dice as the distance the ship moved in inches in this turn. This attack is counted as having the Super AP and Triple Damage traits.

Ships with the Dodge trait may use it as normal but Interceptors will not apply. Those that run into an asteroid field while Adrift will automatically suffer an attack.

If attacked while within an asteroid field, a ship will gain the Stealth 3+ trait (or a +2 bonus to Stealth, if it already possesses the trait), whether attacked from within the field or outside, as the asteroids interfere with precise target locks.

Dust Clouds

Some gas clouds are vast and these are the secret places where the stars themselves are born. Others are far smaller and simply float between the stars, waiting to gather with other clouds and so begin the process of stellar renewal.

By themselves, dust clouds are not something to be feared by ship's crews and cause little damage other than throwing sensor readings off the scale, disrupting delicate equipment and sometimes interfering with internal or fleet communications. Engineering crews are well-versed in the effects of dust clouds on their vessels and can quickly recover from any of these adverse effects. However, dust clouds can be of interest to Captains for their tactical usefulness.

A ship may move freely into a dust cloud at any time. While inside, it will temporarily suffer a –1 penalty to its Crew Quality score as the efficiency of the ship is impacted by the random glitches common in a dust cloud. At the same time, it will gain the Stealth 2+ trait (or a +1 bonus to Stealth, if it already possesses the trait) against any weapon system it is attacked by, whether the weapon was fired from within the cloud or outside, as the dust cloud interferes with precise target locks.

Finally, a ship attempting the Run Silent! action from within the cloud will gain a +2 bonus to its Crew Quality check in order to do so.

Planets

The largest stellar bodies used in A Call to Arms, planets are immense and most star systems will have several, even if they are lifeless rocks. Planets are best represented on the table by round templates of a size relating to the planet, as described on the Planetary Table below. Ships that are Running Adrift when they move onto the planet are automatically destroyed though other ships may fly 'over' it without penalty. A planet blocks line of sight to enemy ships, as with other stellar debris, unless the either ship is actually on the planetary template, in which case line of sight will be clear to any ship within range.

Typically, you will only have one planet on the table at any one time – planets orbit at great distances from one another and you would need a gaming table a mile or so in length to represent these distances!
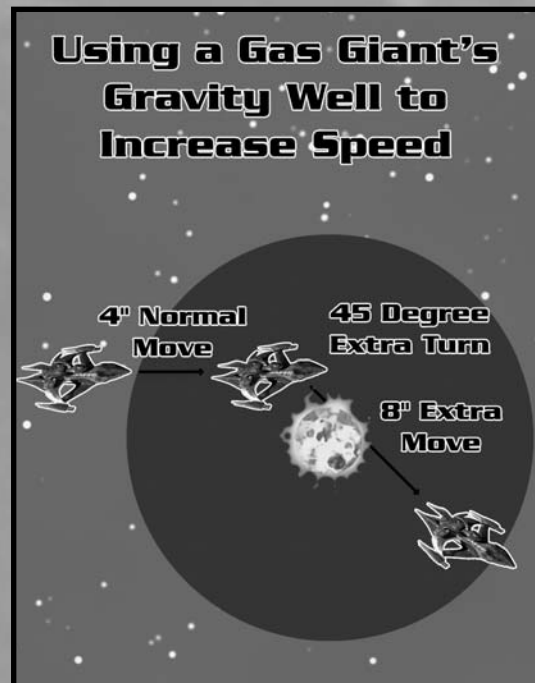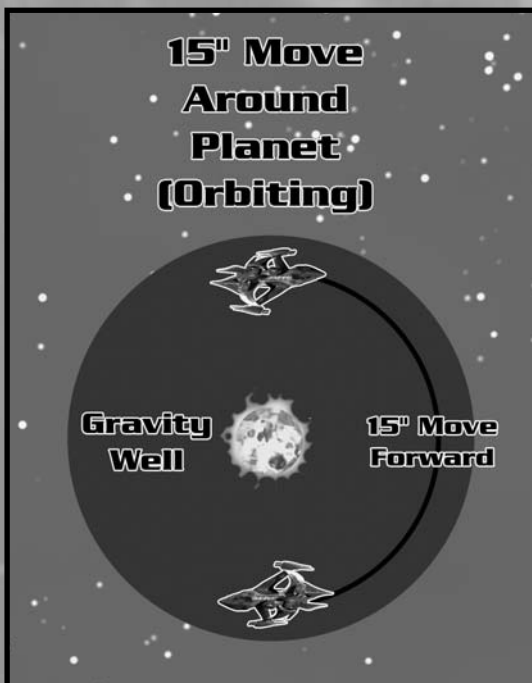
Planetary Table

D6	Planet Size	Template Diameter	Moons	Gravity Well	Slingshot
1-3	Lifeless Rock	Up to 3"	0	2"	3"
4-5	Earth-like World	4"-9"	1D6-4	6"	5"
6	Gas or Ice Giant	10" or more	1D6-3	12"	8"

All planets exhibit their influence on objects around them in the form of a gravity well, the area of space extending away from the planet's surface in which the effects of its gravity can still be felt. This is where all orbiting satellites and bases will be found, and is where a canny ship's Captain can gain a valuable tactical advantage. In A Call to Arms, the gravity well extends from the edge of the planet's template to a distance shown on the Planetary Table, depending on the size of the world.

Orbiting

If a ship begins its movement within the gravity well and parallel to the planet's surface as shown in the example below, it may take advantage of its position. So long as the ship stays at the same distance from the planet as it started, it may be moved forward around the planet, with the distance moved equal to the arc travelled. However, for all purposes, it will count as having just moved in a straight, forward direction.

15" Move Around Planet (Orbiting)

Gravity Well

15" Move Forward

Using a Gas Giant's Gravity Well to Increase Speed

4" Normal Move

45 Degree Extra Turn

8" Extra Move

This allows a cunning player to change direction very rapidly, while perhaps taking advantage of Special Actions that require him to move in a straight direction.

Slingshot

There is another way to use a gravity well – to accelerate your vessel to incredible speeds. This is called a Slingshot. In order to do this, a ship must move towards a planet (in other words, end up closer than when it started) and end its movement within the planet's gravity well. In addition, the ship must also keep any part of the planet in its Fore fire arc. If it accomplishes these conditions, then the ship will automatically be moved an extra distance forward equal to that shown on the Planetary Table and may also make an additional 45° turn (or less) at any time during this movement. Even ships reduced to 0 Speed or Running Adrift (but not those with the Immobile trait) may take advantage of this Speed increase if they are within the gravity well and the planet is in their Fore arc.

Moons

Many planets have large bodies orbiting them and many of these will be large enough to be counted as moons. The number of moons a planet has can be randomly generated using the Planetary Table. All moons are counted as Lifeless Rocks and orbit at a distance of 4d6" from the edge of the planet's template.

Planetary Rings

Quite often, gas or ice giants will have elaborate planetary rings surrounding them. To randomly determine whether such a ring exists around a generated gas or ice giant, roll 1d6. On a 3 or more, a ring exists, at a distance of 1d6+6" away from the edge of the planet's template. The ring will typically be 3" wide and will be counted as either a dust cloud or asteroid field (equal chance of either).

Generating Stellar Debris

When using scenarios, you may be asked to randomly generate stellar debris to scatter across the battlefield. In order to do so, divide the battlefield up into 12" squares. For each square, roll one dice. On a 6, a random piece of stellar debris should be placed anywhere within the square. The exact type of debris should be rolled for on the table below.

D6	Stellar Debris
1-3	Asteroid Field
4-5	Dust Cloud
6	Planet – only one planet is permitted on the battlefield. Re-roll this result if you have already rolled for a planet.

Stellar Debris

SPACE STATIONS

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.

Fleet Lists and Scenarios

Space stations may be used in one of two ways. Either they will appear in a scenario 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.

All space stations have the Targets trait. 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 once, up to its Targets maximum, with *each* of its listed weapon systems

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.

FIGHTERS

Flights of fighters may not be targeted by space station weapons. Their main weapons are not calibrated to attack fast-moving targets so close to their superstructure.

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.

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

⑤ All Damage is multiplied by Double, Triple and Quad 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 space station taken to its first threshold is said to be Heavily Damaged. A space station taken to its second damage threshold is said to be Crippled.

⑤ A space station that is reduced to 0 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 weapon system and Special Trait. On a 4 or more, the weapon system or trait is destroyed. Interceptors are the exception to this, as noted below.

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 page 18. 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.

Every time a station passes a damage threshold, the number of available Interceptors is halved, rounding down.

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 fire-power 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 personnel. Therefore, a space station's Crew Quality, if it is ever needed, is always Military-Grade (4).

Space Station   Battle

The following can be used as a space station for most fleets as a Battle level choice. Third Age and Crusade Era Earth Alliance fleets may also choose the Babylon 5 stations featured here.

Hull: 5   **Damage:** 600/300/150   **Troops:** 35
Craft: 8 fighter flights
Special Rules: Anti-Fighter 8, Carrier 2, Command +1, Immobile, Interceptors 8, Space Station, Targets 3

Weapon	Range	AD	Special
Short Ranged Defences	20	12	Twin-Linked
Long-Ranged Projectiles	40	4	Precise, Super AP

Babylon 5 Diplomatic Station   Battle

The first Babylon station to survive the construction process without collapsing, exploding or disappearing, the Earth Alliance and its financial partners never intended to arm Babylon 5 heavily. It was always meant to be a diplomatic hub, and it was presumed that a lighter armament in concert with squadrons of Starfuries on-hand could properly defend the installation.

Hull: 4   **Damage:** 800/400/200   **Troops:** 25
Craft: 12 Aurora Starfury flights
Special Rules: Anti-Fighter 8, Carrier 4, Command +1, Immobile, Interceptors 10, Space Station, Targets 3
In Service: 2257-2259

Weapon	Range	AD	Special
Quad Particle Array	24	8	Twin-Linked
Light Pulse Cannon	5	6	

Babylon 5 Battle Station   War

When General Franklin used Babylon 5 as a staging post for his GROPOS assault against the Sh'lassan rebels on Akdor in 2259, he brought with him new technologies designed for upgrading the station's defensive network. Using this to make the deal with Captain Sheridan in order to house his troops briefly, the station was fully upgraded in just a few weeks.

Hull: 4   **Damage:** 800/400/200   **Troops:** 40
Craft: 12 Aurora Starfury flights
Special Rules: Anti-Fighter 12, Carrier 4, Command +2, Immobile, Interceptors 14, Space Station, Targets 5
In Service: 2259-2281

Weapon	Range	AD	Special
Heavy Pulse Cannon	28	10	Twin-Linked
Quad Particle Arrays	24	8	Twin-Linked
Light Pulse Cannon	18	6	

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.

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 an Armageddon 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	10	5
Skirmish	20	15
Raid	50	25
Battle	75	50
War	100	75
Armageddon	150	100

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. However, the defender is free to purchase more as he requires.

Priority Level	Orbital Defence Satellites
Patrol	1
Skirmish	2
Raid	4
Battle	8
War	12
Armageddon	16

* Orbital Defence Satellites may be swapped for Space Stations and Patrol Boats (see the Fleet List book). One Satellite may be swapped for five Patrol boats. Eight Satellites may be swapped for one Space Station.

Orbital Defence Satellites

The following rules should be used for Orbital Defence Satellites, whatever race uses them. They never move once deployed, and may attack after every ship on the table has had a chance to fire its weapons. They may never use Special Actions.

Hull: 4

Troops: -

Damage: 12/3

Craft: None

Crew: -

Special Rules: Immobile

Weapon	Range	Arc	AD	Special
Long-Ranged Projectiles	30	T	2	Precise, Super AP
Short Ranged Defences	12	T	6	

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 either the All Stop! or All Stop and Pivot! action). Orbiting ships and those within the atmosphere 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-base targets as normal. They may not do both in the same turn. They may not perform the Concentrate All Fire-power! action while attacking planetary targets.

In addition, weapons with the following traits may not be used to attack planetary targets; Energy Mine, Gravitic Shifter, Mini-Beam, Weak.

In general, Fighters may not attack Emplacements (though there is an exception noted below). 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.

Most 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. Most ships carry a number of Troops, as shown in their descriptions in the fleet lists.

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 is assumed the ship will have enough shuttles to deploy one Troop every turn, unless it has the Shuttles trait (see page 19).

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 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 show which ships these are, how many Troops they carry and how many Shuttles they can use to deploy them in each turn.

Entering the Atmosphere

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 fire-power to where their own troops need it most.

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

To engage targets planetside, the ship must be placed on the planet itself. When a ship is to be moved, you may choose to attack enemy Troops, land, or leave the atmosphere and move normally through space.

When a fighter flight is to be moved, you 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 fighters are conducted normally.

To attack Troops, the ship simply makes its attacks as normal. Any attacks that roll a 5 or more (adjusted for traits as normal) will destroy one enemy Troop.

Landing Troops

If a ship both carries Troops and has the Atmospheric trait, it may land on the surface of the planet in order to deploy its Troops faster. Such a ship that is already in the atmosphere of a planet may automatically land in the End Phase so long as it performs no Special Actions and makes no attacks.

At the start of the next turn, all Troops on board may be deployed on the planet's surface, to take part in the battle in the next End Phase as normal. The ship may not perform any Special Actions or make any attacks in this turn either, but may take off and act normally in the turn after all Troops have been deployed.

Ground Assault Fighters

Some exceptional fighters are developed with ground assaults in mind. Any weapon carried by a fighter that has a range greater than 2" may be used to attack Emplacements – roll for its attacks as normal.

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 fighters 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.

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 the base of an enemy ship or space station (braving any Anti-Fighter defences on the way!). Note that the Special Action requires certain requirements to be fulfilled, as detailed on page 15. Once a breaching pod has survived any Anti-Fighter defences and is in base contact with the targeted ship it may not be shot at by any other weapons from either the target or another ship as the breaching pod will have clamped onto the ship's hull.

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. Most warships carry a number of Troops, as shown in their descriptions in the Fleet Lists book.

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.

Breaching Pods that have disembarked their troops are removed from the table at the end of the end phase. This can allow more breaching pods to attack the targeted vessel in the following turn.

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 at the start of 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 5 or more, one of the attacking Troops is destroyed. Once this is done, all surviving attacking Troops roll a dice each. On a 5 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 0 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 AND 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 following table.

D6	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. Ships that are captured will run adrift (see page 9)

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. You will not gain any Victory Points for recapturing a friendly ship, but you will deny the enemy a massive bonus! Normal victory points for decrewing the ship will still be earned.

CASUALTIES

If you have Troops on board an enemy ship, they will not suffer casualties if the enemy is reduced to Skeleton Crew or from critical hits applied to the ship.

ADMIRALS

In battles involving several ships and possibly thousands of crewmen, the ability of one individual to fundamentally affect the outcome of a fight is marginal. However, there are a few select heroes in the galaxy who by virtue of tactical ability or sheer force of personality can change the course of history and have a powerful effect on the battle.

Using Admirals

Any fleet of at least 5 Fleet Allocation points in size may include a single Admiral to lead it. He is placed on one ship and will raise 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. An Armageddon level ship will take both an Armageddon level slot and a Battle level slot. An Admiral must be placed on the highest Priority Level ship in the fleet (before the ship's Priority Level is increased by the presence of the Admiral).

So long as the Admiral's ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +1 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

In addition, you may select any three of the following Admiral Traits, which provide bonuses and special abilities that are applied to the Admiral's ship and sometimes the rest of the fleet (his ship does not have to be present on the table to gain any such abilities, he merely needs to be part of the fleet). If the Admiral's ship is destroyed, the entire fleet immediately loses any benefit he granted.

Admiral Traits

The following form the Admiral Traits which may be selected by an Admiral.

Analytical Mastermind: Skilled at understanding the fluctuations and fuzzy signals associated with stealth-using enemies, the Admiral can often pinpoint a target trying to hide and direct the rest of the fleet on to its precise location. The Admiral's ship gains a +1 bonus whenever it attempts to roll against the Stealth of an enemy.

Defensive Skill: The Admiral has run many drills on his ship designed to cut away the advantage of small attacking craft. The ship gains a +1 bonus to its Anti-Fighter or Advanced Anti-Fighter trait, or Anti-Fighter 1 if it does not possess either of these traits to begin with.

Engineering Genius: With an unsurpassed knowledge of engineering the Admiral can eke out power when none appears available. The Admiral's ship will never have its Speed reduced to less than half its original score, due to damage and critical hits.

Inspirational Leader: The Admiral knows how to get the very best out of any crew and even poorly trained personnel can excel under his leadership. The Admiral's ship gains a +1 bonus to all Crew Quality checks.

Inspired Command: So long as the Admiral'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, rather than the normal +1. This is cumulative and may be added to the bonus granted by ships with the Command trait if the Admiral is placed on the ship bestowing the bonus.

Instil Fervour: A skilled orator, the Admiral is able to whip his crews into a frenzy of hatred against the enemy. For the duration of the battle, no ship of the fleet will surrender to an enemy ship. If the fleet already has this special rule, this ability has no effect.

Legendary Tactician: Having studied space combat tactics during his entire career, there is little that surprises the Admiral and his control of his own vessel is superb. The Admiral'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.

