BABYLON 5 ™

A Call to Arms
Powers and Principalities

POWERS AND PRINCIPALITIES

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INTRODUCTION

Welcome to Powers & Principalities, the first official update to Babylon 5: A Call to Arms, Second Edition.

The book you hold in your hands is the result of thousands of games and hours of debate among the principle playtesters of A Call to Arms, and the fans on our Internet forums. Through this long process, we listened hard to comments made on both individual ships and entire fleets, in order to continue the development of A Call to Arms as a firm favourite in the space combat genre.

Our initial aims for Powers & Principalities were relatively simple, in concept if nothing else. We wanted to make a few adjustments to some of the ships and fleets in terms of game balance but, most of all, we wanted to give players *cool things to do*.

Which adjustments were to be made was a fairly simple process (though working out what to do about them was most certainly *not*!). But cool things to do? What could be cooler than blasting a G'Quan apart with a molecular slicer beam, something the game handles quite well already?

New scenarios and campaign variations would be included, of course, and on this front, we wanted to test the tactical capabilities of players, not just in taking advantage of their own fleet's strengths, but also while overcoming their own fleet's weaknesses, as you will see in the Deep Space Tournament section.

Space stations were also another item that got added to the list very early on. They were present in the first edition of A Call to Arms, but we had just paid them lip service in the second edition books. The reason for this is that we wanted to do them *right*.

Powers & Principalities gave us that opportunity, and we really went to town. Standard design space stations? Not us! No, this time around we went the whole hog and can now present a fully modular system for stations, allowing you to build anything from a tiny listening post to a huge honking battle station, complete with fighter bays, massive weaponry and oodles of smaller modules to give you that vital winning edge!

My favourite section in this book, however, is Fleet Command. For me, it is really the core of the whole book, as it is first and foremost in giving players *cool things to do*. In second edition, we added several new fleet specific rules that modified the lists, making them different in ways that just could not be expressed in different ship designs alone. In this book, we ramped that right up, giving fleets their own special actions or tweaks that would serve to separate them further from their enemies.

So, Abbai players can now enjoy boosting their shields or laying mines, while Shadow players can take care of pesky fighters or merge their vessels when in trouble (just like they did in the TV series!). None of these additions are particularly game-shaking, but they may prove useful in certain tactical situations, and will give you a better feel for what your fleet is all about.

We have rounded off Powers & Principalities with a few 'background' pieces. In the past, we have left the intricacies of the Babylon 5 universe to our roleplaying game. So, imagine my surprise when I began hearing that many A Call to Arms players have not even seen the Babylon 5 TV series – just think of all the little twists and turns they have been missing out on! In an effort to correct that, we have included heavier-weight articles that get into the heart of a few selected topics that admirals may have an interest in.

FLEET COMMAND

Since the release of A Call to Arms Second Edition, thousands and thousands of games have been played across the world. Many players have visited our forums and let us know what they thought of the game – the good, the bad, and the rules they thought insane!

We have collated all these comments and given them to our playtest team. Their final thoughts are detailed here, in Fleet Command, which presents a list of official changes and additions to the rulebook and Fleet Lists. Admirals will find their fleets have been revised and new options abound!

THE ABBAI MATRIARCHY

The following are official updates to the Abbai fleet.

Bimith-class Defender

Upgrades to the main navigation thrusters and control systems have greatly increased the agility of the Bimith, allowing it to make strong tactical moves in open battle.

The Bimith now has Turn: 2/45°, and loses the Lumbering trait.

Deploy Mines!

This is a new Special Action available only to Abbai ships.

Crew Quality Check: Automatic
Effect: To the pacifist minds of the Abbai, 'defensive' weapons such as mines are usually more preferable to large warships, and entire regions of Abbai space are seeded with these powerful explosives, triggered to detonate when passed by predefined enemy vessels.

Any Abbai ship may perform this Special Action and deploy a mine. Leave a marker immediately behind the ship at any point of its movement. If an enemy ship (not fighter flight) moves anywhere within 3" of the centre of this marker, the mine immediately detonates. Remove the counter, and roll Attack Dice for every ship (friend and foe) within 3".

Weapon	Range	Arc	AD	Special
Abbai Mine	—	—	*	AP, Double Damage, Energy Mine

* The number of Attack Dice rolled depends on the Priority Level of the Abbai ship that deployed the mine.

Priority Level	Attack Dice
Patrol	1
Skirmish	2
Raid	3
Battle	4
War	6
Armageddon	8

Divert Auxiliary Power to Shields!

This is a new Special Action available only to Abbai ships.

Crew Quality Check: Automatic
Effect: By channelling excess power to the main shield arrays and carefully monitoring the fluctuations caused by enemy fire, Abbai engineers have developed the skill to boost the recharge rates of their shields. If this Special Action is successful, the ship will automatically restore half of its total Shields in the next End Phase. A Lakara-class cruiser, for example, will regain 6 points of Shields in the End Phase, rather than 2.

THE BRAKIRI SYNDICRACY

The following are official updates to the Brakiri Syndicracy fleet.

Gravitic Shifters

Brakiri captains have become adept at laying multiple Gravitic Shifter rays onto a single target, pulling it in one direction and then another, shaking its bulkheads apart in the process. For

every Gravitic Shifter used against the same enemy ship in the same turn beyond the first, roll a dice. Automatically deduct this from the Damage and Crew of the enemy ship.

Adaptive Armour and Gravitic Energy Grids work as normal against this damage. The Dodge, Stealth and Interceptors traits do not.

Regardless of how many Gravitic Shifters are applied to a single ship, they may only ever turn it in place once in a turn.

THE CENTAURI REPUBLIC

The following are official updates to the Centauri fleet.

Demos-class Warship

The power consumption of the ion cannon in the Demos has proved impossible to sustain in prolonged conflicts, and so regulators have been installed to monitor the weapon's effect on ship systems.

The Ion Cannon of the Demos now has 6 Attack Dice.

Hunting Packs

The Centauri fleet is characterised by big, expensive cruisers and battleships, surrounded by smaller vessels to form Hunting Packs. As well as being able to combine their firepower, these Hunting Packs are trained to constantly manoeuvre, the smaller ships hitting an enemy hard and all at once, then spiralling away out of harm behind the ship they are escorting.

A Hunting Pack is a special type of Centauri squadron. It may contain up to six ships, of which none may be higher than Raid level. Ships within a Hunting Pack must all attack the same target in each turn – this will usually be an enemy ship, but may be several ships within the same enemy squadron if preferred.

So long as the target remains within range of one ship within the Hunting Pack, every other ship in the pack may increase the Range of all of their weapons by half, as they utilise combined targeting data throughout the squadron.

THE DILGAR IMPERIUM

The following are official updates to the Dilgar Imperium fleet.

Alpha Strike!

This is a new Special Action available only to Dilgar ships.

Crew Quality Check: 9
Effect: By taking the principles of the Pentacon formation used by fighters and applying them to warships, the Dilgar are able to launch punishing attacks. A ship leading a squadron may take this Special Action. If a successful Crew Quality check is made, an enemy ship must be specified as a target. Ships in the squadron may not attack any other target this turn. However, if a ship scores a critical hit against the same Systems (Engines, Reactor, Weapons, Crew or Vital Systems) as another ship in the Alpha Strike squadron against in the same turn, it will automatically be considered to have rolled a 6 for the effect of the critical hit.

THE DRAKH

The following are official updates to the Drakh fleet.

Amu Mothership

Continued engagements with the Drakh have highlighted structural weaknesses in the Amu's design, allowing other fleets to engage them with greater ease.

The Amu Mothership now has Hull: 4.

Critical Systems Defence

The Drakh are well skilled in applying Shadow technology to their own designs, and development of the Gravitic Energy Grid has continued. In the past, the grid has been used to provide blanket protection for vessels. However, some Drakh crews choose to forego wide spectrum defence, in order to concentrate the grid on just a few, vital systems. While their ships become far easier to damage, the concentrated energies provide a near impenetrable barrier for attacks aimed at a ship's most vulnerable areas.

Before a battle begins, a Drakh player may specify any number of his ships to be using Critical Systems Defence. These ships no longer deduct their Gravitic Energy Grid score from Crew and Damage they suffer. Instead, they may completely ignore the effects and the additional Damage/Crew of a number of critical hits each turn equal to their Gravitic Energy Grid score.

THE DRAZI FREEHOLD

The following are official updates to the Drazi fleet.

Claweagle-class Direct Assault Frigate

Shipyards have been churning these small frigates out, and new tactics have been designed to use them in number.

When purchasing Claweagles, you will now receive two for a single Patrol point.

Fireraptor-class Battleship

Advances in metallurgy and hull design in the Freehold have permitted the construction of far tougher battleships.

The Fireraptor now has Damage: 75/20 and Crew: 88/24.

Start Attack Run!

This is a new Special Action available only to Drazi ships.

Crew Quality Check: 8
Effect: Drazi crew are trained to use their forward facing weaponry to best effect, homing in on their target and withholding their fire until the last possible second. Only a non-crippled Drazi ship with functioning Fore and/or Boresight weapons may attempt this Special Action.

In the Movement Phase, the ship may make an immediate attack against one enemy target it moves through or over – this target must start the Movement Phase in the Drazi ship's Fore arc. All weapon systems in the Fore and Boresight arcs may be used.

Any successful hits must be re-rolled due to the inaccuracy of the attack. However, if a Twin-Linked weapon is used, it will not re-roll any Attack Dice, either for the inaccuracy of the attack, or for being Twin-Linked.

After the attack has been completed, roll a D6. On a 6, the Drazi ship has failed to pull out of the attack run on time and will automatically collide with its target! This is counted as a ram. If a ship uses this Special Action, it may not launch any attacks during the Attack Phase.

THE EARTH ALLIANCE

The following are official updates to all Earth Alliance fleets.

Fusion Missile

Earth's complicated relationship with nuclear weapons prohibited the widespread use of these warheads except in the most exceptional circumstances. However, with the infiltration of many EarthGov departments by darker forces during the Clark administration, and the Drakh Plague, politically motivated captains found that, with the right friends in the right places, limited stocks of thermonuclear warheads could be made available to them.

Fusion Missiles will use one of the following entries – the player must choose which before the battle begins. Note that because of the In Service Date, Early Years fleets cannot take Fusion Missiles.

Anti-Ship Variant

Range	Special	In Service
30	Energy Mine, One-Shot, Super AP, Triple Damage	2261+

Anti-Planet Variant

Range	Special	In Service
30	One-Shot, Orbital Bomb, Super AP, Triple Damage	2261+

THE INTERSTELLAR ALLIANCE

The following are official updates to the ISA fleet.

High Energy Turns

The agility of the White Stars has become legendary, and as the Shadow War progressed, the Rangers piloting them began to find out just what limits these craft could be pushed to.

If a Crew Quality check of 9 or more is made, a White Star or White Star II does not have to perform an All Stop! Special Action before performing All Stop and Pivot! Effectively, the White Star has accomplished a vicious banking manoeuvre without killing its speed. It retains its Dodge trait while performing a High Energy Turn.

Nial Heavy Fighters

A new supply of Nials from the Minbari Federation has allowed the ISA to replace the second line models with a tougher design.

These flights now have Hull 4.

White Stars

Continued use of the White Star's neutron laser has highlighted deficiencies in its long-term efficiency in extended patrols. A fleet-wide refit was enacted soon after the ship's introduction that limited the range of the laser, but vastly increased its durability.

The Improved Neutron Laser on both the White Star and White Star II now has a 10" range.

THE MINBARI FEDERATION

The following are official updates to the Minbari Federation fleet.

Energy Mines

The use of Energy Mines by other races has proved very effective against stealth-using enemies, particularly the Minbari, as the blast effectively highlights the ship's silhouette against empty space.

If a ship with the Stealth trait is caught in the blast of an Energy Mine, this will count as a successful attack, giving other vessels the normal +1 bonus to overcome Stealth.

Web of Death

Minbari vessels flying in tight formation are capable of linking their point defence systems, creating a deadly web of laser and fusion fire that tears enemy fighter flights apart. When two or more Minbari warships are positioned close together, the life expectancy of any enemy pilot flying past them can be measured in seconds.

When two or more Minbari ships (not fighter flights) are within 4" of one another, they each gain the Escort trait. However, Anti-Fighter dice may only be passed to another Minbari ship within 4", rather than 8", and you may not (of course) transfer dice from one ship to another, and then take those and pass them onto a third ship another 4" away.

THE NARN REGIME

The following are official updates to the Narn fleet.

Close Blast Doors and Activate Defence Grid!

Narn ships are exceptionally tough and have the ability to withstand catastrophic amounts of damage when their crews ready the ships to receive an attack. When Narn ships of more than 35 starting points of Damage use this Special Action, they may also roll one dice for every critical hit they receive. On a 6, the critical hit is completely ignored, including effects and extra damage.

G'Quan-class Heavy Cruiser and Variants

Forced to constantly re-examine and update the systems of their frontline ships, the Narn have begun an extensive programme of refits for their G'Quan class heavy cruisers.

The G'Quan and all variants should increase their Damage and Crew scores by 15. This does not affect their thresholds. They also add +1 Attack Dice to any Heavy Laser Cannon carried.

G'Vrahn-class Fast Cruiser

The most technologically sophisticated ship of the Narn Regime, the G'Vrahn has unfortunately proved too complicated to effectively maintain in battle conditions. Several systems have therefore been downgraded in an effort to keep the ship competitive in extended engagements. The following changes should be made to the ship.

Damage: 75/14, lose Command +2 and Interceptors traits

THE PSI CORPS

The following are official updates to the Psi Corps fleet.

Nemesis-class Advanced Destroyer

Development of the Nemesis continues apace in secret spacedocks and research installations in the darkest recesses of the galaxy.

The Nemesis gains Shields 20/2d6 as the refraction fields used by the Shadows become widely understood by covert Earth scientists.

Psychic Interrogations

If a Psi Corps fleet successfully captures an enemy ship by boarding, the enemy crew will be at the mercy of telepaths trained to extract vital information quickly.

The Psi Corps will automatically win the Initiative on the next turn after capturing an enemy ship.

Shadowfury

New construction techniques have now been implemented, allowing the rapid deployment of many more Shadowfury flights around sensitive installations in deep space.

The Shadowfury now has two flights in every wing when bought separately.

Shadow Omega-class Advanced Destroyer

Further investigation into Earth's Civil War has revealed many of the assumptions made about Clark's Shadow Omega programme were misleading and false. New records have been uncovered, revealing the true specifications of this experimental vessel.

Speed: 8
Turns: 1/45
Hull: 6
Damage: 75/12
Crew: 84/18
Troops: 3
Craft: 4 Thunderbolt Starfury Flights
Special Rules: Advanced Jump Engine, Anti-Fighter 8, Flight Computer, Interceptors 6, Lumbering, Self-Repairing 1d6, Shields 10/5
In Service: 2261 only

THE RAIDERS

The following are official updates to the Raiders fleet.

Allied League Ships

It is actually quite rare for Raiders to use allies, unless a government chooses to openly support them in covert or overt military actions. League ships within a Raiders fleet are more likely to be cast off or stolen hulls that their owners no longer judge to be worth retrieving.

Allied League ships may have only one customisation each from the list below, as they are harder for the Raiders to refit. In addition, only League ships with an In Service Date prior to 2251 may be selected. They may also select the following non-League ships without the In Service Date restriction – Hurr Gunship, Ipsha War Globe and Lumati Transport.

Custom Ships

Denied the space dock resources taken for granted by most other fleets, Raiders have to be cunning and inventive when repairing their vessels. Components stolen or acquired on the black market may not always be the right make and model for their ships, and so engineers within Raiders groups tend to be highly skilled in making square pegs fit round holes. The effect is a great diversity among otherwise standard craft, though not every refit goes according to plan. These vessels are charitably called custom ships.

All ships within a Raiders fleet (including those taken as Allies, but not fighter flights) may up to two of the customisations listed below, for no additional cost. Each customisation may only be taken once by each ship.

Expanded Hull: +20% Damage and Crew, rounding down – thresholds are not affected.
Heavy Armour: +1 Hull, −1 Speed. A Hull cannot be increased beyond 6.
Interceptor Grid: Gain Interceptors 1 (or +1 to an existing Interceptors score), lose 1 AD from any single weapon system.
Point Defence System: Gain Anti-Fighter 2 and Escort traits, lose 1 AD from any single weapon system.
Enhanced Targeting: Any weapons system gains Twin-Linked, lose 1 Troop. Beams, Mini-Beams and Energy Mines may not be Twin-Linked.
Missile Battery: Gain missile racks with 20" range, 2 AD, Front arc, Super AP, Precise, Slow-Loading.

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	24	B	6	Beam, Triple Damage
Molecular Slicer Beam	24	B (a)	4	Beam, Triple Damage
Light Multi-Phased Cutter	10	F	8	Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	A	12	Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	P	12	Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	S	6	Mini-Beam, Twin-Linked

Increased Hangar: Gain an extra Delta-V flight.
Enhanced Bridge: Gain Command +1. Only one ship in the fleet may take this customisation.
Boarding Party: Gain Troops +2 and Shuttles 2. Lose any one trait (not Lumbering!).
Advanced Fighters: Replace any carried fighters with Delta-V2s.
Afterburners: Gain the Afterburner trait.

Strike Carrier

In an effort to increase the mobility of their carriers and reduce reliance on other ships and jump gates, Raiders fleets have added jump engines to their Strike Carriers.

The Strike Carrier gains the Jump Engine trait.

THE SHADOWS

The following are official updates to the Shadows fleet.

Anti-Fighter Defences

Any Shadow vessel armed with a Beam weapon can use the beam as a point defence system.

During the Movement phase, you may opt to convert the Beam weapon into one that will devastate enemy fighter formations.

The weapon will have its Range halved and lose the Beam and Precise traits, along with any Double, Triple or Quad Damage traits. In return, it gains the Accurate and Mini-Beam traits, and gains the Turret fire arc, if it did not already have it. It will retain these changes until the end of the turn.

Merging

As living ships based on high technology, Shadow vessels are able to merge together, physically joining in order to share power and resources. This is usually done in order to rescue a damaged Shadow vessel, feeding it with potent energies to boost its own self-repairs systems.

If two Shadow vessels of the same type (variants are permitted) are in base contact at the end of the Movement Phase, they may merge.

They become a single target, adding their Shields traits together, forming a nearly impenetrable barrier. However, any damage that bypasses the Shields is applied equally to both ships. Their Speed will be half that of the fastest ship, and they can enter hyperspace while merged.

Neither Shadow vessel may make any attacks while merged, nor may they use any Dodge trait. The Self-Repair trait

for both is totalled, though only one of the vessels may benefit from it in the End Phase. Both ships also total their starting Damage for the purposes of Physical Disruption. If this amount of Damage is dealt in a single attack with a Beam weapon, then both ships will be pinned.

Merged Shadow vessels may split apart by moving away from one another in any Movement Phase, dividing any remaining Shields evenly. They will lose the use of any Stealth trait while performing this manoeuvre.

Mind Scream

As Shadow vessels move between the stars, they leave in their wake a terrifying psychic scream. To any sentient being, this scream, more sensation than sound, is nerve shattering. For a telepath, it can be lethal.