Linked Targeting: If the Admiral's ship possesses either missile or torpedo weapons (as designated by their name), then he may accept targeting information from another ship. This means that he can attack an enemy ship with missiles or torpedoes from one weapon system that can be seen by another ship in his fleet but not by his own (if the Admiral's ship is behind an asteroid field, for example, or the weapons are in a different arc to the enemy target). He will still be limited by the overall range of the missiles or torpedoes, but they may effectively fly around corners, rather than in a straight line.

Lucky: The Admiral's luck is equal only to his military genius. He gains one re-roll in Patrol and Skirmish level scenarios, two at Raid and Battle level, and three at War and Armageddon level. These may each be used on any one dice roll in the battle, even those of the Admiral's opponent, from Initiative to Attack Dice.

Master of Deception: By employing devious tactics, the Admiral can force the enemy to target the wrong ship. If a friendly ship is attacked and another friendly ship is within 4" *and* within range of the enemy attacking, the Admiral can force the enemy to attack the second ship – this is done before any dice are rolled. This may only be done once per battle.

Meticulous Planner: The Admiral is famed for being able to engage the enemy on his own terms. Once all modifiers are taken into account, the fleet's Initiative bonus (if any) is doubled for the purpose of determining who sets up first and who takes the first turn. After the battle commences, this ability has no further effect. In scenarios where one side is always deemed to set up first or win the Initiative in the first turn, this ability has no effect.

Operational Control: Skilled at watching the ebb and flow of battle, the Admiral can keep his fleet tight and cohesive across staggering distances. Ships within squadrons in the fleet need only keep within 9" of one another, rather than the usual 6".

Revered Leader: The Admiral is greatly admired throughout the fleet and crew serving with him will redouble their efforts to fulfil his orders. Every ship in the fleet may re-roll one failed Crew Quality check it is called on to make.

The Master Plan: The Admiral has strategic insights that go far beyond the results of a single battle. Everything he does is designed to further those lofty goals and win the entire war. Every VP gained by the actions of the Admiral's ship is doubled.

Top Gun: The Admiral has a fundamental understanding of dogfighting, and has trained his fighter crews accordingly. Every fighter flight on board the ship gains a +1 bonus to all dogfighting rolls it is called to make.

As well as creating your own Admiral as shown above, you may also like to use one of the known heroes of the Babylon 5 universe, detailed over the next few pages. These personalities often have access to very special abilities that are not available to other Admirals, though they also usually have restrictions on which ships they may take into battle.

JOHN J. 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

An Earth Alliance or ISA ship with Sheridan as its Captain gains the following benefits in battle.

Inspired 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 cumulative and may be added to the bonus granted by ships with the Command trait if Sheridan is placed on the ship bestowing the bonus..

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 White Star 2 when he commands one.

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. An Armageddon level ship will take both an Armageddon level slot and a Battle 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 Narn ship with War Leader G'Sten as its Captain gains the following benefits in battle.

Inspired 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 cumulative and may be added to the bonus granted by ships with the Command trait if G'Sten is placed on the ship bestowing the bonus..

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.

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.

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.

WARMASTER JHA'DUR

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

Jha'Dur in Battle

A Dilgar ship with Warmaster Jha'Dur as its Captain gains the following benefits in battle.

Inspired Command: So long as Jha'Dur'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 cumulative and may be added to the bonus granted by ships with the Command trait if Jha'Dur is placed on the ship bestowing the bonus..

Vindictive: Jha'Dur will accept nothing less than the complete destruction of her enemies. Whenever a ship in the Dilgar fleet Cripples an enemy, it may immediately fire one weapon system again at it.

Survivor: A mere ship exploding beneath her is no impediment to Jha'Dur. If her ship is destroyed, roll one dice. On a 4 or more, she may be transferred to the nearest Dilgar ship by escape craft in the next End Phase. Her original ship still yields Victory Points normally, as if she were still on board. In a campaign, Jha'Dur will stay in this new ship unless transferred using the usual rules.

Warmaster Jha'Dur may be used with a Dilgar fleet in any game set before 2233.

When placed in a ship, Warmaster Jha'Dur 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.

Warmaster Jha'Dur may be placed in any Dilgar ship.

SCENARIOS

Rarely do two fleets happen to meet in the depths of space and then begin taking pot shots at one another. More likely, each will have their own tactical or strategic objective to meet, handed down to them from their High Command. Fighting a battle in A Call to Arms is about far more than simply annihilating the enemy. You have to be cunning, cautious and able to keep your own objectives in mind even as the enemy accomplishes his.

USING SCENARIOS

These objectives are why we use scenarios in A Call to Arms. It is a relatively simply matter to set up two fleets on opposite sides of the table and watch them pound one another. Once you factor in tactical objectives, such as sweeping an enemy out of an area of space or protecting a civilian convoy, however, things can get quite interesting!

You may simply agree with your opponent which of the scenarios presented in this section should be used, or you can roll randomly on the table on page 81.

You will normally have a number of Fleet Allocation Points with which to choose your force, as indicated in the text of each scenario, though sometimes you will find you have set forces that cannot be changed. Some scenarios use random Fleet Allocation Points and, for these, both players roll one dice each and add the totals together, before consulting the chart below to see how many points you both have.

Random FA Points

2d6	Fleet Allocation Points
2	3
3-4	4
5-7	5
8	6
9	7
10	8
11	9
12	10

The Priority Level of the scenario is either agreed upon by both players, or rolled for randomly, using the table on page 81.

Once these two factors have been decided and you know which scenario you are playing, you can start building a fleet to use. Details on how to do this can be found on page 100.

You may optionally decide to specify an Earth Year for the scenario to be set in. The fleet lists in this book have ships that feature In Service Dates – these are more fully explained on page 102.

Each scenario has a number of entries that describe how players should approach the battle.

Fleets: Some scenarios impose limitations on one or both fleets. A scenario may require a fleet to be a certain number of Fleet Allocation Points, while another may specify specific ships to take, for example.

Pre-Battle Preparation: This entry covers everything players need to do before the game begins, including how to set up the battlefield and where fleets should be deployed.

Scenario Rules: Any special rules used by the scenario will be recorded here.

Game Length: Most scenarios are played until one side gains victory, though some others have strict time limits.

Victory and Defeat: A list of the conditions required for either player to win the scenario. Check for these conditions at the end of every End Phase.

VICTORY POINTS

Many scenarios have specific objectives that have to be achieved in order for a player to be victorious. Others, however, use Victory Points as a measure of how well a player performed. The player who accrues the most Victory Points during a game will be the winner.

In such scenarios, Victory Points are earned for the following actions.

Destroying an Enemy Ship: Gain Victory Points equal to the value shown on the Victory Point Table.

Victory Point Table

Difference in Priority Level of Ship and Scenario	Victory Points
Ship is same Priority Level as Scenario	10
Ship is one Priority Level higher than Scenario	20
Ship is two Priority Levels higher than Scenario	30
Ship is three Priority Levels higher than Scenario	40
Ship is four Priority Levels higher than Scenario	50
Ship is five Priority Levels higher than Scenario	60
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
Ship is five Priority Levels lower than Scenario	½

Forcing an Enemy Ship to Surrender: Gain Victory Points equal to twice the value shown on the Victory Point Table. The ship must still be in a surrendered state by the end of the battle for these points to be gained.

For each Enemy Ship Making a Tactical Withdrawal: Gain Victory Points equal to one quarter of the value shown on the Victory Point Table, rounding up.

For each Enemy Ship that is Crippled or Reduced to a Skeleton Crew: Gain Victory Points equal to one quarter of the value shown on the Victory Point Table, rounding up, up to a maximum of the value that would be gained for destroying the same ship.

Note that you can only gain Victory Points from a ship once, though you always gain the highest possible Victory Points. If, for example, you reduce an enemy ship to a Skeleton Crew and then force it to surrender, you will gain double its value in Victory Points, not double it's value, plus a quarter, or any other combination.

For each Space Station that is Crippled: Gain Victory Points equal to one half of the value shown on the Victory Point Table, rounding up.

For Holding Ground: If you have at least one ship on the table at the end of the game but your opponent does not, gain 5 Victory Points. This does not apply to Blockade, Convoy Duty or Flee to the Jumpgate scenarios.

For Destroying a Fighter Flight: Gain 1 Victory Point. This is not earned by destroying flights that were launched by a ship during the game.

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 Engine or Advanced Jump Engine trait.

Scenario Rules: The attacker automatically wins Initiative in the first turn. The defending player may only act normally with his ships if they first pass a Crew Quality check (target number 10). If a ship fails this check, it must move 6" (or up to its maximum Speed if less than 6) in a straight line.

Game Length: Until the attacker has withdrawn or until one side has no ships on the table (stricken, 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 enemy ships that tactically withdraw.
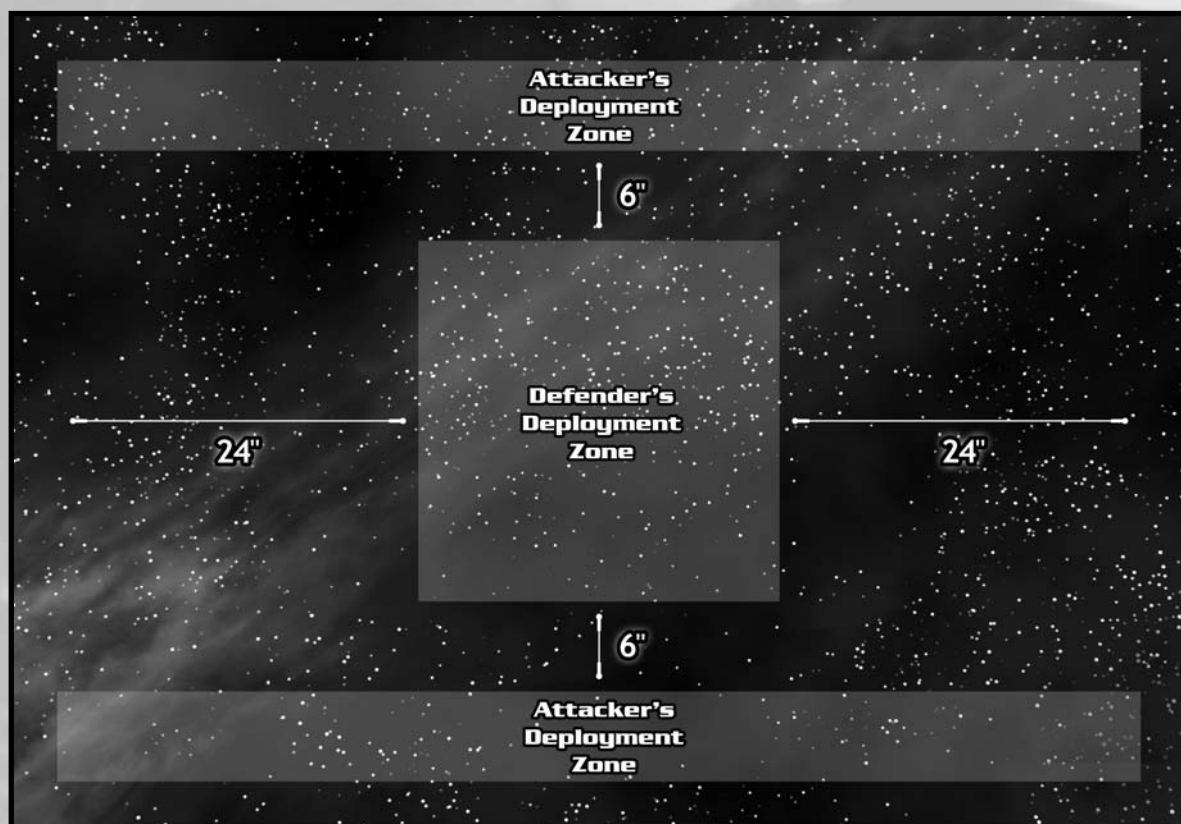
ANNIHILATION

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.
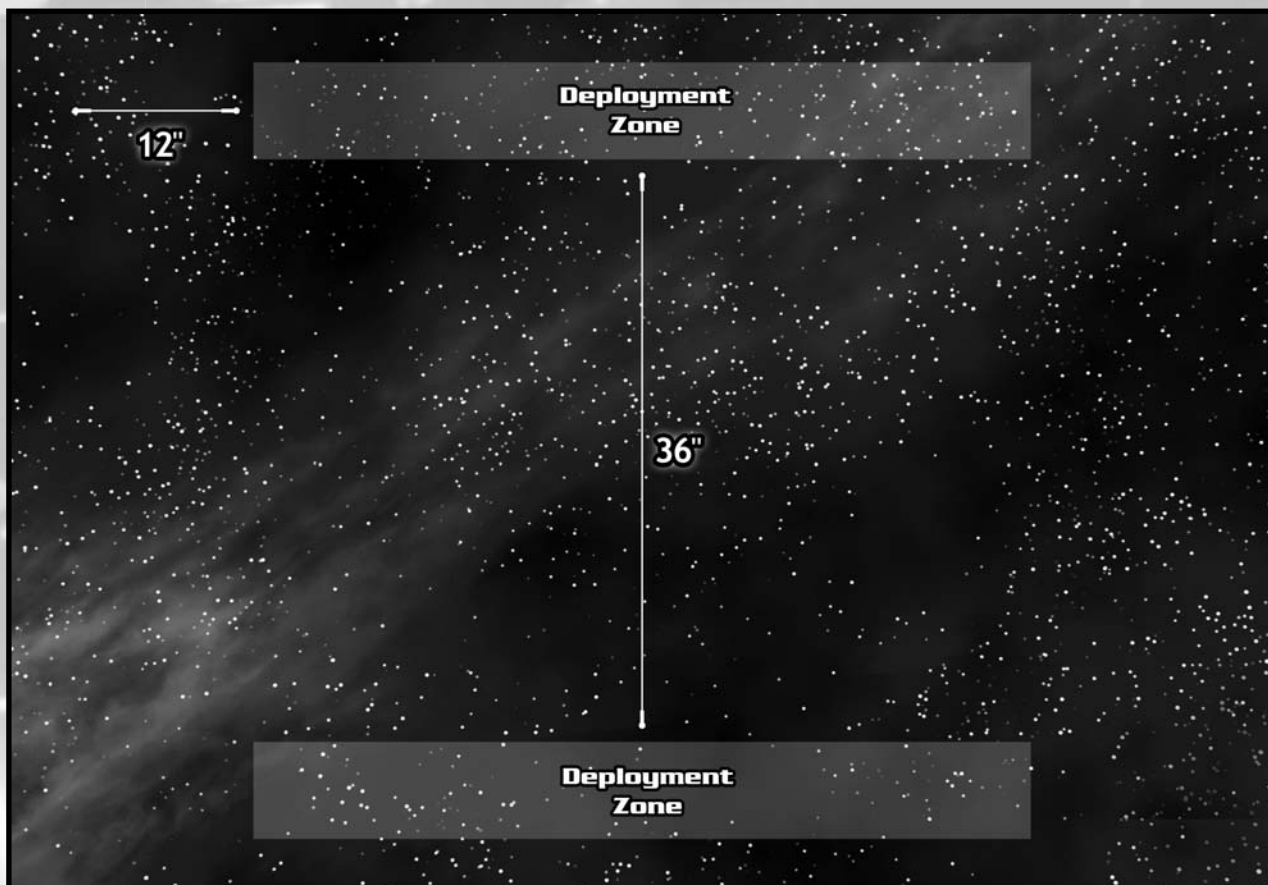
ASSASSINATION

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 Engine or Advanced Jump Engine 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 (stricken, 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 +10 bonus Victory Points if he destroys his target ship. If the target ship is still on the table at the end of the game and not Stricken, the defender receives +10 bonus Victory Points.
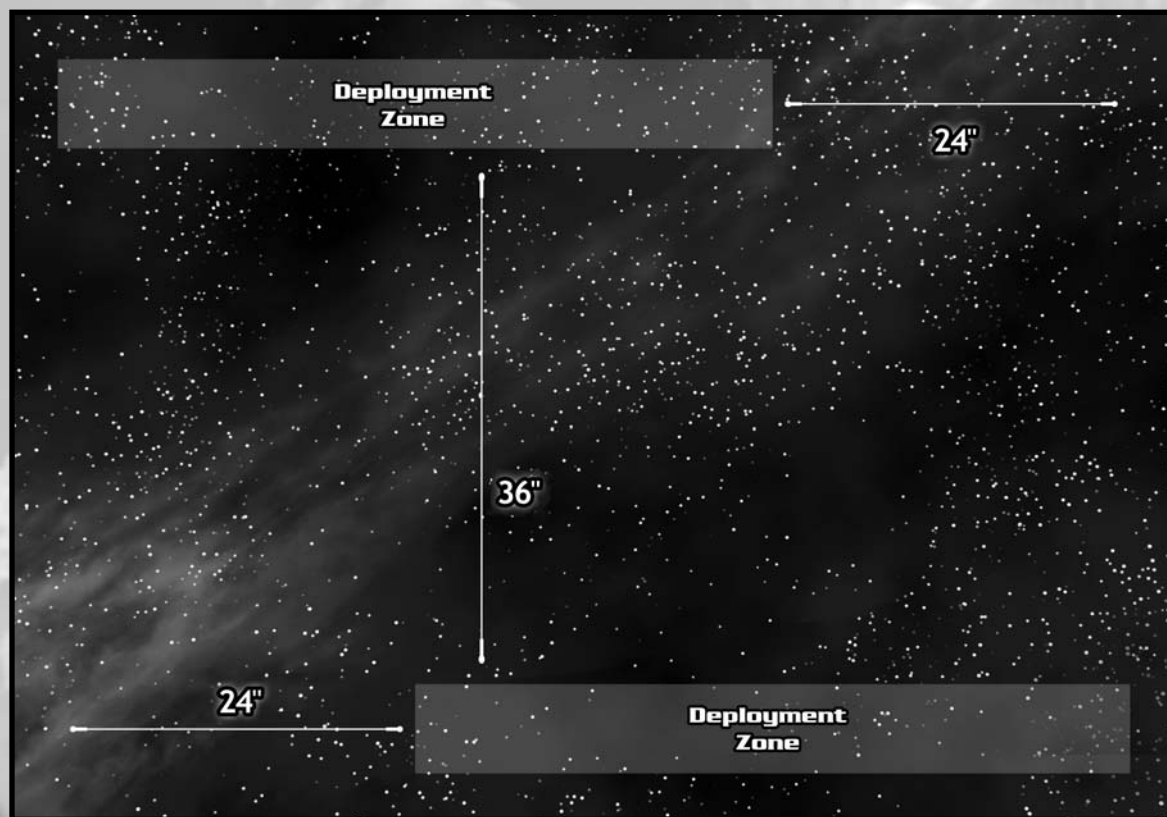
BLOCKADE

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. Stellar debris is generated randomly.