Whenever a Shadow vessel (not Shadow Fighter flights) moves within 6" of an enemy ship that has the Psychic Crew trait, it will immediately cause Crew loss. The amount of Crew deducted from the enemy ship varies on the type of Shadow vessel.

Shadow Scout	1 Crew
Shadow Stalker	2 Crew
Shadow Ship (Young)	1d6 Crew
Shadow Ship (Ancient)	2d6 Crew

Shadow Fighters

The Shields trait on Shadow Fighters now works against the Anti-Fighter/Advanced Anti-Fighter traits and in dogfights. This effectively means that each Shadow Fighter flight now has to be defeated twice in a dogfight for it to be destroyed, and that the first successful Anti-Fighter dice will be ignored.

Shadow Stalker

The Shadows constantly evolve, and the Stalker has seen some useful additions to its arsenal.

This ship gains the Stealth 5+ trait.

THE VORLON EMPIRE

The following are official updates to the Vorlon Empire fleet.

Regenerate!

This is a new Special Action available only to Vorlon ships.

Crew Quality Check: 9
Effect: By internalising the electrical field generated by all Vorlon craft, the ship is able repair and grow vast amounts of bio-matter in the space of just a few

minutes. This is taxing to the organic systems of the ship, but can bring one back from the brink of death.

If the Crew Quality check is successful, this ship will double the Damage repaired by its Self-Repair trait in the End Phase. However, while it regenerates, it cannot make any attacks, and will be Adrift.

THE VREE CONGLOMERATE

The following are official updates to the Vree Conglomerate fleet.

Initiate Extraction!

This is a new Special Action available only to Vree ships.

Crew Quality Check: Automatic
Effect: For reasons known only to themselves, the Vree have a deep-rooted curiosity for the physiology of other races. In the past, they have been known to kidnap people from their homeworlds, but all manner of interstellar treaties now ban them from doing this. However, war gives the Vree a new opportunity to swipe potential test subjects.

If a Vree vessel uses this Special Action and is within 2" of an enemy ship in the End Phase, extraction beams will be used to kidnap enemy crewmen! 1 Crew will be taken by Vree ships of Patrol or Skirmish level, while Vree ships of Raid level or higher will roll one dice – this many Crew will be taken instead.

Total the number of enemy Crew captured this way at the end of the game, and divide this number by ten. The Vree gain this many bonus Victory points. Defences such as Interceptors, Dodge and Gravitic Energy Grids will do nothing to stop this attack!

Xaar-class Patrol Boat

Due to their high maintenance overhead, antimatter cannon have been taken out of front line Xaar hulls, to be replaced with antimatter shredders.

The Xaar's Antimatter Cannon is now an Antimatter Shredder, with a Range of 10", 4 Attack Dice, and the Double Damage and Twin-Linked traits. It retains the Turret fire arc.

Xeel-class War Carrier

The updated weapon systems on the Xeel have proved problematic to maintain when separated from a full-scale spacedock. Revisions to the basic design have now solved this problem.

The Xeel's Antimatter Cannon now has 4 Attack Dice.
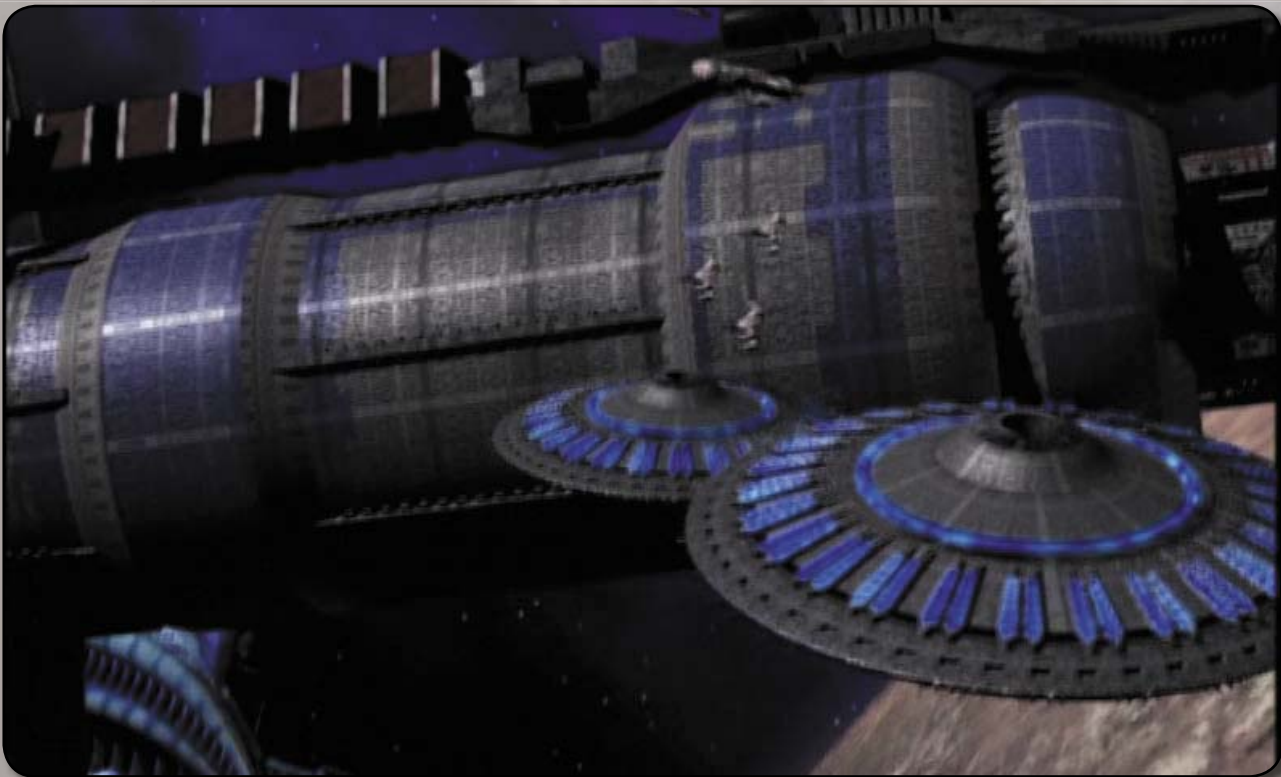
NEW RULES

This chapter provides new rules to try in games of A Call to Arms, increasing the tactical demands placed on players.

THE ARMY OF LIGHT

Since the first days of A Call to Arms, players have been able to combine League races into a single fleet. However, this is not really appropriate for most battles, as the League only joined forces in a major way during the Dilgar Invasion. After that, they were just as likely to fight one another!

Because of this, combined League fleets may now only include ships with an In Service Date of up to 2259. Players looking to create a multiracial fleet after this may instead use the Army of Light.

An Army of Light fleet may use ships from any of the following fleet lists:

Earth Alliance: Dawn of the Third Age
Minbari Federation
Narn Regime
Interstellar Alliance
Abbai Matriarchy
Brakiri Syndicracy
Drazi Freehold
Gaim Intelligence
pak'ma'ra
Vree Conglomerate

When choosing ships for an Army of Light fleet, the following rules must be obeyed.

⑤ You may only choose ships (and their variants) from the following list:

Army of Light Ships
Earth Alliance: Aurora Starfuries, Hyperion, Nova, Olympus, Omega, Thunderbolt Starfuries
Minbari Federation: Flyers, Nials, Sharlin
Narn Regime: Frazis, G'Quan, T'Loth
ISA: Aurora Starfuries, Minbari Flyers, Nials, Thunderbolt Starfuries, White Star, White Star II
Abbai Matriarchy: Bimith
Brakiri Syndicracy: Avioki
Drazi Freehold: Breaching Pods, Sky Serpent, Sunhawk, Warbird
Gaim Intelligence: Klikkita, Sataaka
pak'ma'ra: Halik
Vree Conglomerate: Xill, Xorr

⑤ The Army of Light must include ships from at least two different fleets.

⑤ Whenever the ships of different races start working together, there are always frictions and misunderstandings. The Initiative for the Army of Light will be +0.

⑤ The special rules for each fleet are still used as normal, but a ship from one fleet in the Army of Light may never benefit or be penalised by the special rules of another fleet.

⑤ Special rules for fleets that affect campaigns are never used for an Army of Light, even on their own ships.

BATTLES IN HYPERSPACE

Fighting a battle in hyperspace is always a mark of desperation for both sides in war. The discharge of high energies common in battle never bode well for vessels trying to navigate through this strange realm and the slightest hit or over-ambitious manoeuvre can cause a ship to lose its lock-on to its hyperspace beacons and send it wildly off course, left to roam forever in the netherworld.

Initiating a fight in hyperspace is never part of a well conceived plan and is often done in great haste. This alone makes an already dangerous situation perilous for the ships involved. There is no training and no experience that can prime a Captain for the trials he will face if his superiors throw caution to the wind and order him into battle.

There has never been a battle in hyperspace that did not end in disaster for both sides.

Scenario: Almost any existing scenario may be played with these rules, making things a lot more demanding for the players. However, given the complexities of fighting in hyperspace, it can be presumed that players will already have a lot on their minds. It is therefore recommended that simpler scenarios are used in conjunction with these rules, such as Call to Arms or Space Superiority.

Pre-Battle Preparation: No stellar debris is ever used in scenarios using the hyperspace rules.

Scenario Rules: The following rules are used when fighting battles in hyperspace.

⑤ The pulsing energy waves prevalent throughout hyperspace create havoc with sensors and other active systems. Regardless of whether ships normally have the Stealth trait or not, all ships in hyperspace battles have Stealth 4+. Ships with no or low stealth will be shielded by hyperspace shockwaves, but they also disrupt those ships who use active means to gain stealth.

⑤ It is vital for ships to maintain a lock-on to their navigational beacons in hyperspace if they are to have any hope of finding

their way back to realspace. In the End Phase of every turn, every ship must make a Crew Quality check. If a ship rolls less than a total of 6, it has lost its lock on its beacon. A –1 penalty is incurred if the ship fired any weapons in the turn. It also suffers another –1 penalty if it took any Special Actions and another –2 penalty if it is Crippled or Skeleton Crewed. A ship that has lost its lock-on may continue to fight in the battle but will count as destroyed for victory conditions at the end of the game (the crew will spend the rest of their lives wandering hyperspace, hopelessly looking for a route back to realspace).

- If a ship loses its lock-on to the beacon, it may re-roll the Crew Quality check in the End Phase so long as it is within 10" of a at least one friendly ship that is still locked on. Ships with the Advanced Jump Engine trait may re-roll the Crew Quality check if they are within 15" of a friendly ship.

- Any weapon described as a torpedo or missile will lose any AP or Super AP trait it normally possesses.

- Players may not keep ships in reserve in realspace, to be brought into hyperspace. It is impossible to open a point into hyperspace with any real degree of accuracy and even ships with Advanced Jump Points are unlikely to appear anywhere near the battlefield. All ships present in the fleet must be deployed at the start of the fight. Ships are free to make a Tactical Withdrawal as normal, by opening a jump point into realspace.

Victory and Defeat: As scenario being played. However, if you are playing a campaign game, every surviving ship should be awarded an extra Experience Dice, regardless of whether it was on the winning or losing side in the battle – they are lucky to be alive and will have earned the admiration of their peers.

Shadows, Vorlons and Ancients: Ships from these fleets will never lose their lock-on (in effect, they do not require it anyway).

Breaking Down Fleet Allocation Points

As well as using the Fleet Allocation table above, you can use a single Fleet Allocation Point to buy ships of multiple Priority Levels, as shown on the table below.

You can keep splitting a Fleet Allocation Point as many times as you like, but you may only ever split *one* of these smaller Fleet Allocation Points down further.

You cannot therefore split a War level point to get two Battle level points, and then split *both* of these into four Raid level points, in order to get more ships than would otherwise be allowed. You could, however, just split one of the new Battle level points.

Flights and Ships

The maximum number of flights that may make contact with a ship's stem in a single turn (such as when making suicide runs or boarding) is equal to the starting Damage of the ship, divided by ten, plus two. Always round down.

So for example, an Omega destroyer getting hammered by incoming Klikkitaks would face a maximum of six flights each turn.

Flights and Victory Points

Flights of fighters launched from ships do not yield Victory Points when destroyed. Only those purchased as separate Wings from a fleet list will give Victory Points.

At the end of a battle, count how many fighter flights purchased as separate Wings have been destroyed. The opponent will be awarded full Victory Points for every Wing destroyed, *regardless of exactly which Wing each flight came from*, as if the Wing was a ship of the same Priority Level.

FLEET ALLOCATION POINTS

Use the following table when purchasing ships of a different Priority Level to the scenario being played.

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 Level higher	4 per ship/wing
Ship is three Priority Level higher	8 per ship/wing
Ship is four Priority Level higher	16 per ship/wing
Ship is five Priority Level higher	32 per ship/wing
Ship is one Priority Level lower	1 point buys 2 ships/wings
Ship is two Priority Level lower	1 point buys 3 ships/wings
Ship is three Priority Level lower	1 point buys 5 ships/wings
Ship is four Priority Level lower	1 point buys 8 ships/wings
Ship is five Priority Level lower	1 point buys 12 ships/wings

Fleet Allocation Point Breakdowns

1 Armageddon point buys one of the following:
2 War
1 War, 2 Battle
1 War, 1 Battle, 2 Raid
1 War, 1 Battle, 1 Raid, 2 Skirmish
1 War, 1 Battle, 1 Raid, 1 Skirmish, 2 Patrol
1 War, 1 Battle, 1 Raid, 3 Patrol
1 War, 1 Battle, 3 Skirmish
1 War, 1 Battle, 2 Skirmish, 2 Patrol
1 War, 1 Battle, 5 Patrol
1 War, 3 Raid
1 War, 2 Raid, 2 Skirmish
1 War, 2 Raid, 1 Skirmish, 2 Patrol
1 War, 2 Raid, 3 Patrol
1 War, 5 Skirmish
1 War, 4 Skirmish, 2 Patrol
1 War, 8 Patrol
3 Battle
2 Battle, 2 Raid
2 Battle, 1 Raid, 2 Skirmish
2 Battle, 1 Raid, 1 Skirmish, 2 Patrol
2 Battle, 1 Raid, 3 Patrol
2 Battle, 3 Skirmish
2 Battle, 2 Skirmish, 2 Patrol
2 Battle, 5 Patrol
5 Raid
4 Raid, 2 Skirmish
4 Raid, 1 Skirmish, 2 Patrol
4 Raid, 3 Patrol
8 Skirmish
7 Skirmish, 2 Patrol
12 Patrol

1 War point buys:
2 Battle
1 Battle, 2 Raid
1 Battle, 1 Raid, 2 Skirmish
1 Battle, 1 Raid, 1 Skirmish, 2 Patrol
1 Battle, 1 Raid, 3 Patrol
1 Battle, 3 Skirmish
1 Battle, 2 Skirmish, 2 Patrol
1 Battle, 5 Patrol
3 Raid
2 Raid, 2 Skirmish
2 Raid, 1 Skirmish, 2 Patrol
2 Raid, 3 Patrol
5 Skirmish
4 Skirmish, 2 Patrol
8 Patrol

1 Battle point buys:
2 Raid
1 Raid, 2 Skirmish
1 Raid, 1 Skirmish, 2 Patrol
1 Raid, 3 Patrol
3 Skirmish
2 Skirmish, 2 Patrol
5 Patrol

1 Raid point buys:
2 Skirmish
1 Skirmish, 2 Patrol
3 Patrol

1 Skirmish point buys:
2 Patrol

For example, an Earth Alliance fleet takes two Wings of Thunderbolts. During the course of the battle, one Wing loses three flights, while the other loses two flights. Neither Wing has been completely destroyed but, because the five destroyed Thunderbolt flights add up to (more than) a Wing, Victory Points are awarded as though a Patrol level ship was destroyed.

Ramming

As wars grew like wildfire across the known galaxy, fighting became ever more desperate, and crews became more willing to make the ultimate sacrifice in order to guarantee victory.

When performing a Give Me Ramming Speed! Special Action, a Crippled ship no longer has to pass the Crew Quality check, and a non-Crippled ship may attempt the Special Action if it does succeed in the Crew Quality check. Opposed Crew Quality checks are still necessary in order to successfully hit the opposing ship, unless the opposing ship is Adrift or Immobile. Super-Manoeuvrable ships gain a +2 bonus to this Crew Quality check if they are the target. Fighter flights may never ram or be rammed.

SKIN DANCING

Skin Dancing is a risky action and only highly trained crews should attempt it in battle.

Skin Dancing is performed as detailed on page 49 of the Fleet Lists book, with the following amendments:

- A Skin Dancing ship cannot target a ship with the Fighter trait or a ship that has not yet moved or taken a Special Action this turn. Immobile or Adrift ships may be targeted as normal.
- A crippled ship may not Skin Dance. If the Crew Quality check is failed with a roll of a 1, the Skin Dancing ship rams the enemy ship instead! If the Crew Quality check fails but the ship does not crash, it finishes its move where it came into contact with the enemy ship and may not make any attacks this turn as the crew attempts to regain control of its vessel.

SMALL SHIPS

Some fleets allow you to purchase two ships for a single Patrol point. Such vessels are typically used for light system defence and counter-Raiders operations. They are extremely vulnerable in battle conditions, as the average broadside from a warship can instantly vaporise them. Because of this, new operational procedures have been added to ensure their survivability.

When you purchase two ships for a single Patrol point for use in a game of Raid level or higher, then they must be placed in a squadron with another ship. They need not be placed in the same squadron as one another, but they cannot be used independently. They must stay in this squadron unless the other ships are destroyed.

SPECIAL ACTIONS

The following Special Actions may be used by all fleets.

Manoeuvre to Shield Them!

Crew Quality Check: Opposed
Effect: With careful manoeuvring, the Captain orders his ship to physically shield another from attack. If an enemy attempts to fire at another friendly ship and draws a line that passes within 1" of this ship's measuring point or stem of the base, then an opposed Crew Quality check must be made. If your ship rolls higher, then the enemy must attack this ship (Stealth and Dodge traits will not apply against this attack). If you roll equal or lower, the enemy will continue to attack the original target. You may only shield a ship that is within 5" of your own.

Track That Target!

Crew Quality Check: 9
Effect: Re-calibrating its main weaponry, the ship sacrifices power to get a snap shot off at a fleeting target. If a ship has a weapon system with the Boresight or Boresight Aft arc and it succeeds in the Crew Quality Check, then it may select one enemy ship as a target.

So long as the target ship is in its Forward or Aft arc in the next Attack Phase, the Boresight or Boresight Aft weapon systems respectively may attack it normally. The attacking ship will not be required to have the target directly in front of or behind it.

NEW SHIPS

Fleets throughout the galaxy, representing the interests and power projection of their governments, are constantly being updated and modified. This chapter looks at the newest vessels to appear on the frontline.

Abbai Matriarchy

Though known throughout civilised space as pacifists who would do almost anything to avoid open conflict, the Abbai rapidly came to understand that survival of an empire, particularly one as large as theirs, depended on a strong show of arms. Despite their innate reticence, Abbai weapons technology accelerated throughout the Third Age, with lessons from the Dilgar War and Shadow War learned, and then applied.