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 (though any traits still work as normal). 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 Victory Point 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.

Attacker's [Blockader's] Deployment Zone — 24"

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: 12 turns, or until either side has no ships on the table (stricken, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins.
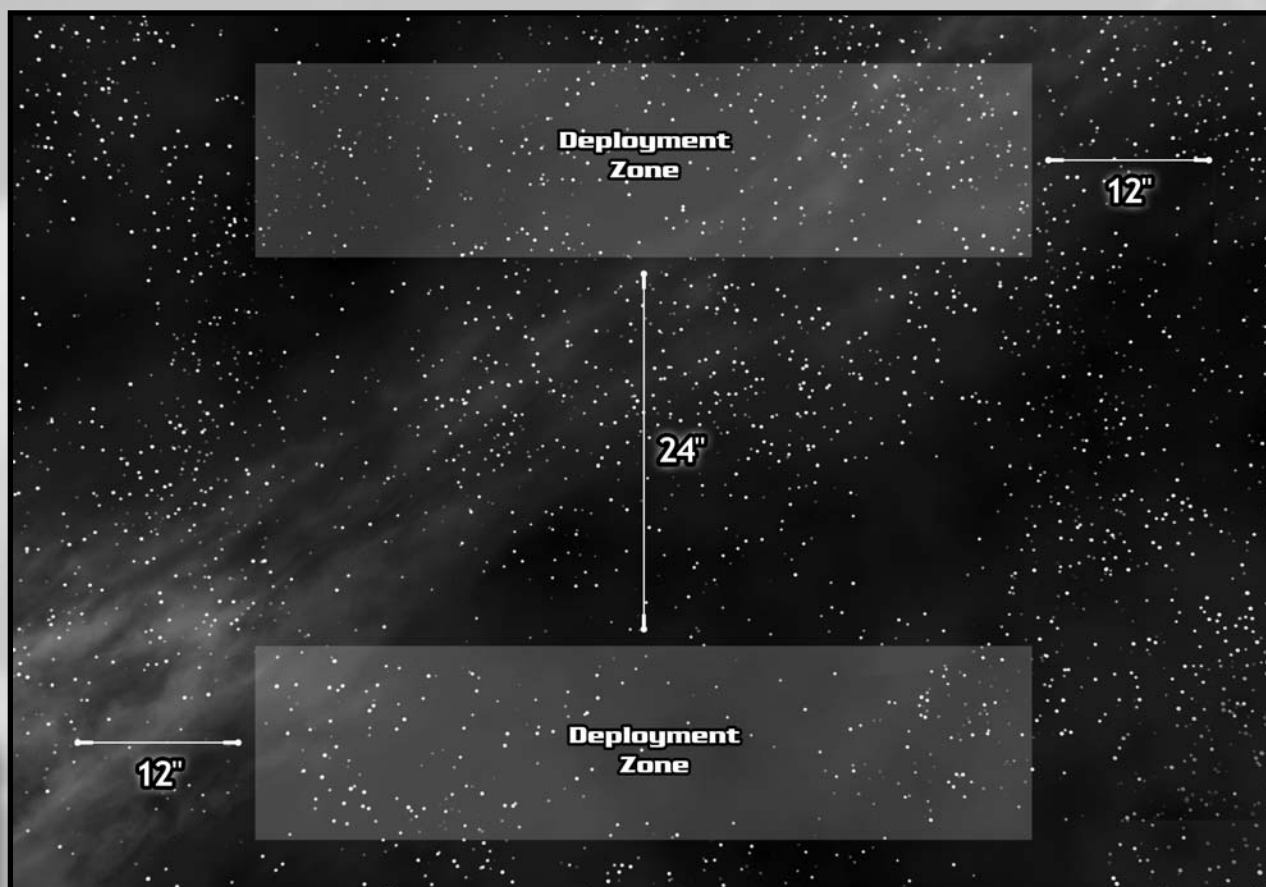
CARRIER CLASH

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: 12 turns, or until either side has no ships on the table (stricken, 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.

Deployment Zone   36"   Deployment Zone
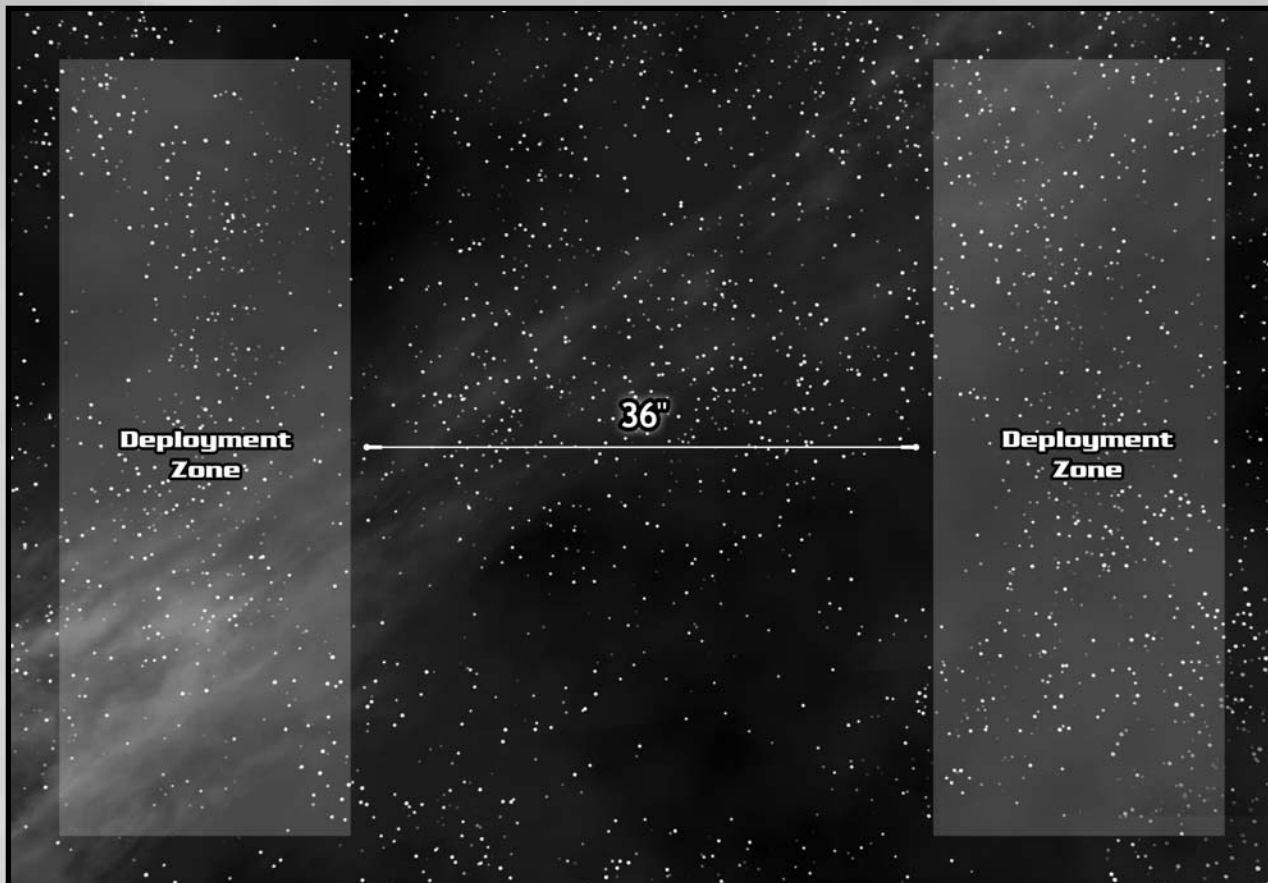
CONVOY DUTY

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. These are the convoy ships he must protect. For every increase in Priority Level above Patrol, the number of corporate freighters increases by two. A Priority Level: War game would therefore have ten corporate freighters. 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 Engine or Advanced Jump Engine trait. Stellar debris is generated randomly.

Scenario Rules: The convoy ships are always moved in the End Phase of each turn.

Game Length: Until the end of the turn in which all convoy ships have either been destroyed or have left the table (stricken, 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 bonus Victory Points * for every convoy ship he manages to completely destroy (but no other Victory Points are earned for destroying these ships). The defender gains +2 bonus Victory Points * for every convoy ship he manages to exit from the exit edge marked on the map and earns the usual Victory Points 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.

* If you are using Civilian Fleet Points (see the Fleet Book), then you will earn +2 bonus Victory Points per CFP.
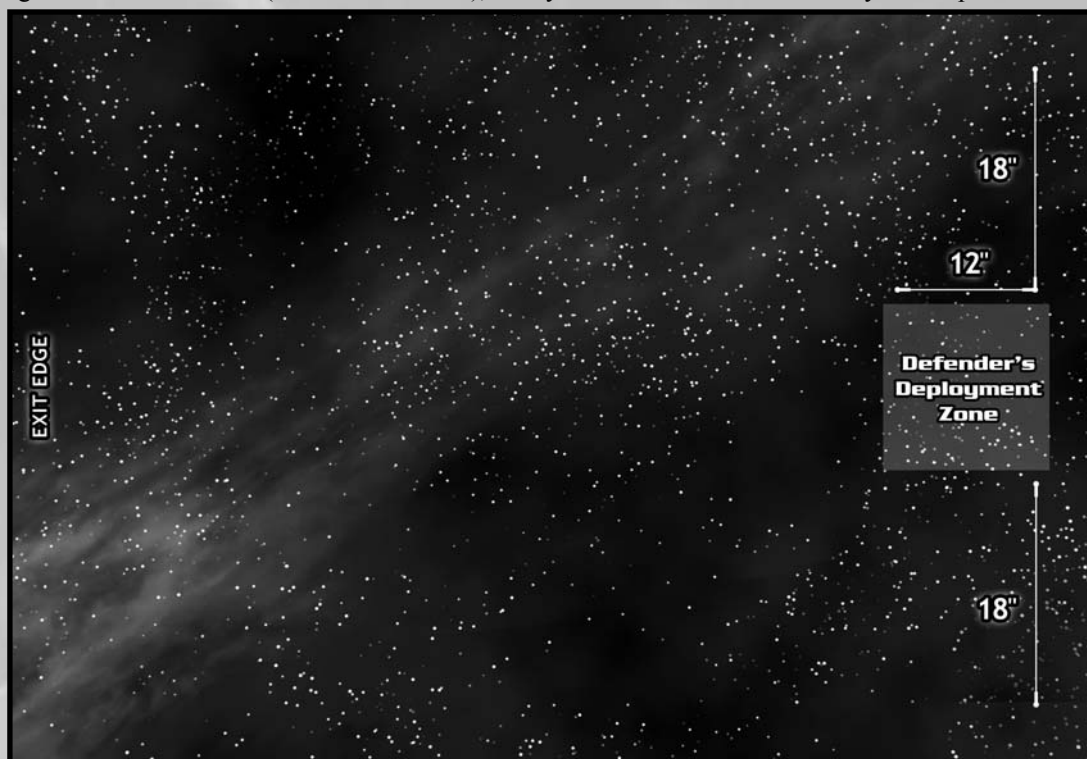
FLEE TO THE JUMP GATE

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 Engine or Advanced Jump Engine 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. Stellar debris is generated randomly.

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: 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 attacker gains Victory Points as normal. The defending player gains the full Victory Point 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 Victory Points for destroying attacking ships.
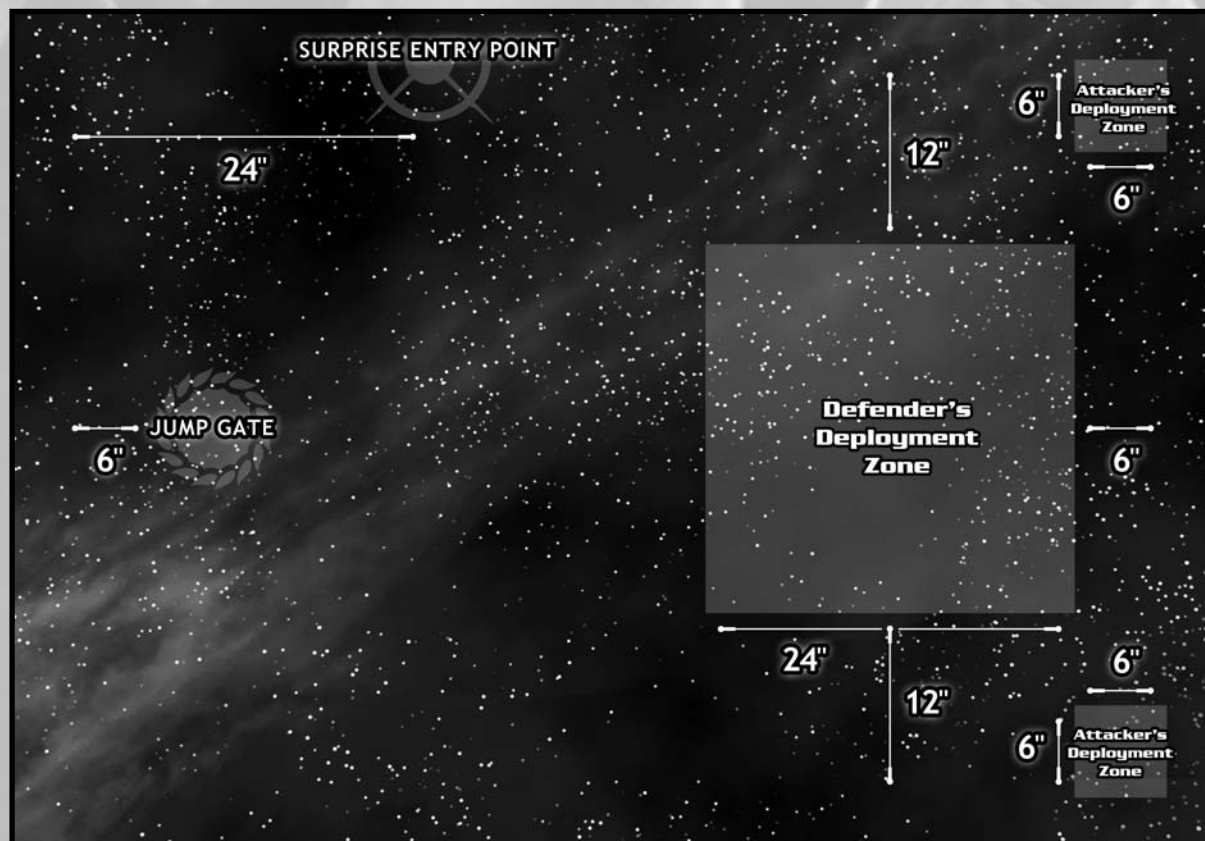
PLANETARY ASSAULT

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 Engine or Advanced Jump Engine trait.

Scenario Rules: All the Planetary Assault rules are used in this scenario.

Game Length: 12 turns or until Victory Conditions are met.