Fetula-class Warrant Cutter (Shyarie variant) Skirmish

Often used to lead Shyarie formations, the Fetula is classed as a cutter but within Abbai fleets serves in a gunship role. With powerful quad particle arrays, the Fetula often waits for the Shyaries to completely disrupt an enemy, before moving in to pound it into surrender. In larger battles, it often escorts Bimith defenders, adding its own firepower to theirs.

Speed: 10
Turn: 2/45°
Hull: 5
Damage: 12/3
Crew: 13/3
Troops: 1
Craft: None
Special Rules: Anti-Fighter 2, Shields 10/2
In Service: 2180+

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

Brakiri Syndicracy

As one of the richest governments in the galaxy, the Brakiri stand just below the 'major' powers.

Their military is extremely well-equipped and, ship-for-ship, they stand comparable to the Earth Alliance, though they have proportionally much lower defence spending, resulting in a smaller fleet. They stand as a race with great potential.

Haltana-class Gravitic Frigate (Halik variant) Skirmish

As the use of gravitic shifters becomes better understood by Brakiri admirals, so does the spread of the weapon increase throughout the fleet. The Haltana is built upon the reliable Halik hull, and sports several shifters, making it a superb 'spoiling' frigate, disrupting enemy plans, and perhaps literally shaking ships to pieces.

Speed: 8
Turn: 2/45°
Hull: 5
Damage: 36/8
Crew: 42/8
Troops: 3
Craft: None
Special Rules: Anti-Fighter 1
In Service: 2262+

Weapon	Range	Arc	AD	Special
Graviton Pulsar	12	F	8	AP, Twin-Linked
Gravitic Shifter	12	F	—	Gravitic Shifter
Gravitic Shifter	12	P	—	Gravitic Shifter
Gravitic Shifter	12	P	—	Gravitic Shifter
Gravitic Shifter	12	S	—	Gravitic Shifter
Gravitic Shifter	12	S	—	Gravitic Shifter

Centauri Republic

The fate of the Centauri Republic has been a roller-coaster of destiny. Once covering a sizeable part of the known galaxy, the Centauri have known both great victories and crushing defeat. As both the Earth Alliance and ISA rose in power and prominence, the Republic was cut off behind its own borders, in an exile that was mostly self-imposed. Throughout all of this, the Centauri have managed to remain one of the leaders in space combat technologies.

Amar-class Fast Carrier (Darkner Variant)
Skirmish

A powerful frigate, the Amar loses the battle laser of the Darkner, but sports hangars that are truly extensive for a ship of this size. Placed within long-ranged strike fleets, the Amar supports the attack force with its fighters before adopting a more traditional frigate role with its matter cannon. The Amar's jump engines ensure it is a vital craft for strikes of this nature.

Speed: 12
Turn: 2/45°
Hull: 4
Damage: 25/6
Crew: 30/6
Troops: 2
Craft: 4 Sentri flights
Special Rules: Carrier 2, Jump Engine
In Service: 2249+

Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	6	AP, Double Damage

Earth Alliance – Third Age

Despite the need to recover from both the Earth-Minbari War and its own Civil War, the Earth Alliance of the Third Age is riding high, confident of itself and sure of its power. With a backbone of Omega destroyers and older Hyperion cruisers, Earthside R&D constantly looks for an edge, and many new hulls regularly leave spacedock, designed for ever more specialised roles.

Tantalus-class Assault Cruiser
Raid

The Tantalus is a military assault warship used by the Earth Alliance, though never in large numbers. Capable of carrying four full battalions into battle, the Tantalus has enough assault shuttles on board to transport all of its troops planetside in less than an hour, while maintaining its own fighter escort. In later years, the Starfuies were replaced by Thunderbolts, in order to provide fighter cover to the shuttles all the way through the atmosphere.

Speed: 6
Turn: 1/45°
Hull: 5
Damage: 45/10
Crew: 52/12
Troops: 12
Craft: 2 Aurora Starfury flights and 2 Breaching Pod flights
Special Rules: Anti-Fighter 2, Interceptors 2, Jump Engine, Lumbering, Shuttles 4
In Service: 2248+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Heavy Pulse Cannon	12	P	10	Twin-Linked
Heavy Pulse Cannon	12	S	10	Twin-Linked

Earth Alliance – Crusade Era

With the onset of the Drakh Plague and the Crusade to save Mankind's homeworld, the Earth Alliance has become more aggressive. Unwilling to reveal the slightest weakness to its rivals, EarthForce has stepped up to a war footing, though there is no clear enemy to fight. Other governments look on nervously as Earth's fleets expand and are now seen throughout the galaxy.

Chronos-class Escort Frigate (Variant)
Skirmish

Replacing the heavy pulse cannon batteries with an advanced network of point defence systems, the Chronos escort frigate is a superlative companion for larger vessels. Tough and able to add its own railguns to any sustained bombardment of an enemy ship, it also provides superior anti-fighter cover.

Speed: 8
Turn: 2/45°
Hull: 6
Damage: 16/3
Crew: 18/5
Troops: 2
Craft: None
Special Rules: Anti-Fighter 6, Interceptors 2, Escort
In Service: 2271+

Weapon	Range	Arc	AD	Special
Railgun	15	T	4	AP, Double Damage

Chronos-class Missile Frigate (Variant)   Skirmish

An attempt to combine the toughness of the Chronos hull with a design that could withstand long-ranged attacks while launching its own, the missile frigate is a light bombardment vessel. Intended to be used alongside an Apollo or as part of a squadron, it is a support vessel rather than a frontline attack craft.

Speed: 8
Turn: 2/45°
Hull: 6
Damage: 16/3
Crew: 18/5
Troops: 2
Craft: None
Special Rules: Anti-Fighter 2, Interceptors 2
In Service: 2302+

Weapon	Range	Arc	AD	Special
Advanced Missile Rack	30	P	2	Precise, Slow-Loading *, Super AP
Advanced Missile Rack	30	S	2	Precise, Slow-Loading *, Super AP
Heavy Pulse Cannon	12	F	2	Twin-Linked
Heavy Pulse Cannon	12	A	2	Twin-Linked

* These weapons ignore the Slow-Loading trait unless the Chronos is crippled.

Tantalus-class Assault Cruiser
Raid

The use of Thunderbolts gave the Tantalus a new lease of life, though by the time of the Crusade, it was becoming clear that it was perhaps too specialised to be economical. However, several hulls were kept operational, as their large marine contingents provided a suitable disincentive for any colony thinking of independence while an assault cruiser was in orbit.

Speed: 6
Turn: 1/45º
Hull: 5
Damage: 45/10
Crew: 52/12
Troops: 12
Craft: 2 Thunderbolt Starfury flights and 2 Breaching Pod flights
Special Rules: Anti-Fighter 2, Interceptors 2, Jump Engine, Lumbering, Shuttles 4
In Service: 2248+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Heavy Pulse Cannon	12	P	10	Twin-Linked
Heavy Pulse Cannon	12	S	10	Twin-Linked

Interstellar Alliance

Despite the presence of the ISA, a binding group of governments ostensibly working together for common cause, the galaxy is a more dangerous place than ever before. The Centauri are lurking with malignant plans, the Drakh further their dark causes, and a new enemy is said to be rising, even as the constituent governments pull the ISA apart from all angles. With precious few resources of its own, the ISA has to rely on the goodwill of both Earth and Minbar in order to requisition new hulls for its rapidly dwindling fleet.

White Star Enforcer (White Star Gunship Variant)
Battle

Based on the Gunship, the White Star Enforcer was intended to lead patrols along dangerous borders, trading some of the original hull's legendary speed and agility for endurance and ruggedness. On extended missions, it can act as a command ship, often heading an over-sized squadron of White Stars against important targets.

Speed: 12
Turn: 2/90º
Hull: 5
Damage: 18/4
Crew: 20/5
Troops: 1
Craft: None
Special Rules: Adaptive Armour, Advanced Jump Engine, Agile, Command +1, Dodge 4+, Flight Computer, Self-Repairing 2, Scout
In Service: 2273+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	4	Beam, Precise, Triple Damage
Molecular Pulsar	10	F	8	Accurate, AP, Double Damage

Vorlon Empire

Through after-action reports and intelligence gathered by the Rangers, the capabilities and vessels of the Vorlon fleet was gradually understood. However, while the common Vorlon ships were easily recognised, there remained speculation of other

ships that were likely to exist, though no conclusive evidence was ever gathered.

Vorlon Dreadnought (Heavy Cruiser variant) Armageddon

Larger even than the Vorlon heavy cruiser, it is difficult to understand why such a ship was constructed and, more to the point, what enemy it was designed to fight. The dreadnought lacks the flexibility of the heavy cruiser, but mounts an incredibly destructive weapon.

Speed: 5
Turn: 1/45°
Hull: 5
Damage: 110
Crew: —
Troops: —
Craft: None
Special Rules: Adaptive Armour, Advanced Anti-Fighter 3, Advanced Jump Engine, Flight Computer, Lumbering, Self-Repairing 3d6
In Service: Until 2261

Weapon	Range	Arc	AD	Special
Giant Lightning Cannon	36	F	9	Beam, Precise, Quad Damage

Vorlon Frigate (Vorlon Transport Variant) Raid

Often confused as transports by admirals who are inexperienced in fighting Vorlon fleets, the frigate has noticeably greater firepower, and is capable of waging small battles on its own. Within the larger Vorlon fleet, the frigate is used to screen cruisers and dreadnoughts while they attack the largest enemy vessels.

Speed: 10
Turn: 1/90°
Hull: 5
Damage: 20
Crew: —
Troops: —
Craft: None
Special Rules: Adaptive Armour, Advanced Anti-Fighter 2, Advanced Jump Engine, Flight Computer, Self-Repairing 2
In Service: Until 2261

Weapon	Range	Arc	AD	Special
Discharge Gun	18	F	4	Beam, Double Damage, Precise

Vree Conglomerate

Another leading power within the former League, the Vree have powerful financial concerns throughout the galaxy, but their sheer alieness often puts them at odds with other races, who then choose to work with the Vree's rival, the Brakiri, instead.

Z'Trikk Heavy Carrier (Z'Takk Variant) War

Sometimes nicknamed the Basestar by fans of 20th Century Earth culture, the Z'Trikk is designed to builds on the success of the Xeel, and create a powerful hull capable of winning wars by itself. Though it lacks secondary weapons batteries, the Z'Trikk is able to stand off from targets and pound them with its torpedoes, while Vree fighters either run interference against counter attacks, or lend their weight of firepower to the assault.

Speed: 7
Turn: 1/90°
Hull: 6
Damage: 80/14
Crew: 110/18
Troops: 3
Craft: 8 Tzymm flights and 8 Zorth flights.
Special Rules: Anti-Fighter 10, Carrier 5, Command +1, Jump Engine
In Service: 2272+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	25	T	6	Precise, Slow-Loading, Super AP, Triple Damage
Antimatter Torpedo	25	T	6	Precise, Slow-Loading, Super AP, Triple Damage

THE GAIM INTELLEGENCE

The Gaim Intelligence has some of the nicest models available for any fleet in A Call to Arms, and has unique dynamics that have brought the Gaim a lot of fans. However, the original fleet list has been open to some abuse, leaving other fleets unable to handle the sheer number of fighters, breaching pods and energy mines some of these ships can kick out every turn.

We therefore present this revised fleet list for the Gaim that keeps their unique way of fighting intact, but should take the edge off the 'killer' fleets that were once possible. This fleet list is an official update to A Call to Arms, and effectively replaces the Gaim Intelligence in the Fleet Lists book.

THE GAIM INTELLIGENCE FLEET LIST

The following forms the entire fleet list for the Gaim Intelligence.

Priority Level: Patrol
Breaching Pod Wing (4 flights)
Klikkita Wing (6 flights)
Stak-class scout

Priority Level: Skirmish
Sataaka-class gunship
Shuuka-class queen light cruiser

Priority Level: Raid
Shaakak-class queen cruiser
Skrunnka-class assault ship
Stuteeka-class war carrier

Priority Level: Battle
Shrutaa-class queen ship

Priority Level: War
Sluuka-class grand queen

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.

A Klikkita flight may convert itself into a Klikkitak flight in any End Phase, whether or not it has been launched or not from its parent ship. Once converted into a Klikkitak, it may not change back.

Gaim Intelligence Fleet Special Rules

The following special rules apply to all Gaim Intelligence fleets.

Pilot Drones: Gaim carriers are fully capable of manufacturing fighters and breeding the drones to crew them at an accelerated pace. All Gaim ships will automatically replace all their fighters and breaching pods at the end of every campaign turn.

The Queens: Every Gaim fleet must be led by at least one Queen ship (of any type). The Queen ship of the highest Priority Level will be the Ruling Queen, and only one ship of this type may be present in the fleet. Queen ships of a lower Priority Level (Sub-Queens) have no such limit. Ruling Queen ships receive a +1 bonus to Crew Quality.

Every ship in the fleet will have the same Crew Quality as the closest Queen that is within 12".

Dynamic Squadrons: Gaim fleets are not required to create squadrons before a scenario begins. Instead, any ships that fulfil the requirements of becoming a squadron (such as being within 6" of one another) may automatically be declared a squadron at the start of the Movement Phase. They may continue to act as a squadron throughout the scenario, or be disbanded in any End Phase.

Protect the Queen: The Queens represent the most important ships in the fleet. If a fleet loses all of its Queens, every ship will immediately suffer a –4 penalty to Crew Quality and the fleet will have its Initiative reduced to –3. In addition, a Queen ship will provide double the normal number of Victory Points for an enemy.

Gaim Intelligence Initiative: +3

Breaching Pod
Patrol (Wing)

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

Speed: 6
Turns: SM
Hull: 5
Damage: —
Crew: —
Troops: 1
Dogfighting: —
Craft: —
Special Rules: Breaching Pod, Dodge 5+
In Service: 2168+

Klikkita Light Fighter
Patrol (Wing)

Small but possessing a powerful plasma reactor subsystem, the Klikkita is crewed by a single drone. Super agile and utterly expendable, Klikkitas are kept dormant in their motherships on massive racks until activated. When released, they create a swarm that is almost impossible to penetrate. If threatened by larger vessels, the Klikkita can overload its reactor, turning it into an extremely powerful crewed missile.

Speed: 14
Turns: SM
Hull: 3
Damage: —
Crew: —
Troops: —
Dogfighting: +1
Craft: —
Special Rules: Dodge 2+, Fighter
In Service: 2251+

Weapon	Range	Arc	AD	Special
Plasma Bolt	2	T	1	—

Klikkitak Crewed Missile
Special

Once the Klikkita overloads its reactor, it becomes a deadly weapon, a missile crewed by a drone who has no thought but to give its life for the Queens. Known as the Klikkitak in this configuration, the drone's only thought is to guide its craft through heavy fire in order to directly impact into the hull of an enemy warship.

Speed: 9
Turns: SM
Hull: 4
Damage: —
Crew: —
Troops: —
Dogfighting: +0
Craft: —
Special Rules: Dodge 4+, Fighter
In Service: 2251+

* If a Klikkitak moves into contact with an enemy ship, it will launch an automatic attack at the end of the Movement Phase, after all Anti-Fighter dice have been rolled. This attack will use 1 Attack Dice, and have the Double Damage, Precise and Super AP traits. It will ignore Interceptors. Once the attack has been performed, the Klikkitak is removed from play and may not be regained by use of the Fleet Carrier trait. Note that if a ship successfully dodges a suicide attack, the Klikkitak is still removed from play.

When in contact with an enemy fighter flight, a Klikkitak will not use the suicide attack rules, but dogfight normally instead. In addition, Klikkitaks may not act as Interceptors.

Sataaka-class Gunship · Skirmish

A common fighting vessel in Gaim fleets, the role of the Sataaka is to provide a forward screen behind the fighter fleets, intercepting any enemy capital ships that roam too close to the Queens. It is well armed for such a slight vessel.

Speed: 9
Turn: 2/45°
Hull: 5
Damage: 22/5
Crew: 29/6
Troops: 6
Craft: 1 Klikkita flight
Special Rules: Anti-Fighter 4, Interceptors 1
In Service: 2262+

Weapon	Range	Arc	AD	Special
Photon Bomb	20	T	2	AP, Energy Mine, Double Damage, Slow-Loading
Gatling Laser	10	F	4	Beam

Shaakak-class Queen Light Cruiser · Raid

A mid-ranged warship, Shaakaks are often deployed in small makeshift squadrons to support a single Shrutaa, though they will also be found leading small strike forces against the enemies of the Gaim. Heavily defended and usually well supported, tackling a Shaakak can be a tricky proposition.

Speed: 6
Turn: 1/45°
Hull: 6
Damage: 38/4
Crew: 40/5
Troops: 9
Craft: 12 Klikkita flights, 2 Breaching Pod flights
Special Rules: Anti-Fighter 8, Carrier 5, Flight Computer, Interceptors 4, Jump Engine, Lumbering
In Service: 2252+

Weapon	Range	Arc	AD	Special
Photon Bomb	30	T	4	AP, Energy Mine, Double Damage, Slow-Loading
Photon Bomb	30	F	4	AP, Energy Mine, Double Damage, Slow-Loading

Shrutaa-class Queen Battleship · Battle

Most commonly seen commanding Gaim war fleets, the Shrutaa is a solid warship, built to protect the Queen inside as she directs the entire battle. Its place is not at the frontline, however, as the Shrutaa relies on its swarming fighters and long-ranged photon bombs to keep enemies at bay.

Speed: 5
Turn: 1/45°
Hull: 6
Damage: 72/14
Crew: 120/28
Troops: 12
Craft: 16 Klikkita flights, 4 Breaching Pod flights
Special Rules: Anti-Fighter 8, Carrier 6, Fleet Carrier, Flight Computer, Interceptors 5, Jump Engine, Lumbering
In Service: 2258+

Weapon	Range	Arc	AD	Special
Photon Bomb	40	T	6	AP, Energy Mine, Double Damage, Slow-Loading
Photon Bomb	40	F	6	AP, Energy Mine, Double Damage, Slow-Loading

Sluuka-class Grand Queen (Shrutaa Variant)   War

A heavily upgraded Shrutaa hull, this grand queen is one of the original vessels of the Gaim fleet, and has survived many conflicts and wars. Able to weather attacks from multiple opponents, the presence of a Sluuka in a Gaim fleet signifies an objective the Intelligence will stop at nothing to achieve.