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 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.
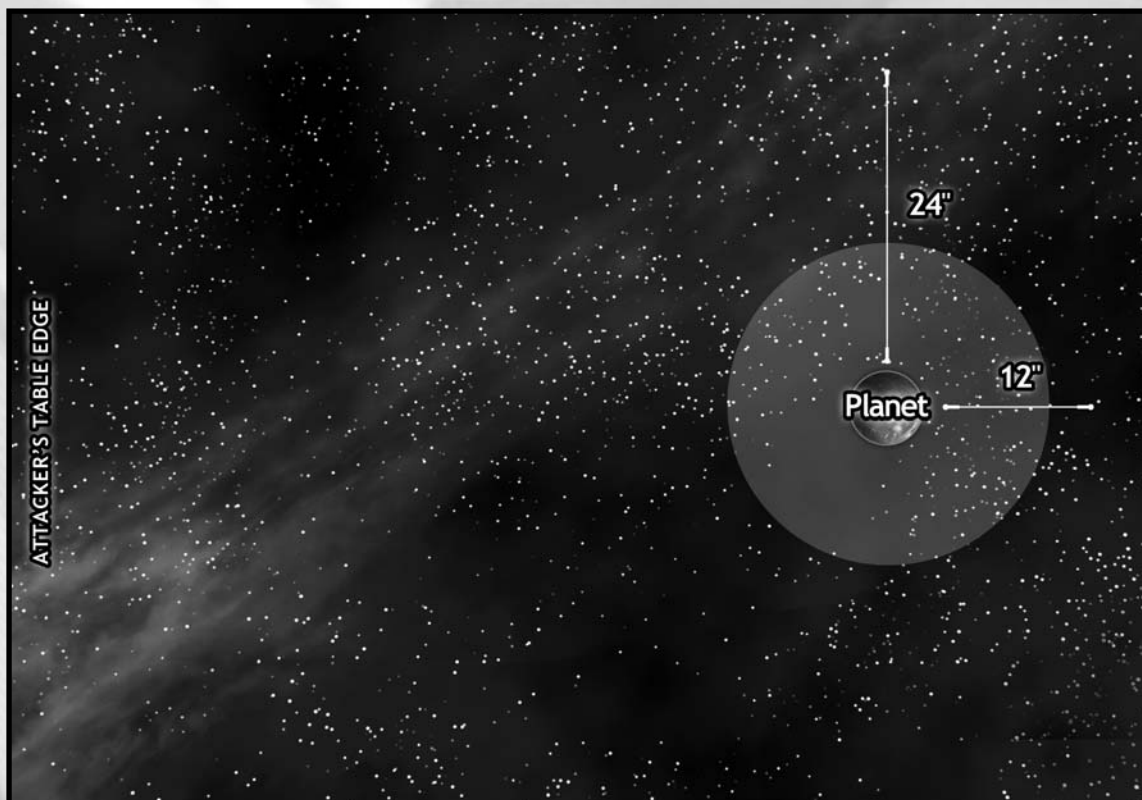
PLANETFALL

New strategic locations are crucial in a war, and both sides will rush to secure previously ignored worlds in a desperate race to create new supply lines and repair centres. The inhabitants of these worlds, if any, will be far more primitive and can do little but stare up at the skies as titanic energies are unleashed in a battle for their land.

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. The planet is placed in the centre and stellar debris is generated randomly.

Scenario Rules: The first fleet to land on the planet will count as the defender in terms of Troops fighting one another.

Game Length: 12 turns.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The side that has more Troops on the planet at the end of the game gains +10 bonus Victory Points.
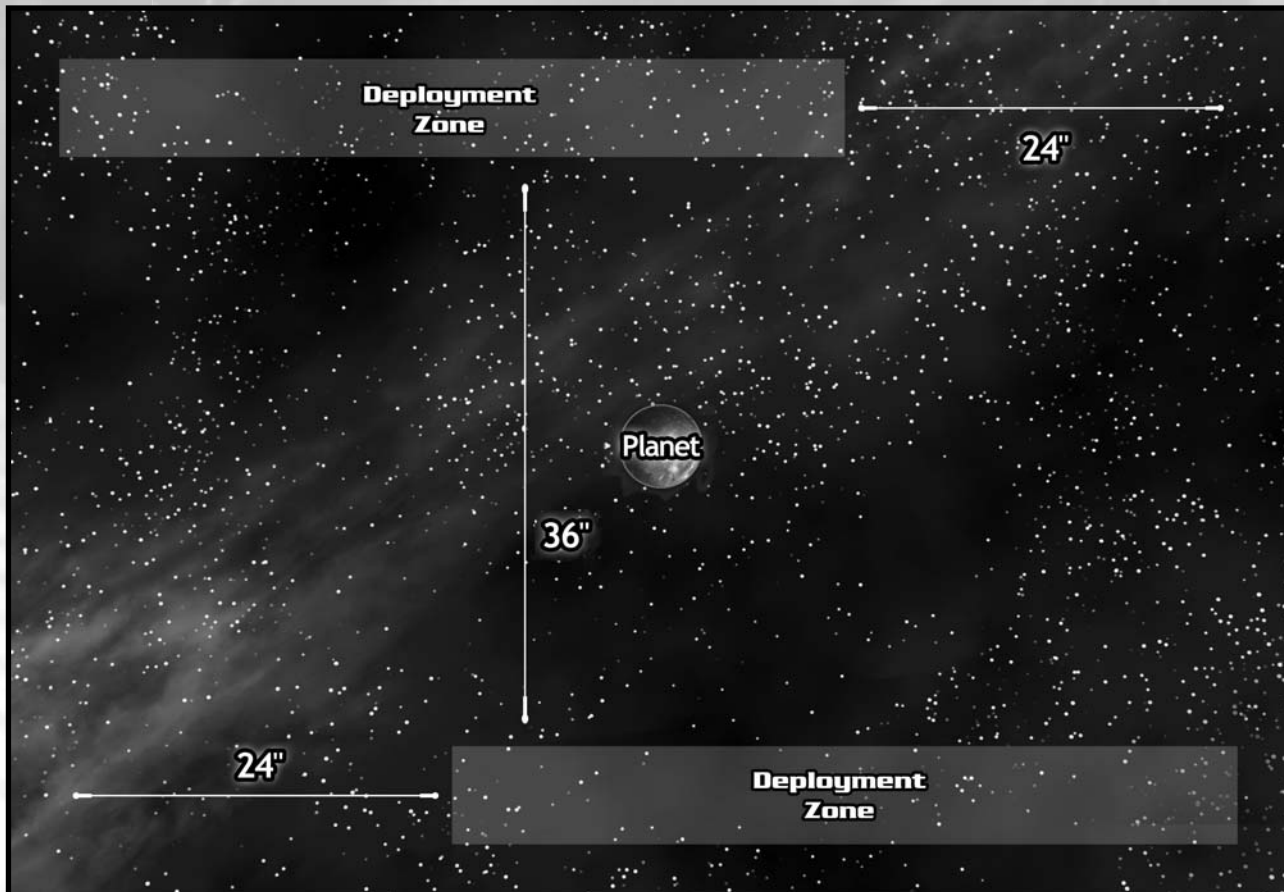
RECON RUN

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 ships in hyperspace at the beginning of the game, so long as he has at least one ship in hyperspace with the Jump Engine or Advanced Jump Engine trait. Stellar debris is generated randomly.

Scenario Rules: The objective of this scenario is for the attacker to successfully scan as many enemy ships (excluding fighters) 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. Fighters may never scan ships.

Game Length: 12 turns, or until the end of the turn in which every defending ship (excluding fighters) 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 Victory Point value, rounding up, whenever he successfully scans it (excluding fighters). Each enemy ship may only be scanned once.

RESCUE

A ship damaged in neutral territory has fleets racing to snatch its contents. These may be important personnel, critical reconnaissance data or a new, experimental weapon. However, neither fleet can afford to see the crippled ship destroyed, nor can it be allowed to fall into the enemy's hands.
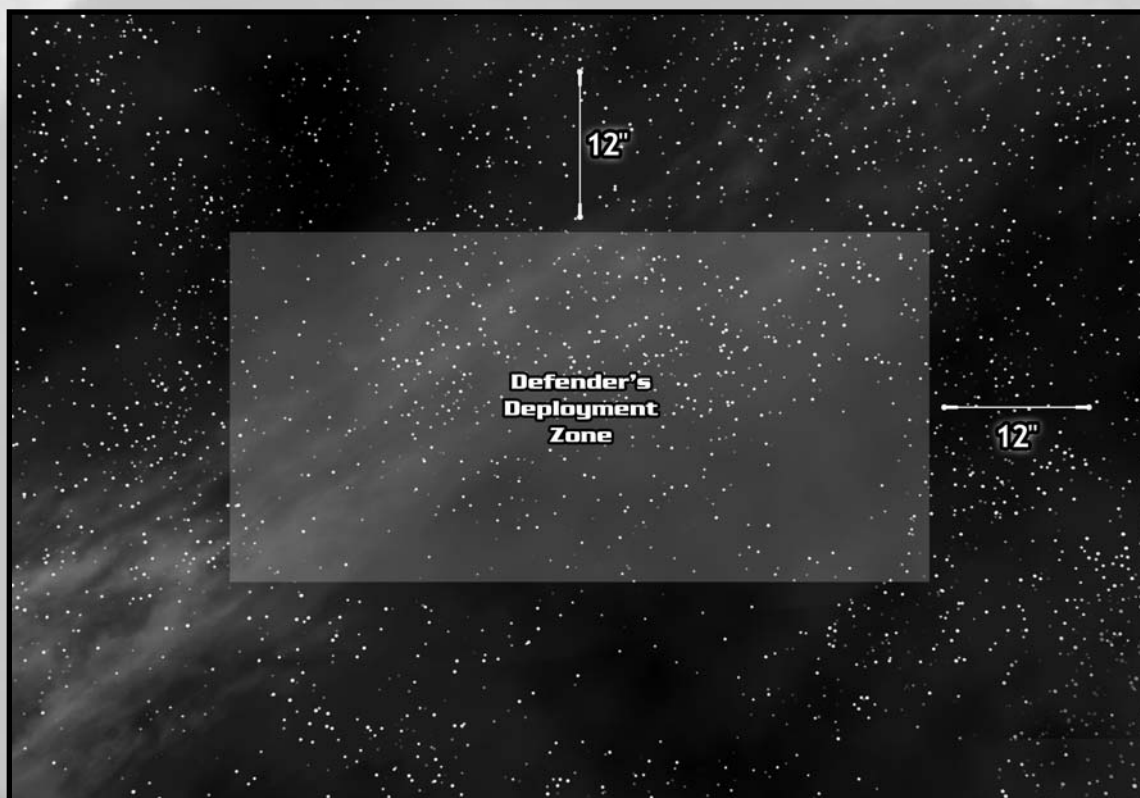
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

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. The objective ship is motionless for the entire battle and cannot be boarded or fired upon.

Scenario Rules: None.

Game Length: 12 turns.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. The side that has a ship within 6" of the objective ship will gain +10 bonus Victory Points. If both sides have ships within 6", then the side with the highest Priority Level ship will gain the bonus Victory Points. Neither side will gain the bonus Victory Points if both have ships of equal Priority Level within 6".
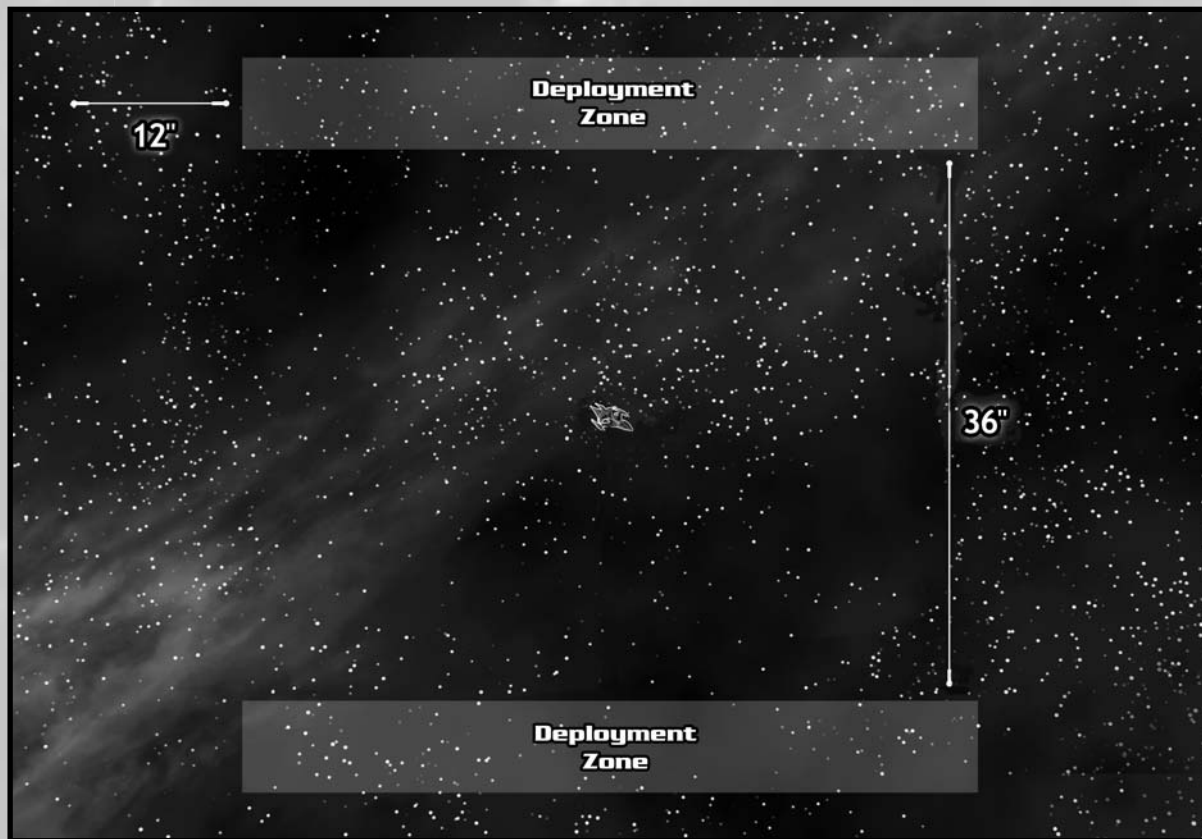
SPACE SUPERIORITY

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 Engine or Advanced Jump Engine 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: 12 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 +5 bonus Victory Points. Crippled ships and those stricken 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.
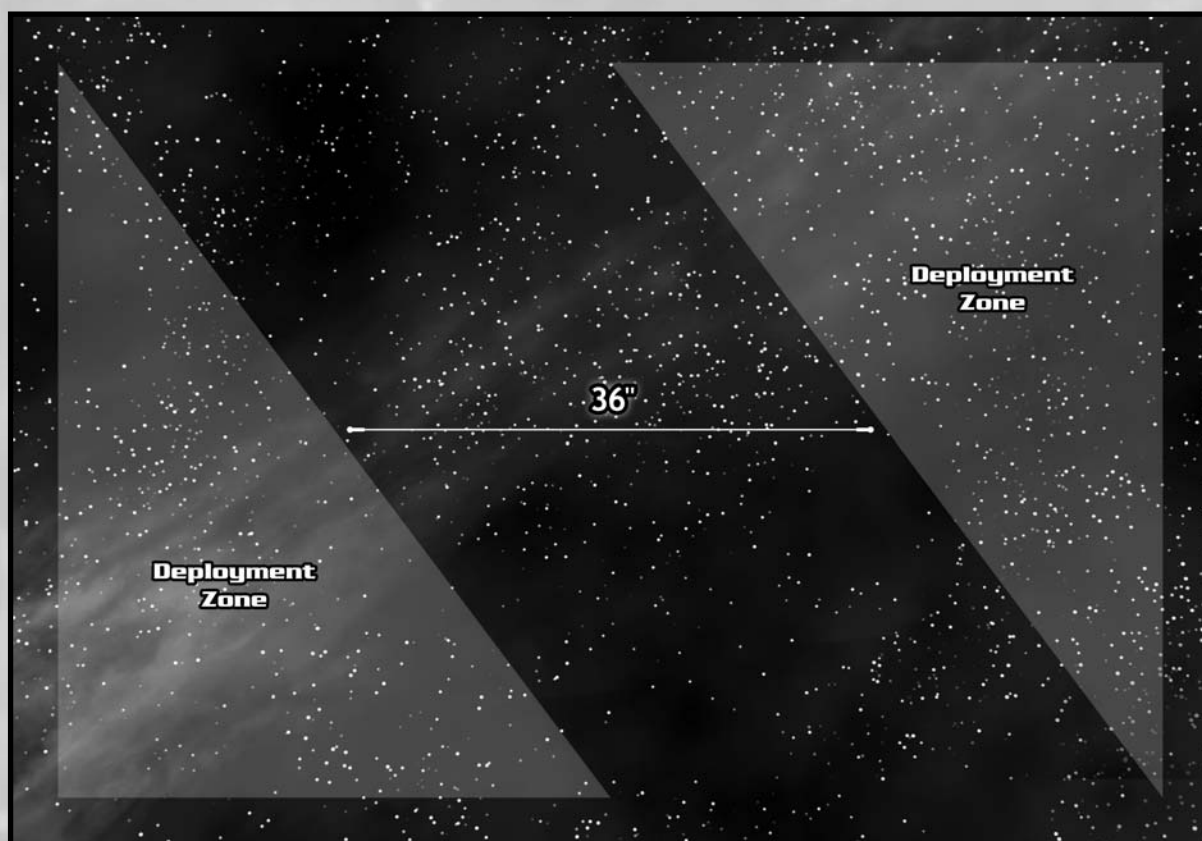
SUPPLY SHIPS

Supplies and logistics win wars more often than superior tactics and fire-power, 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. These are the convoy ships he must protect. For every increase in Priority Level above Patrol, the number of corporate freighters increases by two. A Priority Level: War game would therefore have ten corporate freighters. 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 Engine or Advanced Jump Engine 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 in the End Phase of each turn.