Speed: 4
Turn: 1/45°
Hull: 6
Damage: 72/14
Crew: 165/36
Troops: 18
Craft: 24 Klikkita flights, 6 Breaching Pod flights
Special Rules: Anti-Fighter 8, Carrier 8, Fleet Carrier, Flight Computer, Interceptors 6, Jump Engine, Lumbering
In Service: 2264+

Weapon	Range	Arc	AD	Special
Photon Bomb	40	T	8	AP, Energy Mine, Double Damage, Slow-Loading
Photon Bomb	40	F	8	AP, Energy Mine, Double Damage, Slow-Loading
Heavy Gatling Laser	18	F	6	Beam, Double Damage
Heavy Gatling Laser	18	A	2	Beam, Double Damage
Heavy Gatling Laser	18	P	4	Beam, Double Damage
Heavy Gatling Laser	18	S	4	Beam, Double Damage

Shuuka-class Queen Light Cruiser   Skirmish

Young Queens rarely have the opportunity to command fleets of their own and are instead usually used to support older Queens in managing over-sized fleets. Occasionally, one or more Shuukas will be seen leading a small expeditionary force into enemy territory.

Speed: 6
Turn: 2/45°
Hull: 6
Damage: 19/4
Crew: 28/6
Troops: 6
Craft: 6 Klikkita flights
Special Rules: Anti-Fighter 6, Carrier 3, Flight Computer, Interceptors 2, Jump Engine
In Service: 2256+

Weapon	Range	Arc	AD	Special
Photon Bomb	20	T	2	AP, Energy Mine, Double Damage, Slow-Loading
Photon Bomb	20	F	2	AP, Energy Mine, Double Damage, Slow-Loading

Skrunnka-class Assault Ship — Raid

Designed to batter through defences and launch shuttles filled with vicious assault drones, be it at an enemy ship or enemy-held world, the Skrunnka is tough and can weather the most devastating attacks. It lacks a wide range of offensive weaponry, leading the Queens to wield its legion of assault drones as they would any other ranged system.

Speed: 8
Turn: 1/45°
Hull: 5
Damage: 38/7
Crew: 50/10
Troops: 16
Craft: 2 Klikkita flights, 8 Breaching Pod flights
Special Rules: Anti-Fighter 6, Carrier 3, Interceptors 2, Jump Engine, Shuttles 8
In Service: 2255+

Weapon	Range	Arc	AD	Special
Heavy Gatling Laser	12	F	4	Beam, Double Damage
Heavy Gatling Laser	12	A	2	Beam, Double Damage
Heavy Gatling Laser	12	P	2	Beam, Double Damage
Heavy Gatling Laser	12	S	2	Beam, Double Damage

Stak-class Scout — Patrol

Often the first sight a visitor to Gaim space will be greeted with, the Stak is used to routinely patrol the border of Gaim worlds. In wartime, groups of Stak will work together as they cross into enemy held systems, cataloguing defences and fleet compositions, hammering at enemies with its gatling laser if forced to engage.

Speed: 10
Turn: 2/45°
Hull: 4
Damage: 8/2
Crew: 18/4
Troops: 3
Craft: 1 Klikkita flight
Special Rules: Anti-Fighter 2, Scout, Stealth 5+
In Service: 2252+

Weapon	Range	Arc	AD	Special
Gatling Laser	8	F	2	Beam

Stuteeka-class War Carrier — Raid

The largest warship without a Queen in the Gaim fleet, the Stuteeka is weakly armoured and in need of constant protection. However, its massive hangers house racks upon racks of Klikkitas, ready to launch within minutes and overwhelm the enemy in sheer numbers.

Speed: 6
Turn: 2/45°
Hull: 4
Damage: 50/14
Crew: 68/16
Troops: 9
Craft: 16 Klikkita flights, 2 Breaching Pod flights
Special Rules: Anti-Fighter 6, Carrier 8, Interceptors 3, Jump Engine
In Service: 2261+

Weapon	Range	Arc	AD	Special
Photon Bomb	30	T	4	AP, Energy Mine, Double Damage, Slow-Loading

The Gaim Intellegence

Campaigns: Refits and Other Duties

Gaim Intelligence Fleets use the following tables for Refits and Other Duties when playing campaign games.

Gaim Intelligence Refits

2d6	Refit
2	**Advanced Jump Engines:** The ship gains the Advanced Jump Engine trait, so long as it already possesses the Jump Engine trait.
3	**Adaptive Weapons Mount:** Choose one weapon system. It immediately changes to a Turret firing arc.
4	**Super Bomb:** One Photon Bomb weapon system gains the Super AP and Quad Damage traits.
5	**Advanced Sensor Arrays:** The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	**Long Bomb:** One Photon Bomb weapon system gains a +50% bonus to its Range.
7	**Heavy Bomb:** One Photon Bomb weapon system gains 2 Attack Dice.
8	**Integrated Sub-Drone Network:** Whenever the ship loses a trait, roll a dice. On the roll of a 4 or more, the trait is retained.
9	**Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by –1.
10	**Supercharged Thrusters:** The ship gains a +1 bonus to its Speed score.
11	**Extra Hanger:** The ship immediately gains two flights of fighters (or two extra flights if it already possesses fighters).
12	**Neo-Queen:** The ship has an embryonic Queen on board. If the fleet loses all its other Queens, this ship will not have its Crew Quality reduced. All other penalties apply as normal.

Gaim Intelligence Duties

| 2d6	Other Duty
2	**Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	**Power of the Intelligence:** During the next Campaign Turn, you may force a re-roll when either determining the scenario or points value of *one* battle.
4	**Now You See Me…:** This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	**Accelerated Drone Construction:** The drones of this ship are dedicated to the building of a new vessel. The RR points of any one ship bought as a reinforcement in this Campaign Turn are halved (round up).
6	**Upgraded Drones:** A new strain of drone is being experimented with on this ship. All flights of fighters launched from this ship increase their Dogfight score by +1.
7	**Hive Mind:** Knowledge and technical ability travels fast in the Intelligence. Choose another ship in the fleet. You may immediately roll on the Refits or Other Duties table for it, without causing it to expend XP Dice.
8	**Hand of the Queen:** The drones on this ship have a direct and unbreakable link to their Queen. They gain a permanent +1 bonus to their Crew Quality score so long as a Queen is on the table. If all Queens are destroyed in a battle, this ship's Crew is immediately reduced to 0. This may only be applied once.
9	**We Will Fix It!:** Flooded with signals from the Queens, the minor drones on this ship begin extremely rapid repairs. All Damage sustained by this ship is immediately repaired.
10	**Diverting Raid:** Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	**Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	**Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, any League, or ISA fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

SCENARIOS

This chapter introduces a variety of new scenarios for your games, each designed to test your tactical intellect! Not all are completely 'fair', and each presents a new set of challenges. Master these battles, and you can call yourself a true master of the game.

Gravity Well

A recent battle saw the loss of the flagship for one fleet, but distress signals have been picked up from the admiral's lifeboat. The signals are being transmitted from within an asteroid that encircles a dangerously volatile star. A rescue attempt is launched immediately, but it soon becomes clear that the enemy have picked up the signals too, and are interested in having a little 'chat' with the admiral.

Fleets: Both fleets have three Fleet Allocation Points.

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.
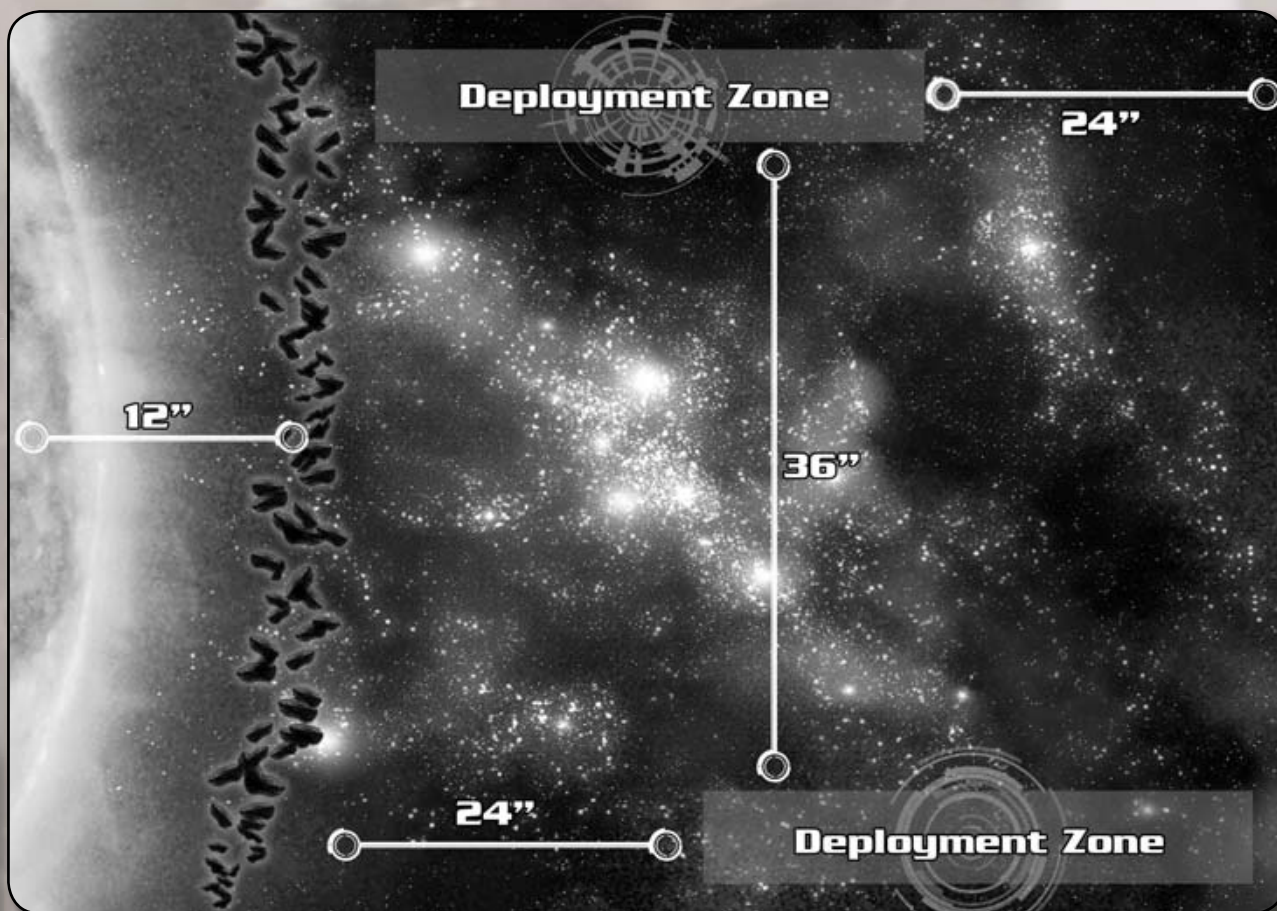
Scenario Rules: The asteroid field is Density 7. Any ship (not fighter flight) that is within the asteroid field during the End Phase and did not perform any Special Actions in that turn may search for the admiral by rolling one dice – a bonus of +1 is added to this roll if any friendly fighter flights are within 6" of the ship and are also within the asteroid field. On the roll of a 6, the admiral's lifeboat has been found, and he will be immediately transported to the ship.