Game Length: 12 turns, or until either side has withdrawn or has no ships on the table (stricken, 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 +2 bonus Victory Points * for every supply ship he destroys (but no other Victory Points are earned for destroying these ships). The defending player gains +2 bonus Victory Points * 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.

* If you are using Civilian Fleet Points (see the Fleet Book), then you will earn +2 bonus Victory Points per CFP.
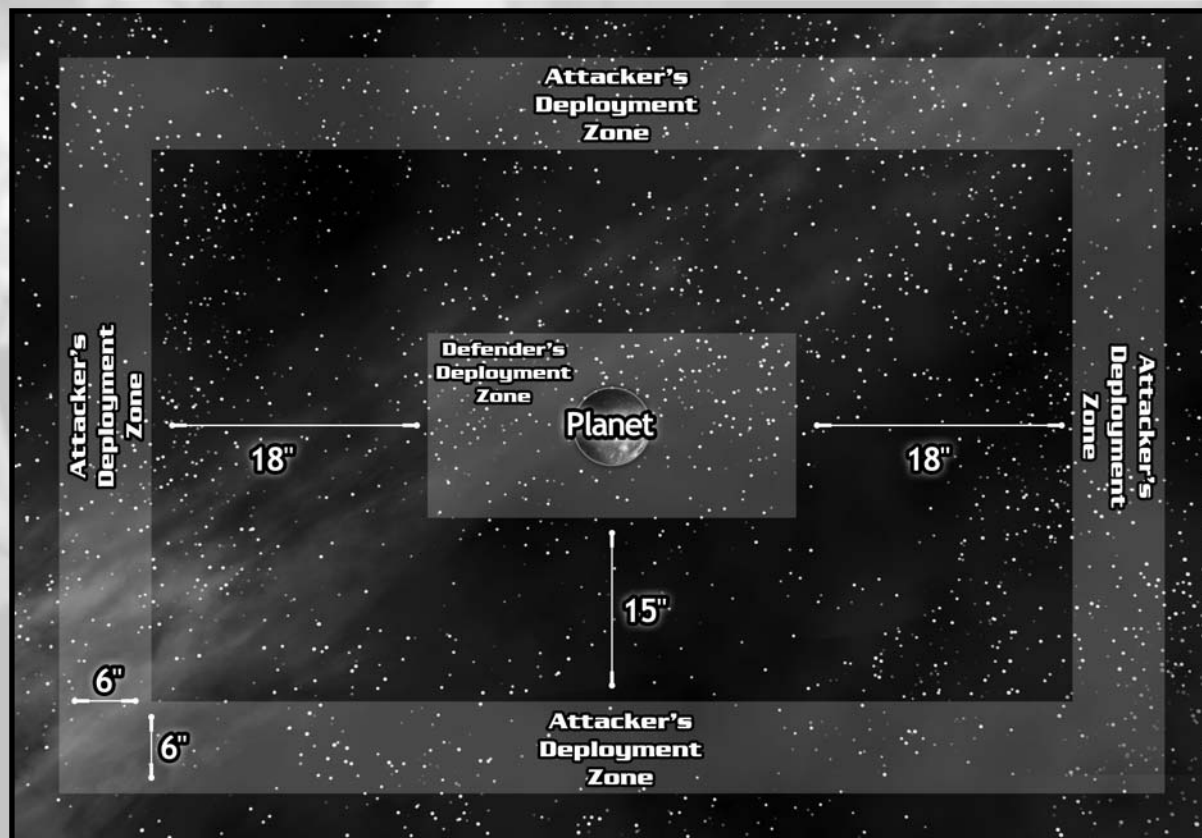
BATTLE OF THE LINE

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 Aurora Starfury flights. All ships 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 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: 6 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 Centaur 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 space station but no 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 Centauri player must make a Crew Quality check (target number 8) at the start of each turn. He may not take any actions at all until he passes 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 space station by two damage thresholds, it will automatically surrender, giving victory to the attacking fleet.
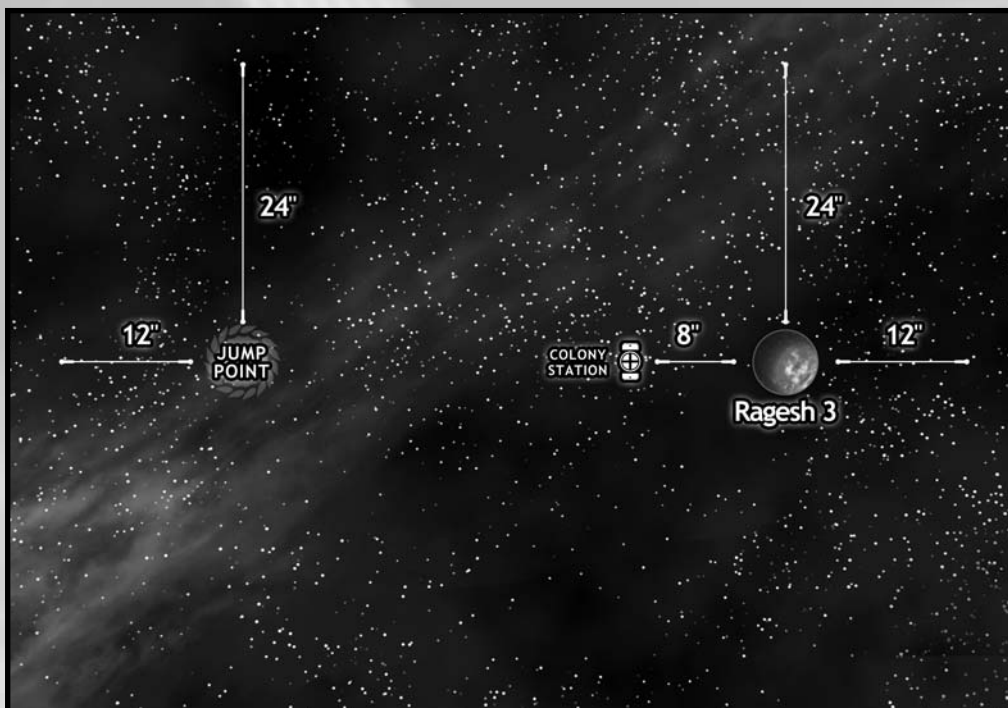
QUADRANT 37

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 space station, 2 T'Loth assault cruisers and 12 Frazi flights. All have Crew Quality 4.

Shadow Fleet: 2 Shadow Ships (Young), 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.
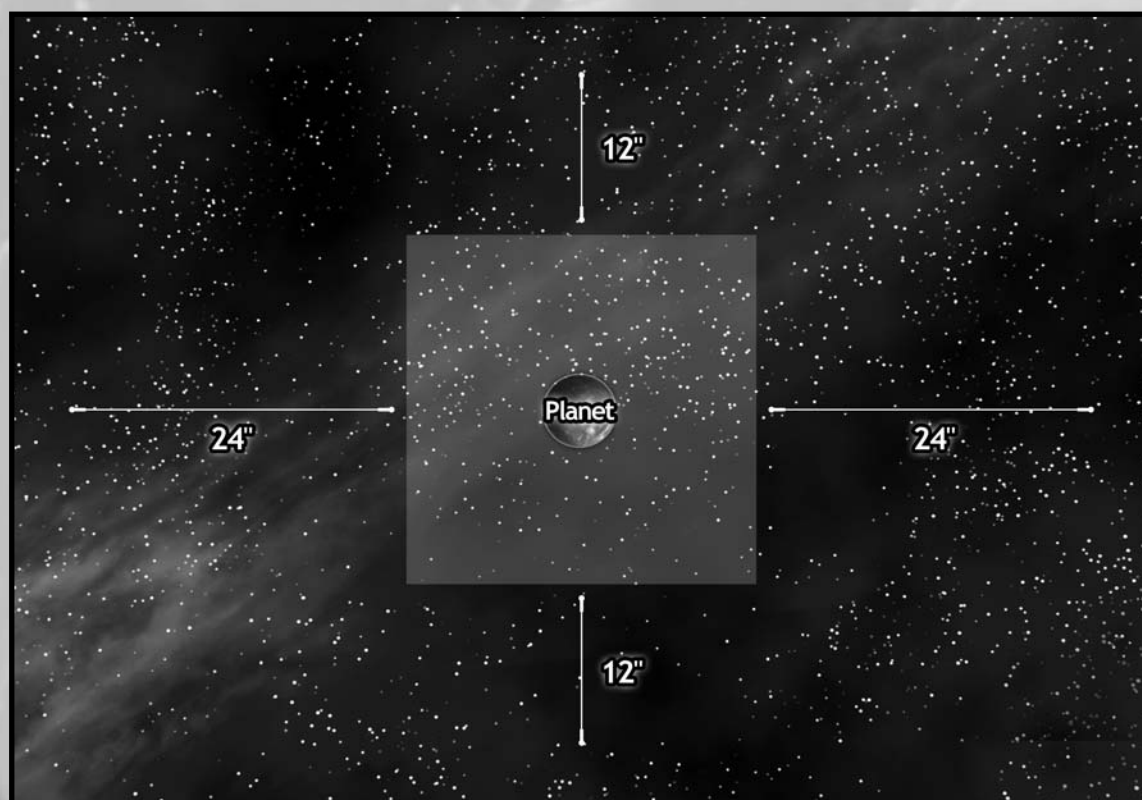
THE SECOND BATTLE FOR QUADRANT 14

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 past 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.

CENTAURI DEPLOYMENT EDGE

24"

Planet 12"

NARN DEPLOYMENT ZONE
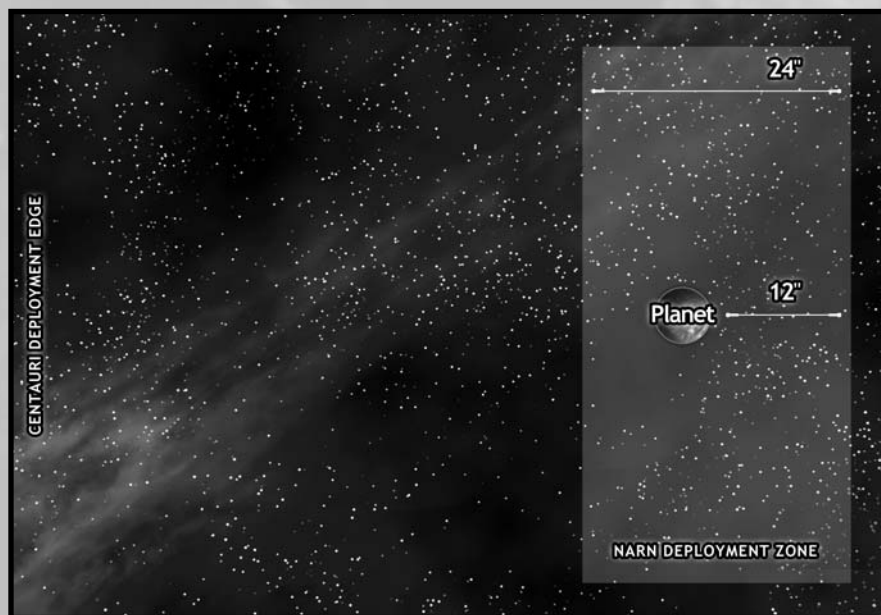
THE LONG TWILIGHT STRUGGLE

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 G'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 G'Quans have Crew Quality 5 (including G'Sten's) while the others have Crew Quality 4.

Shadow Fleet: 5 Shadow Ships (Young), all ships with Crew Quality 6. There is also a space 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 space 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 Engine trait, nor any Frazi 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 the Babylon 5 battle station and two flights of Aurora Starfuries (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.
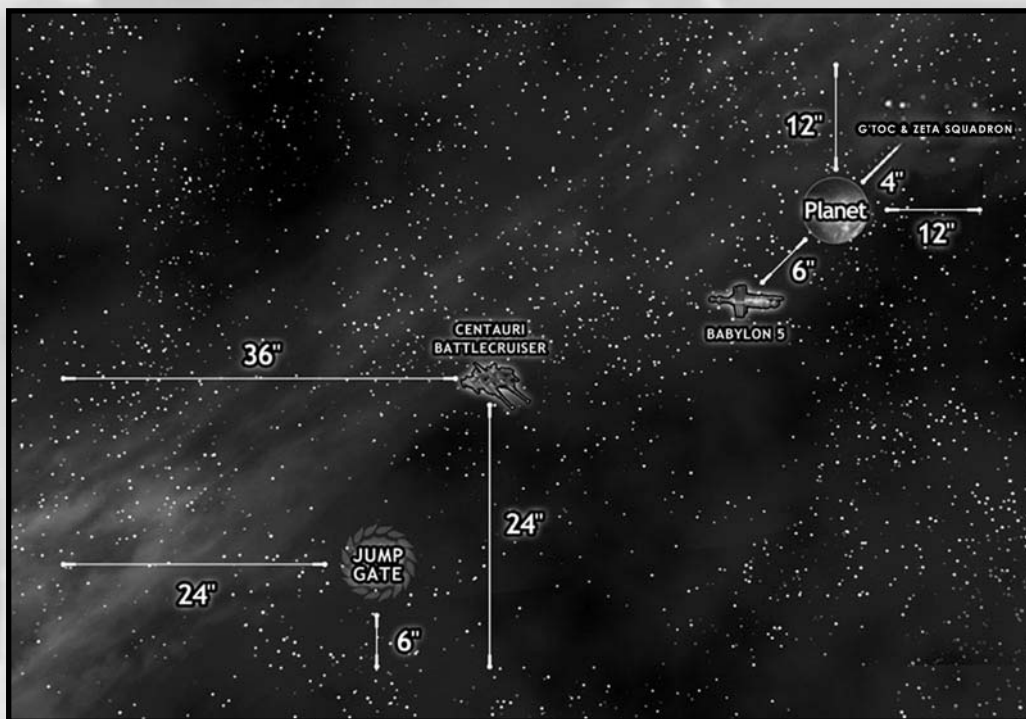
SEVERED DREAMS

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 battle station. 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 on board 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.

JUMP GATE

18"

24"

24"

24"

12"

12"

12"

18"

BABYLON 5 FLEET
DEPLOYMENT ZONE

BABYLON 5

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 (Young) 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.
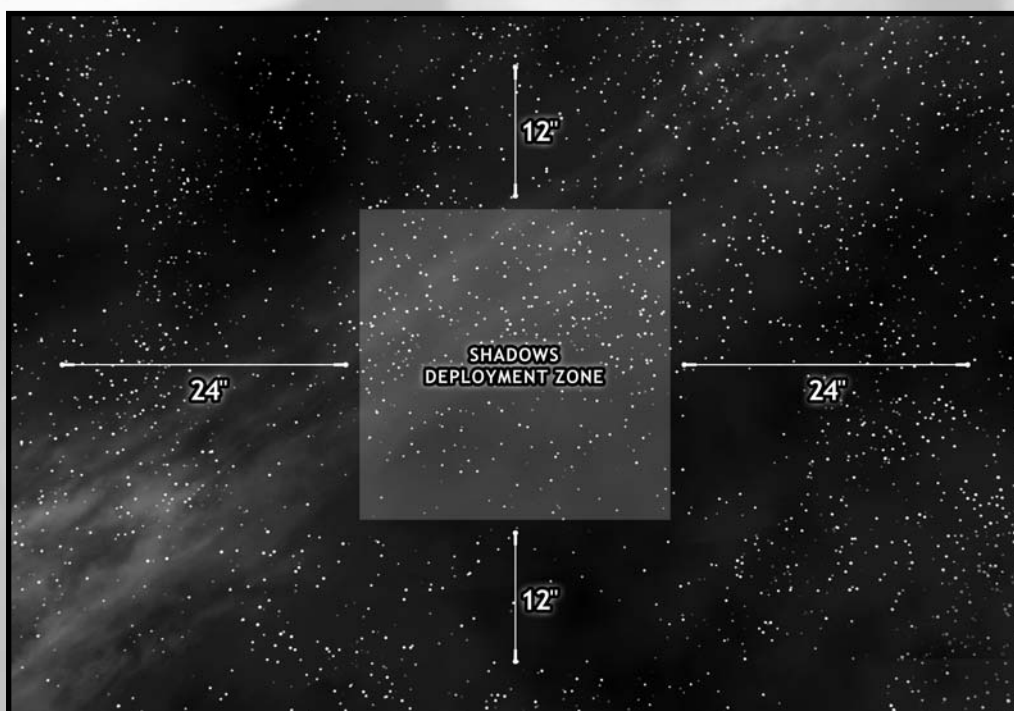
SHADOW DANCING

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, 6 Drazi Sky Serpents, 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 (8 Young, 2 Ancient), 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 six Jump Points 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 4+.

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 12 White Stars, all with Crew Quality 5. Some or all of these may be swapped for White Star II's. In addition, one of these White Stars will be carrying Captain Sheridan himself.

Vorlon Fleet: The Vorlon fleet has just a space station. 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 space station 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 space station will automatically target each White Star within range every turn, up to its Targets score. The Vorlon space station has the Adaptive Armour and Self-Repairing 3D6 traits. Each weapon system gains the Triple Damage trait.

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 space station to 0 Damage. He will gain a draw if he reduces the space station 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 than 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: 22 White Stars (these may be original White Stars, White Star II's, or a mix of the two) . Roll for random Crew Quality for each. Commander Ivanova's White Star automatically has a Crew Quality of six.

Psi Corps 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.

EARTH ALLIANCE DEPLOYMENT ZONE

6"

12"

6"

6"

6"

24"

24"

ARMY OF LIGHT DEPLOYMENT ZONE

6"

12"

6"

6"
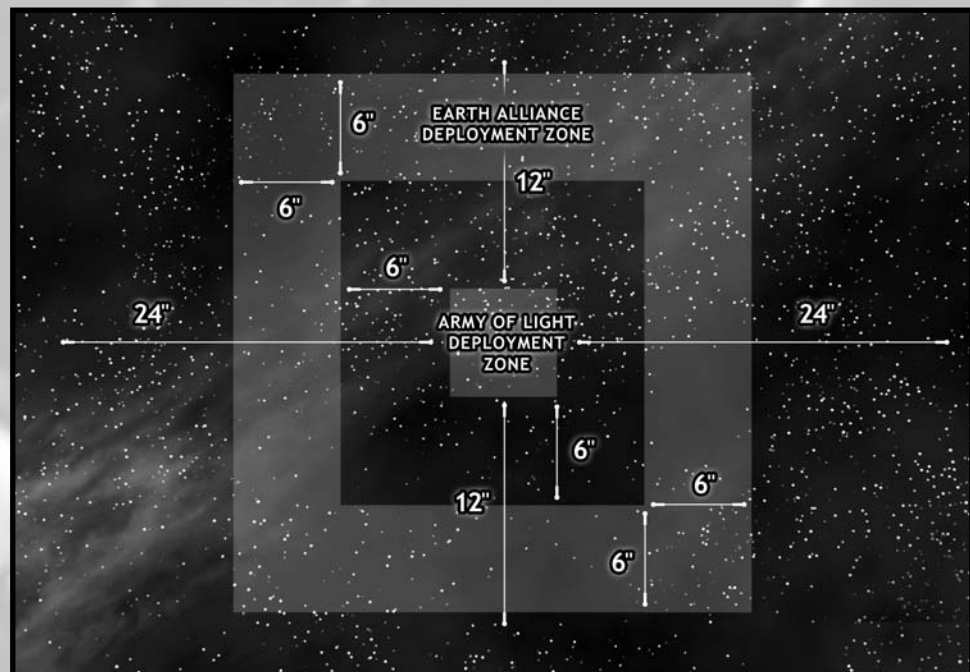
BORDER DISPUTE

Though Sheridan's alliance engendered a new feeling of hope and prosperity across the galaxy, not all governments felt secure in the new order. For several years after the formation of the ISA, the Drazi and Brakiri in particular kept a close eye on one another, regularly sending small squadrons of ships to one another's borders to ensure merchant shipping passed unmolested and to reconnoitre growing fleets. These patrols were always quickly met by a rapidly reacting defence force and crews often tried to psyche one another out by engaging full weapon lock-ons upon their opposite numbers. Most such mock engagements would end with one side disengaging under an obviously superior force but, with tensions running high, occasionally fleets would actually open fire upon each other.

Brakiri Fleet: 1 Halik Frigate (Crew Quality 4), 2 Ikorta Light Assault Cruisers (Crew Quality 3).

Drazi Fleet: 4 Sunhawk Battlecruisers (Crew Quality 3), 2 Warbird Cruisers (Crew Quality 4).

Pre-Battle Preparation: Roll for Initiative before deployment. The loser deploys his entire fleet first. The winner then deploys his entire fleet. Stellar debris is generated randomly.

Scenario Rules: No actual weapons will be fired during the initial phases of the battle. Instead, a ship may target another that is in range as if it were about to fire. It will automatically deal one point of Damage for every AD it can place on a target (doubled for Double Damage weapons, tripled for Triple Damage weapons). However, this is not actual Damage and no Critical Hits are dealt – it is strictly a measure of the strength of a ship's position in the mock battle and the lock-ons it achieves. If a ship is reduced to 0 Damage in this way, it must make a Tactical Withdrawal as soon as possible.

Game Length: 12 turns.

Victory and Defeat: The battle continues until one fleet has been forced to make a Tactical Withdrawal. The victor is the fleet that gains the most Victory Points. However, either fleet may choose to make this a real battle at any point. Instead of simply mock reducing a target's Damage score by the number of AD that can be placed upon it, real shots may be fired instead. When this happens, every ship that has taken mock Damage automatically has its Damage score restored to normal. Every attack from now on is made as normal, rolling dice and calculating actual damage. The winner will be the fleet that accrues the most Victory Points.
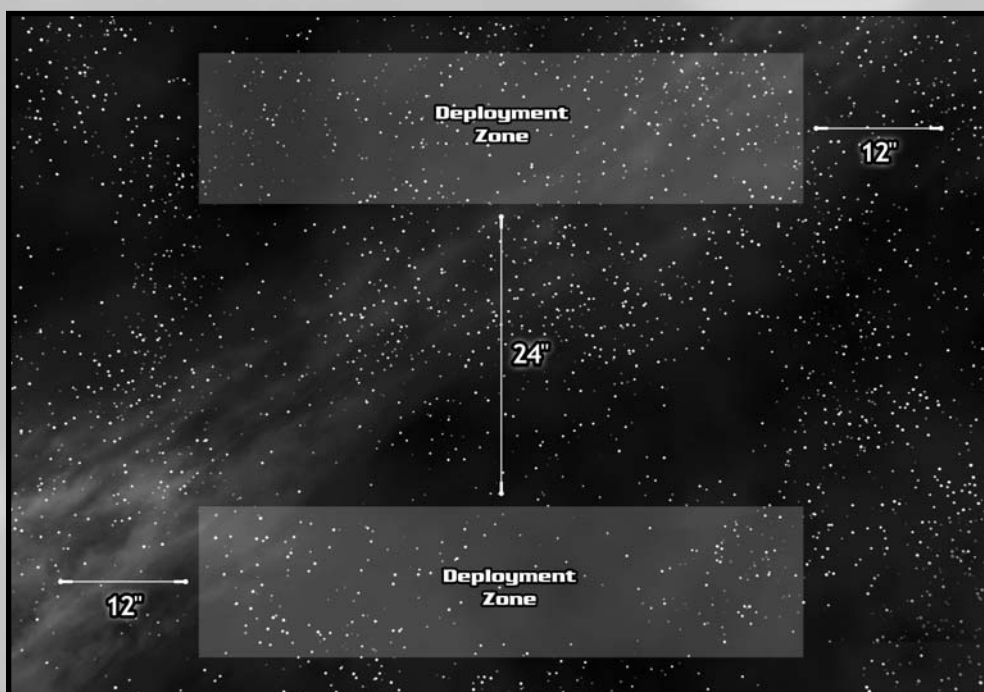
HUNTING THE HUNTERS

Much of the work done by Rangers in the era of the ISA was directed towards opportunistic Raiders, particularly within the Former League, whose governments did not enjoy the large fleets of the major races. Often a single White Star would be dispatched to locate, hunt down and destroy a successful Raiders group, a dangerous mission that often left the Rangers outnumbered. Only their skill and technology would even the odds.

ISA Fleet: 1 White Star (Crew Quality 6).

Raiders Fleet: 1 Battlewagon (the *Timber Wolf*, Crew Quality 2), 1 Strike Carrier (the *Kodiak*, Crew Quality 3).

Pre-Battle Preparation: The Raiders player deploys his ships. The ISA player can enter the battle anywhere on the table via a jump point during any turn. No fighters may be deployed by either side until the turn after the White Star is placed on the table. Stellar debris is generated randomly.

Scenario Rules: No special rules are used.

Game Length: Until victory conditions are met.

Victory and Defeat: The ISA player wins if he can prevent both Raider's ships from leaving the exit edge of the table. The Raiders player wins if he can destroy the White Star or if he can move both ships off the exit edge.
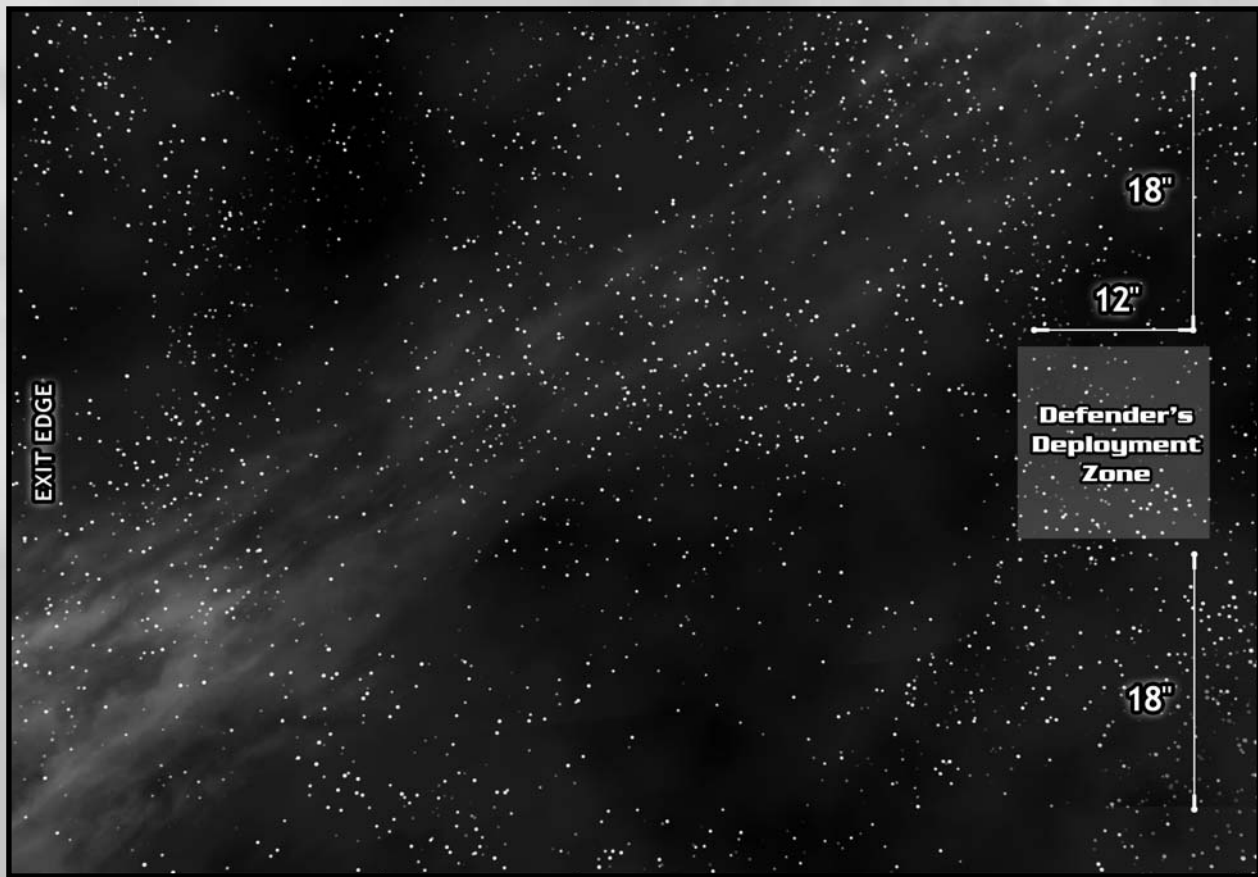
CAMPAIGNS

By now, you should be familiar with all the rules used in A Call to Arms and will have played through many of the scenarios presented in this book. You will now be ready to embark on an entire campaign, a set of scenarios that depict the entire war for one star system, where every battle can have a profound effect upon the next, and heroes can be created among your own crews.

There is little more exciting in A Call to Arms than playing through an entire campaign. You will find it far more engaging than a single scenario as you will always be aware that a defeat in your current game could spell disaster down the road. In addition, you will have a chance to watch your ships and crews grow with battle-hardened experience, yank desperate victories out of the jaws of utter defeat and have the satisfaction of booting your enemy clean out of the system!

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. If you cannot play a scenario for any reason (do not have the correct ships, Vorlons can not planetary assault, etc.) then re-roll on the table.

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.

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
Destroys enemy ship of a Priority Level five higher than your ship	7
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.

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.

A ship may never be reduced to less than zero XP Dice. Fighters 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 page 3.

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.

RR points spent to replace Crew points can also be used to replace lost Troops.

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.

Fighters 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.

You may also transfer Fighters between ships. Do this during the repairs and reinforcements phase by noting down the reduced number of flights on one ship 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 ship 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.

Ships with the Carrier trait may automatically replenish up to two lost flights of Fighters in the Repairs and Reinforcements phase each turn. This is done freely and does not cost RR points. A ship may never have more flights than it started with, nor may it pass 'spare' flights onto another ship. You are still permitted to move flights between ships *after* each has received these free flights.

Priority Level of Ship/Wing	RR Points
Patrol	3
Skirmish	6
Raid	12
Battle	20
War	30
Armageddon	50
Space Station	X3

AVOIDING BATTLE

For many reasons, a player may decide not to fight when he realises he may not have a good chance for victory (or that even victory may cost him too much). A player may refuse to fight when attacked, but he will automatically lose the Strategic Target and will lose RR points as normal. The enemy will gain RR points as if he defeated the player. Neither will gain XP Dice for their ships.

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.
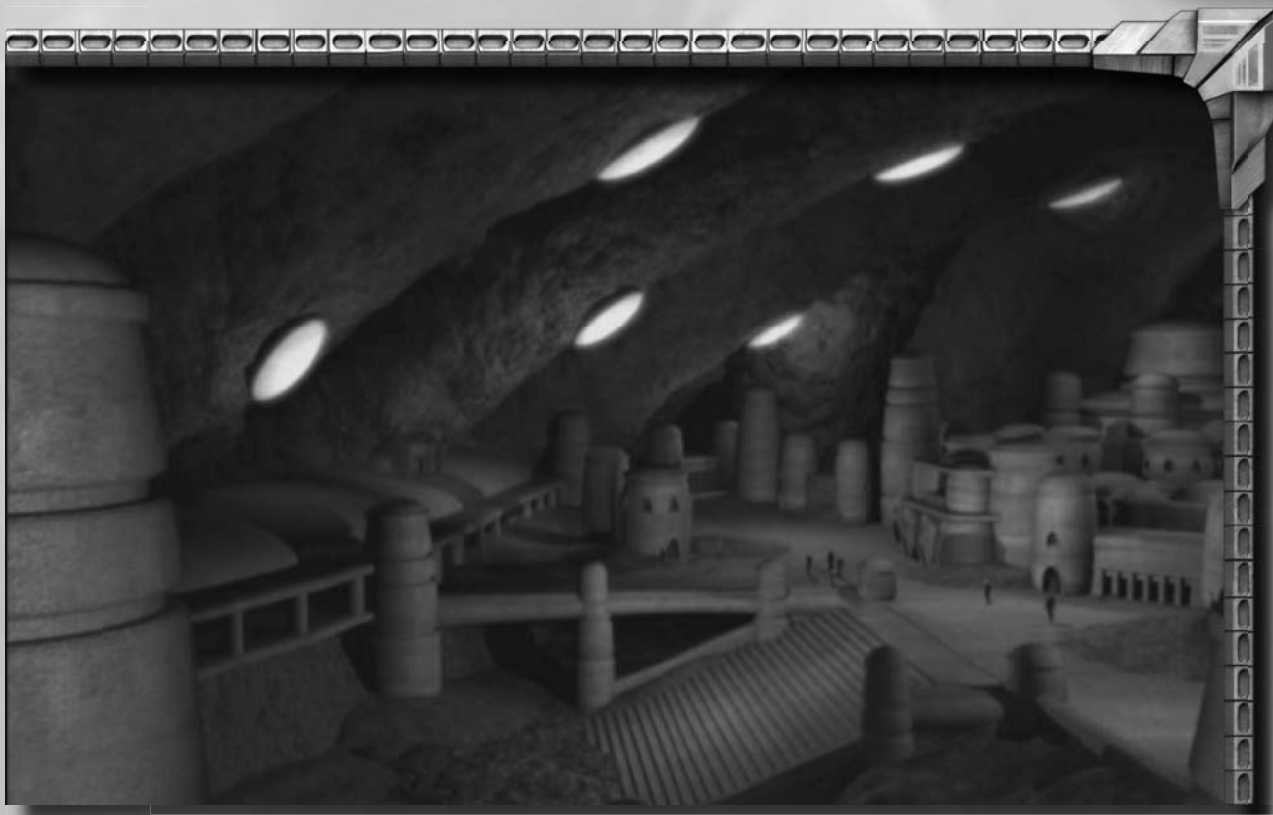
Ancient Ruins: Discovering the ruins of an ancient civilisation that once existed here, the explorers unearth a cache of advanced technology. The discovering player may make a free refit roll for a single ship in their fleet.

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 on board 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 re-roll 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. The defending player will place the first and third additional asteroid fields where he likes, the attacker the second additional field. These may not be placed on top of another piece of 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. The defending player will place the first and third additional dust clouds where he likes, the attacker the second additional cloud. These may not be placed on top of another piece of 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 chose 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 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.
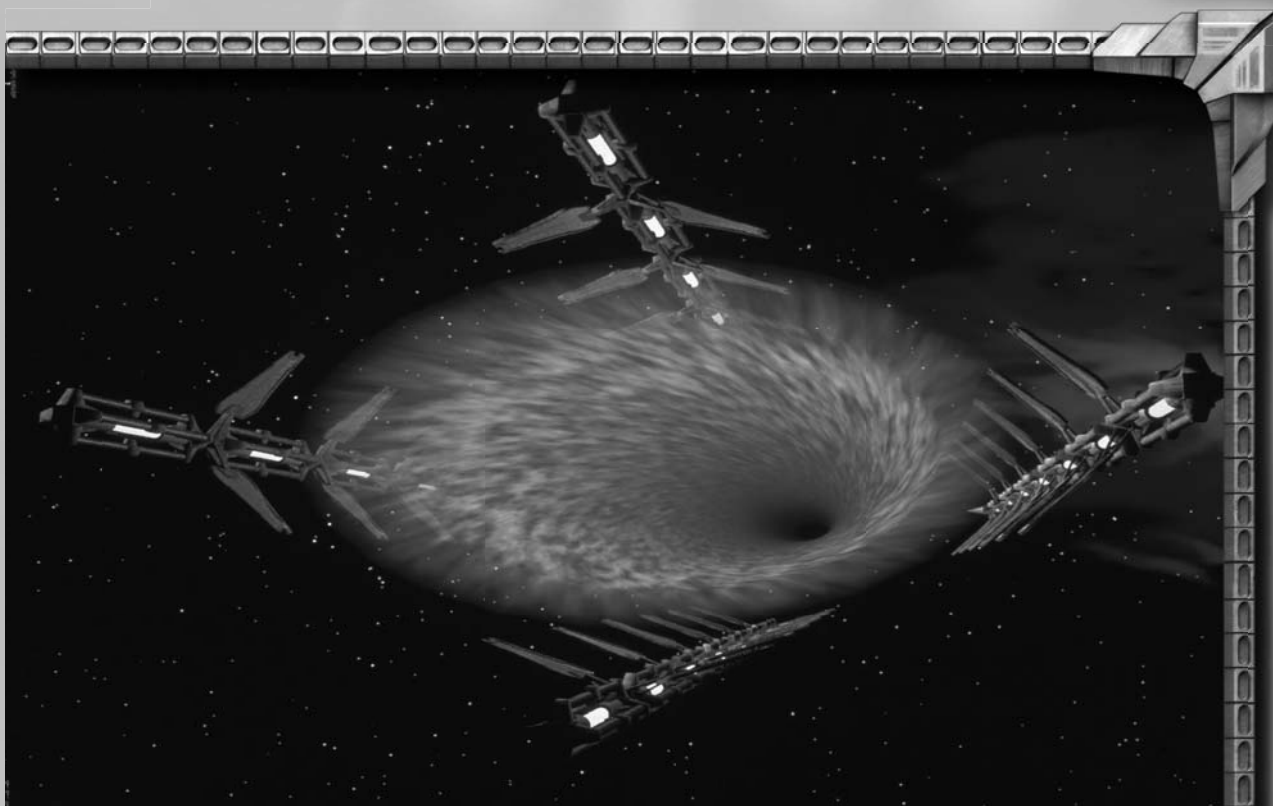
A player who controls a faulty jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.

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 chose 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!). The defending player will place the first and third additional asteroid fields where he likes, the attacker the second additional field. These may not be placed on top of another piece of stellar debris.

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 at or 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.

FLEET SPECIAL FEATURES

Carriers

Any ship with the Carrier trait may send its Fighters off with a fleet about to go into battle, without taking part in the fight itself. Simply organise the required amount of Fighters from the Carrier's hanger into Wings, each with a number of flights equal to the amount you would normally purchase as a Wing in your fleet list. You may then use these Fighters as part of your fleet, paying the normal Fleet Allocation Points for them. At the end of the battle, any survivors are returned to the Carrier.

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.

Admirals

Admirals are not purchased with a ship in a campaign. Instead, an Admiral will cost a Battle point, as if he were a ship. He must then be placed on a ship in the fleet of the highest Priority Level possible (and thereby increasing its Priority Level for the purposes of scenarios, as described on page 100).

A ship carrying an Admiral may give him a new Admiral trait in exchange for five XP Dice.

You may purchase a new Admiral for an existing fleet at any time for 20 RR points, but you may only have one Admiral at any one time. A new Admiral must always be placed on a ship with highest Priority Level possible.

During the course of a campaign, players might like to transfer an Admiral from one ship to another. However, this is not as easy as simply sending for a shuttle. The Admiral will bring with him his most trusted crew, and a flagship must be fitted with upgraded communications and tactical equipment. If you wish to transfer an Admiral to a different ship, you must pay 5 RR points.

Unique Ships

Once a ship with the Unique trait has been destroyed in a campaign, the player may not purchase it again.

FLEET LISTS

This book covers some of the ships available to the various races of the galaxy, and details the fleet lists by which players can pick fair and balanced forces for the scenarios in the main rulebook. However this is only a subset of the fleet lists and a complete list can be found in the Fleet Lists book.

Priority Levels

Every ship detailed in this book has a Priority Level, which is derived from how powerful the ship is and in what conflicts the vessel is commonly used. Ships with heavier armour, greater speed and more weapons have a correspondingly higher Priority Level. In the Earth Alliance fleet list, for example, you will find that a Hyperion-class cruiser is Priority: Raid while an Omega-class destroyer Priority Level: Battle. This means that, all else being equal, an Omega is twice as capable than a Hyperion.

When you begin playing a scenario, such as those detailed in Book One, you will need to on a number of Fleet Allocation Points that every fleet involved is allowed to spend. Players may buy ships at their listed points cost but their total may never exceed this fixed points value.

In addition, the size of battle can have a profound effect on the types of ships available. After all, no government will send a huge battleship on routine patrols round the solar system. Such vessels are expensive to construct and run, and will never go to battle unless supported by an immense fleet of escorts. The chance of losing such a mighty ship to a freak accident or attack is just too great.

There are six Priority Levels in A Call to Arms as shown below in ascending order.

1. Patrol
2. Skirmish
3. Raid
4. Battle
5. War
6. Armageddon

When you begin playing scenarios, such as those detailed in the main rulebook, you will need to choose a Priority Level. Players will have a number of Fleet Allocation Points to spend on ships, depending on the scenario they play.

Each Fleet Allocation Point will buy one ship of the same Priority Level as set for the scenario. However, you may also purchase ships of a higher Priority Level (and have less ships) or of a lower Priority Level (and have more ships), or a mix of the two.

The Fleet Allocation Table demonstrates how many ships you can buy for each Fleet Allocation Point.

Fleet Allocation

Difference in Priority Level	Fleet Allocation Points Cost
Ship is same Priority Level as Scenario	1 per ship/wing
Ship is one Priority Level higher	2 per ship/wing
Ship is two Priority Levels higher	4 per ship/wing
Ship is three Priority Levels higher	8 per ship/wing
Ship is four Priority Levels higher	12 per ship/wing
Ship is five Priority Levels higher	18 per ship/wing
Ship is one Priority Level lower	1 point buys 2 ships/wings
Ship is two Priority Levels lower	1 point buys 4 ships/wings
Ship is three Priority Levels lower	1 point buys 6 ships/wings
Ship is four Priority Levels lower	1 point buys 12 ships/wings
Ship is five Priority Levels lower	1 point buys 18 ships/wings

Breaking Down Fleet Allocation Points

As well as using the Fleet Allocation table above, you also can use a single Fleet Allocation Point to buy ships of multiple Priority Levels becomes relatively simple.

Each Priority Level buys 2 ships of the Priority Level below and you can split Fleet Allocation Points down continually.

For example, if you are playing a War level scenario, you could buy two Battle level ships, as shown in the Fleet Allocation table. However, you could also buy one Battle level ship and then split the remaining Battle level point (as it is now, having effectively spent half of the original War level point) into two Raid level ships. This could be split further, if you then bought one Raid level ship and then divided the remaining Raid level point into two Skirmish level ships, and so on.

So, in this example, one War level point has bought one Battle level ships, one Raid level ship and two Skirmish level ships. You could, of course, go further and split one of those Skirmish level ships into two Patrol level ships.

Note that if you split a Fleet Allocation Point into two, you may only split *one* of those down further.

THE FLEET LISTS

Every fleet presented in this book comprises the following sections.

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. These are listed at the end of each of the fleets in the Fleet Lists book.

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.

Before Battle

Once your Priority Level and Fleet Allocation Points for a scenario have been decided, you can start choosing ships from the relevant sections of your fleet list. When choosing ships, you should make sure that you can represent each one properly on the tabletop, whether you are using counters or miniatures. There is nothing worse than finding out that Minbari Flyer squadron you were about to attack is, in fact, supposed to be a Sharlin war cruiser. . .

Crew Quality

The fleet lists included in this book assume that all ships have a Military-Grade crew – that is, a Crew Quality score of 4. However, you might like to experiment with random Crew Quality scores, as detailed in main rulebook. This will lead to far more realistic battles and should be the natural choice of all advanced players.

In Service Dates

Every ship within the fleet lists has an In Service Date, a range of Earth Years in which the ship can be used. As an optional rule, players might like to decide on a specific year scenario or campaign. Be warned that this may severely restrict some fleets (or invalidate them altogether) but it will make for more 'realistic' games.

A small number of ships have 'All' listed as their In Service Date. This means they can be used in all scenarios and campaigns, no matter the era that has been determined.

Squadrons

Once you have chosen your fleet for the upcoming scenario, you are free to organise two or more of your ships into squadrons. Using squadrons allows you to move large numbers of ships quickly and it tends to concentrate fire-power in specific parts of the battlefield. The full rules for using squadrons are covered in the main rulebook

Fleet Lists

THE EARTH ALLIANCE – DAWN OF THE THIRD AGE

EARTH YEARS 2250-2266

After the near extinction level event that was the Earth/Minbari War befell the Earth Alliance, they withdrew upon themselves into a state of rebuilding and replenishing their once formidable fleet. Realising that they did not, in fact, have the powerful war fleet they once believed, the Earth Alliance quickly took measures to make proper advancements.

Adding advanced internal systems into more of their ships, like rotating sections that gave crews areas of their ships with artificial gravity and more spacious living quarters for the crew, the technological level of the Earth Alliance fleet grew. EarthForce left behind many of their specialised hulls in favour of more 'jack-of-all-trades' style vessels that could later be retrofitted into more focussed roles, making such specialisation the exception and not the rule as before. Newer ships capable of many tasks at once like the Omega Destroyer and later, the Warlock Advanced Destroyer, became far more common. There were still a few specialised craft, but EarthForce discovered the use of larger and more impressive ships and technologies to be far more useful.

The years of great growth for the Third Age, although quite eventful across the galaxy as a whole, only saw two real conflicts in direct relation to the Earth Alliance – but both would change Earth history more than perhaps any other event. After the broaching success of the Babylon Project with its fifth station (as the others suffered tragic ends), the Alliance was rocked by the assassination of its president, replacing him with a megalomaniacal xenophobe named Clark. It was Clark's tyrannical rule and civilian-targeting terror tactics that started a massive Civil War that ended with Captain John Sheridan leading a war fleet to Earth itself and overthrowing Clark's dark and sinister rule. This action would be the beginning of a new governmental body in the galaxy – the Interstellar Alliance – of which Earth became a primary member under a new leader, President Luchenko.

In 2266, after five years of relative peace and an upswing in Earth Alliance technology through its relations with the ISA, Earth was rocked once more by a massive invasion force of sinister beings called the Drakh. The Drakh were servants to the Shadows, and held Earth partly responsible for their masters' departure from the galaxy. They came to Earth with a planet-destroying death cloud, and were only barely thwarted by the efforts of two new ISA prototype warships – the *Victory* and the *Excalibur*. As the Drakh were being driven off after the destruction of their planet-killer, they launched a horrible viral attack on Earth itself.

The resulting genetic and bio-engineered plague was expected to kill every form of life on the planet in no more than five years – forcing the Earth Alliance to enact a quarantine upon their world to keep humanity as a whole safe from the deadly infection. Where they were previously interested in warships and fleet assets across the spectrum of uses, the Earth Alliance quickly devoted much of their funds into two simple goals: finding a cure and seeking revenge upon the Drakh.

THE EARTH ALLIANCE FLEET LIST

The following forms the entire fleet list for the Earth Alliance for the Earth Years 2250-2266.

Priority Level: Patrol
Aurora Starfury Wing (4 flights)
Breaching Pod Wing (4 flights)
Hermes-class transport

Priority Level: Battle
Omega-class destroyer

Priority Level: Skirmish
Olympus-class corvette

Priority Level: War
Warlock-class advanced destroyer

FIGHTERS

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 of fighters on board. One or more of these flights may be deployed as normal 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 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

Aurora Starfury Flight

Patrol (Wing)

One of the iconic representations of Earth's ingenuity in starship design, the Aurora Starfury remained the most used fighter in EarthForce fleets ever since its creation. Newer versions like the Thunderbolt might be more attractive to some, but the faithful Starfury persevered through dozens of attempts to replace it.

Speed: 14	**Damage:** –	**Dogfight:** +2
Turn: SM	**Crew:** –	**Craft:** –
Hull: 5	**Troops:** -	**Special Rules:** Dodge 2+, Fighter
In Service: 2237+		

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

Breaching Pod

Patrol (Wing)

Although impossible to use effectively during their involvement of the Shadow War, EarthForce employed many of these craft during the Earth Civil War on both sides of the conflict. Marines fighting up close and personal could far more easily distinguish friend from foe in the battles against their own people – and could hopefully spare more human lives in close fighting than with the particle cannons of a starship.

Speed: 6	**Damage:** –	**Dogfight:** –
Turn: SM	**Crew:** –	**Craft:** –
Hull: 5	**Troops:** 1	**Special Rules:** Breaching Pod, Dodge 4+
In Service: 2203+		

Hermes-class Transport

With so many Hermes dedicated to system patrolling and fleet tending back and forth from transfer points, it came as no surprise that dozens of the commonplace ship were ravaged by Raider forces during both the Earth Civil War and the later Drakh engagements. While the Earth Alliance had extremely limited assets and was all tied up with its own situations, the Hermes ships were buzzing around from battlefront to battlefront to supply depots.

Speed: 12
Turn: 2/45°

Damage: 10/3
Crew: 12/3

Craft: 1 Aurora Starfury flight
Special Rules: Interceptors 1, Jump Engine

Hull: 4

Troops: 1

In Service: 2168+

| Weapon	Range	Arc	AD	Special
Missile Rack	20	F	2	Precise, Slow-Loading, Super AP
Medium Pulse Cannon	10	F	6	

Hyperion-class Cruiser

Once the main ship of the line, the Hyperion was still a heavily used hull in many ways during the advancement of EarthForce technologies. Even though the classic Nova and new Omega were far more utilised across the scope of Earth Alliance engagements, the Hyperion remained omnipresent in most fleets in one form or another. Its solid ability and overall tenacity in a variety of roles lent it a good reputation among EarthForce crews.

Speed: 8
Turns: 2/45°
Interceptors 2, Jump Engine
`Hull:` 5

Damage: 28/6
Crew: 32/6

Troops: 3

Craft: 1 Aurora Starfury Flight
Special Traits: Anti-Fighter 2,

In Service: 2240+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage
Heavy Laser Cannon	18	B (a)	2	Beam, Double Damage
Medium Pulse Cannon	10	F	4	
Medium Pulse Cannon	10	A	2	
Medium Pulse Cannon	10	P	8	
Medium Pulse Cannon	10	S	8	
Plasma Cannon	8	F	4	AP, Twin-Linked
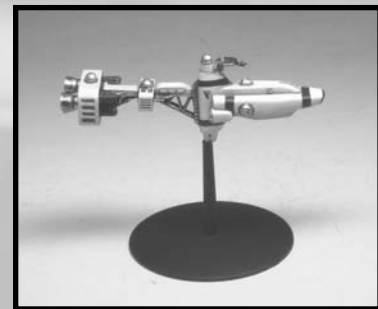
Omega-class Destroyer

Battle

The Omega heavy destroyer is the premier warship of EarthForce, created as a direct development of lessons learned during the Earth/Minbari War. Much larger than the Hyperion, the Omega can ferry two full squadrons of Starfuries to a battle. Using a heavier weapons load and a rotating ship segment that generates artificial gravity, the heavy destroyer is designed for prolonged assignments and lengthy tours of duty.

Speed: 7   **Damage:** 48/10   **Craft:** 4 Aurora Starfury flights
Turn: 1/45°   **Crew:** 62/14   **Special Rules:** Anti-Fighter 6, Interceptors 3, Jump Engine, Lumbering
Hull: 6   **Troops:** 4   **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	6	Beam, Double Damage
Heavy Laser Cannon	30	B (a)	4	Beam, Double Damage
Heavy Pulse Cannon	12	F	8	Twin-Linked
Light Laser Cannon	15	P	4	Mini-Beam, Slow-Loading
Light Laser Cannon	15	S	4	Mini-Beam, Slow-Loading
Medium Pulse Cannon	10	A	4	Twin-Linked
Medium Pulse Cannon	10	P	8	Twin-Linked
Medium Pulse Cannon	10	S	8	Twin-Linked

Warlock-class Advanced Destroyer

War

The Warlock is unequivocally the most devastating war machine produced in Earth history to date. Using the first 'gifts' from their enrolment in the Interstellar Alliance, it was designed to have a true artificial gravity system, extremely powerful weaponry and the toughest armour possible at that time. Plundered technologies from many advanced races taken during Clark's reign were used, but the most prevalent (and controversial) is the use of Shadow bio-organic technology in design, construction and production.

Speed: 8   **Damage:** 75/15   **Craft:** 4 Aurora Starfury Flights
Turns: 1/45   **Crew:** 85/18   **Special Rules:** Anti-Fighter 6, Command +2, Flight Computer, Interceptors 4, Jump Engine
Hull: 6   **Troops:** 6   **In Service:** 2261+

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	35	B	6	Beam, Triple Damage
Railgun	20	F	6	AP, Double Damage
Railgun	20	A	6	AP, Double Damage
Heavy Pulse Cannon	12	F	6	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Heavy Pulse Cannon	12	P	10	Twin-Linked
Heavy Pulse Cannon	12	S	10	Twin-Linked
Advanced Missile Rack	30	F	6	Precise, Slow-Loading *, Super AP

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

THE MINBARI FEDERATION

Of the so-called 'younger' races calling this galaxy its home, the Minbari is by far the most advanced. 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.

While patrolling the borders of Federation space in search of the evils of Z'ha'dum and the Shadows, 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.

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 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.

Offensively, superior ranges allows the first strike to 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 Engine 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 fire-power focused on a single enemy until it crumpled to get by.

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 Engines – 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 (3 flights)
Nial Wing (2 flights)

Priority Level: Skirmish
Torotha-class assault frigate

Priority Level: Raid
Leshath-class heavy scout

Priority Level: Battle
Troligan-class armoured cruiser

Priority Level: War
Sharlin-class war cruiser

FIGHTERS

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 of fighters on board. One or more of these flights may be deployed as normal 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 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 FLEET SPECIAL RULES

The following special rules apply to all Minbari Federation fleets.

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 may only be attempted by Minbari Fighters. Other craft either lack the required agility or crew trained in such extreme manoeuvres.

The skin dancing Fighter must move into contact (either by base or counter) with the intended target. Fighters 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 roll one dice and score 5 or more. 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 Skin Dancing is successful, then the attacking craft has managed to line up its attack correctly for the 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 Accurate or Precise trait – other weapons are simply too inaccurate and run the risk of damaging their ally.

MINBARI FEDERATION INITIATIVE: +4

Breaching Pod
<div align="right">**Patrol (Wing)**</div>

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

Flyer Flight
<div align="right">**Patrol (Wing)**</div>

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.

Speed: 12	**Damage:** –	**Dogfight:** +1
Turn: SM	**Crew:** –	**Craft:** –
Hull: 4	**Troops:** -	**Special Rules:** Atmospheric, Dodge 4+, Fighter, Stealth 5+
In Service: 2004+		
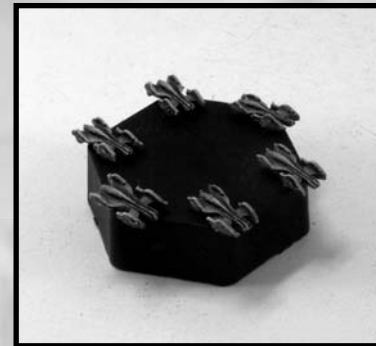
Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	2	Mini-Beam

Leshath-class Heavy Scout
<div align="right">**Raid**</div>

The most advanced scouting vessel of any race in the galaxy, the Leshath combines truly serious fire-power with almost total invisibility. It made a brief appearance in the Earth/Minbari War but was soon withdrawn from the frontline when the Grey Council realised that humans had little chance of detecting even major warships, let alone advanced scouts.

Speed: 10	**Damage:** 24/8	**Craft:** 1 Nial or Flyer flight
Turn: 2/45°	**Crew:** 28/9	**Special Rules:** Advanced Anti-Fighter 4, Advanced Jump Engine, Agile, Flight Computer, Scout, Stealth 6+
Hull: 4	**Troops:** 3	**In Service:** 1995+

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

* The Lesthath has no range limit on the use of its Scout trait, instead of the usual 36" range. In addition, when using its Scout trait, a Leshath will reduce a target's Stealth trait to 1+, instead of just lowering it by one.

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.

Speed: 15
Turn: SM
Hull: 4

Damage: –
Crew: –
Troops: -

Dogfight: +3
Craft: –
Special Rules: Atmospheric, Dodge 2+, Fighter, Stealth 5+

In Service: 2050+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	3	Mini-Beam

Sharlin-class War Cruiser

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
Turn: 1/45º
Hull: 5

Damage: 60/20
Crew: 66/22
Troops: 5

Craft: 1 Flyer flight, 4 Nial flights
Special Rules: Advanced Anti-Fighter 5, Advanced Jump Engine, Flight Computer, Lumbering, Stealth 5+
In Service: 1958+

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

Torotha-class Assault Frigate

One of the fastest capital ships in the Minbari fleet, a Torotha assault frigate is a rapid attack craft with a lighter fire-power 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.

Speed: 12   **Damage:** 16/5   **Craft:** None
Turn: 2/45°   **Crew:** 18/5   **Special Rules:** Advanced Anti-Fighter 1, Advanced Jump Engine, Agile, Atmospheric, Flight Computer, Stealth 5+
Hull: 4   **Troops:** 3   **In Service:** 2006+

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

Troligan-class Armoured Cruiser

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:** 50/15   **Craft:** 1 Flyer flight
Turn: 1/45°   **Crew:** 58/16   **Special Rules:** Advanced Anti-Fighter 3, Advanced Jump Engine, Flight Computer, Stealth 3+
Hull: 6   **Troops:** 4   **In Service:** 2166+

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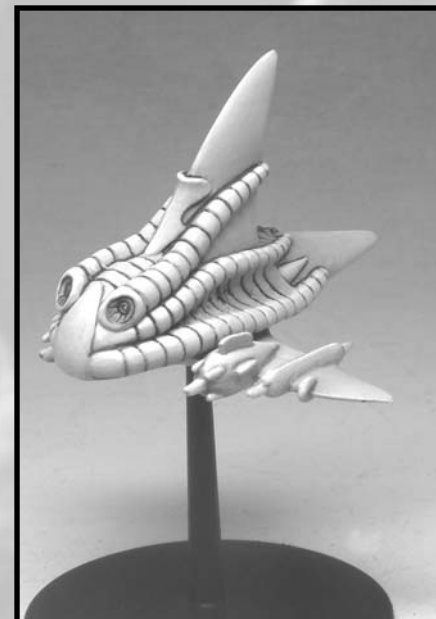
THE NARN REGIME

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.

The Centauri came to the Narn with outstretched arms and welcoming smiles – all the while counting in their heads the fortune they would make. 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 for 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.

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 – leaving 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.

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.

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.

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!

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 (5 flights)
Sho'Kos-class police cutter (2 ships)

Priority Level: Skirmish
Ka'Toc-class battle destroyer

Priority Level: Raid
T'Loth-class assault cruiser

Priority Level: Battle
G'Quan-class heavy cruiser

Priority Level: War
Bin'Tak-class dreadnought

FIGHTERS

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 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.

NARN REGIME INITIATIVE: +2

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
Turn: 1/45°
Damage: 85/17
Crew: 95/23
Craft: 4 Frazi flights
Special Rules: Anti-Fighter 3, Command +1, Jump Engine, Lumbering, Shuttles 2

Hull: 6
Troops: 8
In Service: 2245+

Weapon	Range	Arc	AD	Special
Mag Gun	20	F	2	Beam, Triple Damage
Heavy Laser Cannon	25	B	6	Beam, Double Damage
Heavy Laser Cannon	25	B(a)	4	Beam, Double Damage
Energy Mine	30	F	8	AP, Energy Mine, One-Shot, Triple Damage
Ion Torpedo	30	F	4	Precise, Super AP
Light Ion Cannon	8	F	12	Twin-Linked
Light Ion Cannon	8	A	8	Twin-Linked
Light Ion Cannon	8	P	10	Twin-Linked
Light Ion Cannon	8	S	10	Twin-Linked
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—

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

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 **Damage:** – **Dogfight:** +0
Turn: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** - **Special Rules:** Atmospheric, Dodge 3+, Fighter

In Service: 2249+
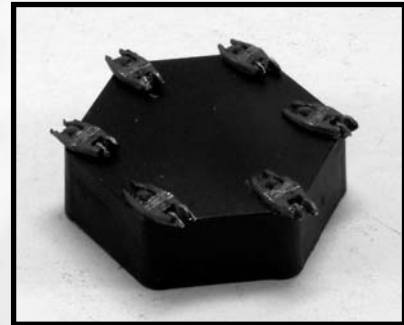
Weapon	Range	Arc	AD	Special
Particle Gun	2	T	4	—

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.

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

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage
Energy Mine	30	F	8	AP, Energy Mine, One-Shot, Triple Damage
Light Ion Cannon	8	F	10	Twin-Linked
Light Ion Cannon	8	A	10	Twin-Linked
Light Ion Cannon	8	P	10	Twin-Linked
Light Ion Cannon	8	S	10	Twin-Linked
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'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.

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, Triple Damage
Heavy Laser Cannon	20	B	2	Beam, Double Damage
Light Pulse Cannon	8	F	6	
Light Pulse Cannon	8	A	6	
Light Pulse Cannon	8	P	6	
Light Pulse Cannon	8	S	6	

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:** Agile, Anti-Fighter 1, Dodge 5+
Hull: 4 **Troops:** 1 **In Service:** 2240+

Weapon	Range	Arc	AD	Special
Burst Beam	8	B	2	Beam
Medium Pulse Cannon	6	F	2	
Light Pulse Cannon	4	T	4	Weak

* You may purchase two Sho'Kos patrol cutters for one Patrol slot.

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
Turn: 1/45°

Damage: 74/15
Crew: 90/21

Hull: 5

Troops: 12

Craft: 2 Frazi flights
Special Rules: Jump Engine, Lumbering, Shuttles 3
In Service: 2241+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	15	F	5	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	

THE 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.

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 to grace the galaxy was formed.

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.

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. Centauri 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 like the Sentri and especially Razik 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, Sentri 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 Centauri captain is taught is the unforgiving nature of an exploding ally. So often are the Centauri 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 Centauri Royal Navy; there is no room for them.

Cold and calculating with a taste for the hunt, the Centauri 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)
Kutai-class gunboat
Sentri Wing (5 flights)

Priority Level: Battle
Primus-class battlecruiser

Priority Level: Skirmish
Vorchan-class warship

Priority Level: War
Octurion-class battleship

Priority Level: Raid
Altarian-class destroyer

FIGHTERS

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 of fighters on board. One or more of these flights may be deployed as normal 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 Sentri flights may replace any number of them for Breaching Pod flights. 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.

Mass Drivers: Any Primus may be freely given a single mass driver by losing 5 AD from its forward facing ion cannon. Any Octurion may be freely given two mass drivers by losing 8 AD from its forward facing ion cannon. Mass drivers have the following scores.

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

CENTAURI REPUBLIC INITIATIVE: +3

Altarian-class Destroyer

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.

Speed: 8
Turn: 1/45°
Hull: 6

Damage: 29/6
Crew: 32/7
Troops: 3

Craft: None
Special Rules: Anti-Fighter 2, Jump Engine
In Service: 2150+

Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	6	AP, Double Damage
Ion Cannon	12	F	8	Double Damage, Twin-Linked
Ion Cannon	12	A	4	Double Damage, Twin-Linked
Ion Cannon	12	P	4	Double Damage, Twin-Linked
Ion Cannon	12	S	4	Double Damage, Twin-Linked

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
Turn: SM
Hull: 5
In Service: 2157+

Damage: –
Crew: –
Troops: 1

Dogfight: -
Craft: –
Special Rules: Breaching Pod, Dodge 4+

Kutai-class Gunship

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
Turn: 2/45°
Hull: 5

Damage: 10/3
Crew: 12/4
Troops: 1

Craft: None
Special Rules: Agile, Dodge 5+
In Service: 2134+

Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	4	AP, Double Damage
Ion Cannon	6	F	4	Double Damage, Twin-Linked
Ion Cannon	6	A	2	Double Damage, Twin-Linked

Octurion-class Battleship

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 fire-power 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 Sentri flights
Turn: 1/45°　　**Crew:** 85/24　　**Special Rules:** Anti-Fighter 3, Command +2, Jump Engine, Lumbering
Hull: 6　　**Troops:** 8　　**In Service:** 2202+

Weapon	Range	Arc	AD	Special
Battle Laser	18	F	6	Beam, Precise
Matter Cannon	15	F	12	AP, Double Damage
Matter Cannon	15	A	4	AP, Double Damage
Matter Cannon	15	P	8	AP, Double Damage
Matter Cannon	15	S	8	AP, Double Damage
Ion Cannon	12	F	16	Double Damage, Twin-Linked
Ion Cannon	12	A	6	Double Damage, Twin-Linked
Ion Cannon	12	P	10	Double Damage, Twin-Linked
Ion Cannon	12	S	10	Double Damage, Twin-Linked

Primus-class Battlecruiser

Second only to the Octurion-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.

Speed: 8　　**Damage:** 52/12　　**Craft:** 2 Sentri flights
Turn: 1/45°　　**Crew:** 65/15　　**Special Rules:** Anti-Fighter 2, Jump Engine, Lumbering
Hull: 6　　**Troops:** 5　　**In Service:** 2195+

Weapon	Range	Arc	AD	Special
Battle Laser	18	F	6	Beam, Precise
Ion Cannon	12	F	12	Double Damage, Twin-Linked
Ion Cannon	12	A	6	Double Damage, Twin-Linked
Ion Cannon	12	P	10	Double Damage, Twin-Linked
Ion Cannon	12	S	10	Double Damage, Twin-Linked

Sentri Medium Fighter Flight

The mainstay of the Centauri fighter fleets, the Sentri sports the crescent wing the Republic's craft are known for, and carries a pair of rapid-firing particle guns. While they lack the raw fire-power of Narn Frazi fighters, they often get the better of combat engagements due to superior manoeuvrability, accuracy and speed.

Speed: 12 **Damage:** – **Dogfight:** +2
Turn: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** - **Special Rules:** Atmospheric, Dodge 2+, Fighter

In Service: 2202+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	3	

Vorchan-class Warship

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. 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.

Speed: 14 **Damage:** 19/5 **Craft:** None
Turn: 2/45° **Crew:** 24/6 **Special Rules:** Agile, Atmospheric, Jump Engine
Hull: 5 **Troops:** 1 **In Service:** 2160+

Weapon	Range	Arc	AD	Special
Plasma Accelerator	12	F	4	Double Damage, Super AP
Ion Cannon	12	F	8	Double Damage, Twin-Linked

INDEX

Narn Ka'Toc

Narn Sho'Kos

Narn T'Loth

Narn G'Quan

Earth Alliance Omega

Earth Alliance Hyperion

Narn Ka'Toc

Narn Sho'Kos

Narn T'Loth

Narn G'Quan

Earth Alliance Omega

Earth Alliance Hyperion

Narn Ka'Toc

Narn Sho'Kos

Narn T'Loth

Narn G'Quan

Earth Alliance Omega

Earth Alliance Hyperion

Minbari Teshlati

Minbari Teshlati

Minbari Teshlati

Minbari Teshlati

Minbari Troftan

Minbari Troftan

Sentri

Starfury

Nial

Flyer

Frazi

Breaching Pods

Minbari Sharlin

Centauri Octurion

Centauri Vorchan · Centauri Primus · Centauri Kyrai · Centauri Altarian · Earth Alliance Hermes · Earth Alliance Warlock

Centauri Vorchan · Centauri Primus · Centauri Kyrai · Centauri Altarian · Earth Alliance Hermes · Earth Alliance Warlock

Centauri Vorchan · Centauri Primus · Centauri Kyrai · Centauri Altarian · Earth Alliance Hermes · Earth Alliance Warlock

Minbari Torotha · Minbari Torotha · Minbari Torotha · Minbari Torotha · Minbari Trojan · Minbari Trojan

Jump Gate

Jump Gate

Jump Point

Jump Point

Orbital Defence Sattelite

Orbital Defence Sattelite

Jump Point

Jump Point

Space Station

Space Station

Jump Point

Jump Point

Narn Bin'Tak

Narn Bin'Tak