If a ship carrying the admiral is boarded by the enemy and its crew completely wiped out, then the admiral may be immediately placed on board any ship friendly to the boarders that is within 6". In this way, the admiral may change hands several times during the battle!

In addition, fighting this close to an unstable star will cause its own problems for the fleet. The star's immense gravity field will cause every ship to be moved 1d6" (roll separately for each) directly towards the star's table edge before the start of every Movement Phase. Any ship that is within 18" of the star's table edge in an End Phase will be forced to weather terrible radiation bursts and solar flares. It will automatically suffer 1d3 critical hits.

Game Length: Until victory conditions are met.

Victory and Defeat: If a ship finds the admiral and leaves the table by any edge other than the star's, or by jumping to hyperspace, its player may claim victory. If the ship carrying the admiral is destroyed (or if he is never found), then the battle is a draw.

Optional: You can experiment with random Fleet Allocation Points in this battle, as you will find they greatly influence the way it is played.

Invasion

A surprise attack is launched on a far-flung colony, and the defending fleet has been caught completely unprepared. Utterly doomed and unable to flee, the defenders must fight to the bitter end, hoping for reinforcements or just the slim chance that every minute they buy means another civilian transport can escape.

Fleets: The defending player has five Fleet Allocation Points. The attacking player starts with three Fleet Allocation Points, and receives one more Fleet Allocation Point every turn.

Pre-Battle Preparation: The defending fleet sets up first and is deployed anywhere in its deployment zone as shown on the scenario map. The attacking fleet moves in from its table edge on the first turn. Stellar debris is generated randomly.

Scenario Rules: The attacking fleet receives one Fleet Allocation point worth of ships at the start of every turn. These ships move in from the attacker's table edge. The defending player may not perform any Tactical Withdrawals.

Game Length: Eight turns.

Victory and Defeat: The attacker wins if he can wipe out the defender's fleet. The defender claims (a moral) victory if he has at least one ship (not fighter flight) still on the table without being Stricken.

Optional: If you fancy a truly epic, Battle of the Line-type clash, consider multiplying the Fleet Allocation Points on both sides. For example, you might decide to fight a battle three times the size, and so the defender would start with fifteen Fleet Allocation Points, and the attacker would start with six, and receive three more every turn. Such epic confrontations are perfect for multiplayer team games – they are a good chance for you to get all your ships on the table!
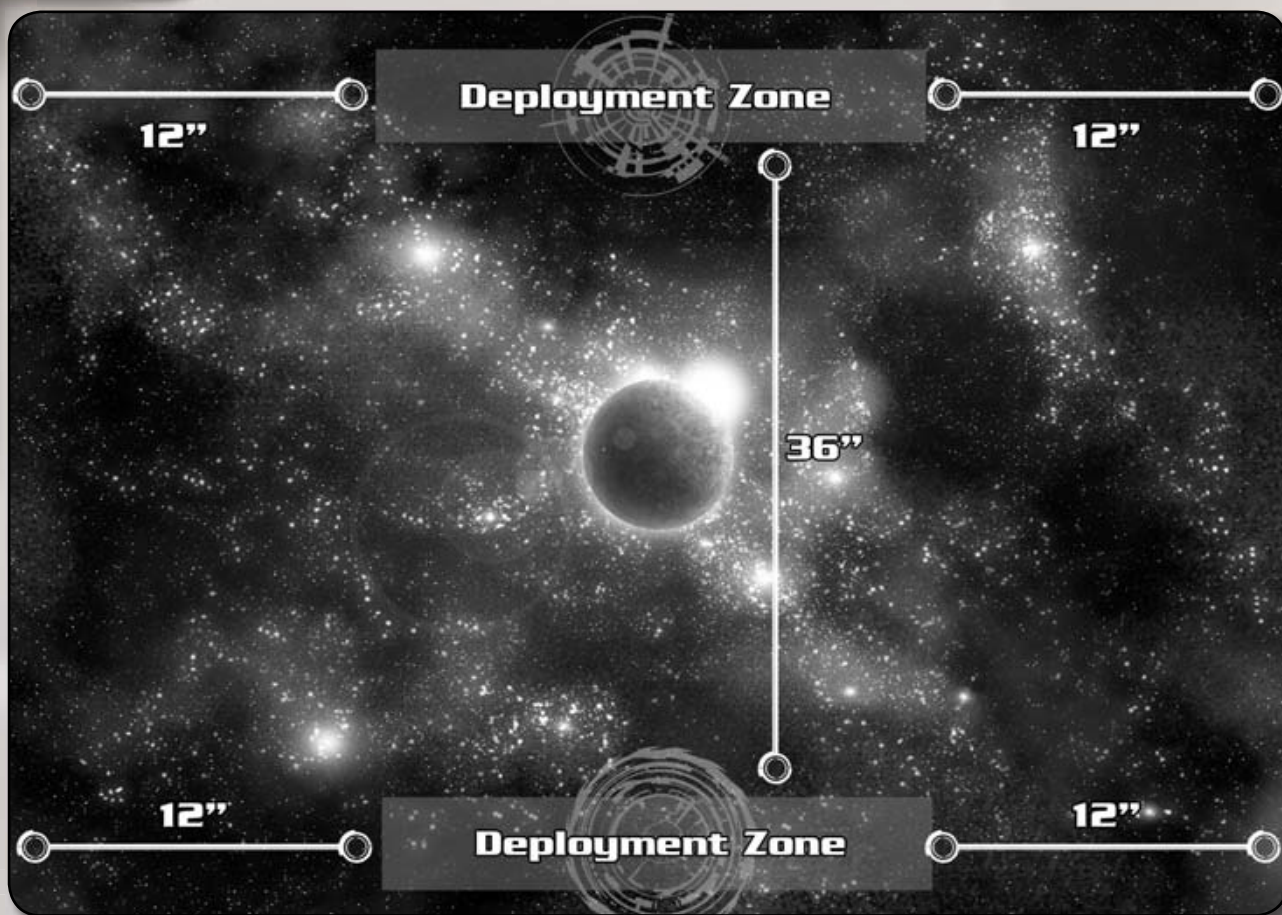
King of the Jump Gate

A system far out on the Rim has gained the interest of many governments. First discovered by an EarthForce explorer division, a jump gate was soon built on the outskirts of the system, allowing scouts and prospectors to run a full analysis on every planet. They soon found the motherlode – the remains of an ancient but dead civilisation possessing incredible technologies and stocks of Quantium-40 that would make even a pak'ma'ra weep. Instantly contesting the neutrality of the system, many governments dispatch their nearest military forces in an effort to claim ownership. Far out on the Rim, a massive battle between rival fleets is about to split space apart.

Fleets: Each player has one Fleet Allocation Point at Raid level.

Pre-Battle Preparation: Up to eight players may take part in this scenario. Fleets do not deploy on the table, instead moving on from each player's entry point in their first turn. The first player should start from entry point one, the second from entry point two, and so on. This means that, for example, entry points seven and eight will not be used if just six players are playing.

Scenario Rules: Players roll Initiative as normal, and move their fleets in the order of the lowest roll upwards, re-rolling any ties. Each player's entire fleet will be moved at the same time, rather than just one ship. Otherwise, play as normal.

Game Length: Until all remaining players on the table have achieved their victory conditions.

Victory and Defeat: The victory conditions for each fleet is randomised on the table below – players are under no obligation to let their opponents know what their victory conditions are until the end of the game. They simply need to let the other players know when they have achieved their objectives. Otherwise, any player can claim victory simply by having the last ship on the table.

D6	Victory Condition
1	**Let no one else in!:** Destroy the jump gate at the earliest opportunity. It has Hull 6+ and Damage 80.
2	**Prove your strength!:** Personally deliver the killing blow to at least two enemy ships.
3	**Take the jump gate!:** Move within 8" of the jump gate and be there at the end of the game.
4	**Old enemy!:** Pick one enemy ship of a Priority Level at least as high as the highest in your own fleet. This ship must be destroyed.
5	**Grab technology!:** Board and capture at least one enemy ship.
6	**Form an alliance!:** Convince at least two other players not to fire on your fleet.

Note: You may quickly find that players immediately try to ally with one another in an effort to gang up on others. This is perfectly normal and certainly in keeping with politics in the Babylon 5 universe. If you find yourself with no allies, well, you should have let a few people win in your last games.

Optional: This game is great for clubs or stores, where many players can jump in and start playing immediately. If you fancy an absolutely manic confrontation though, raise the Priority Level, or allow players to have two or three Fleet Allocation Points (we don't recommend having more than that though, unless you have a very big table!
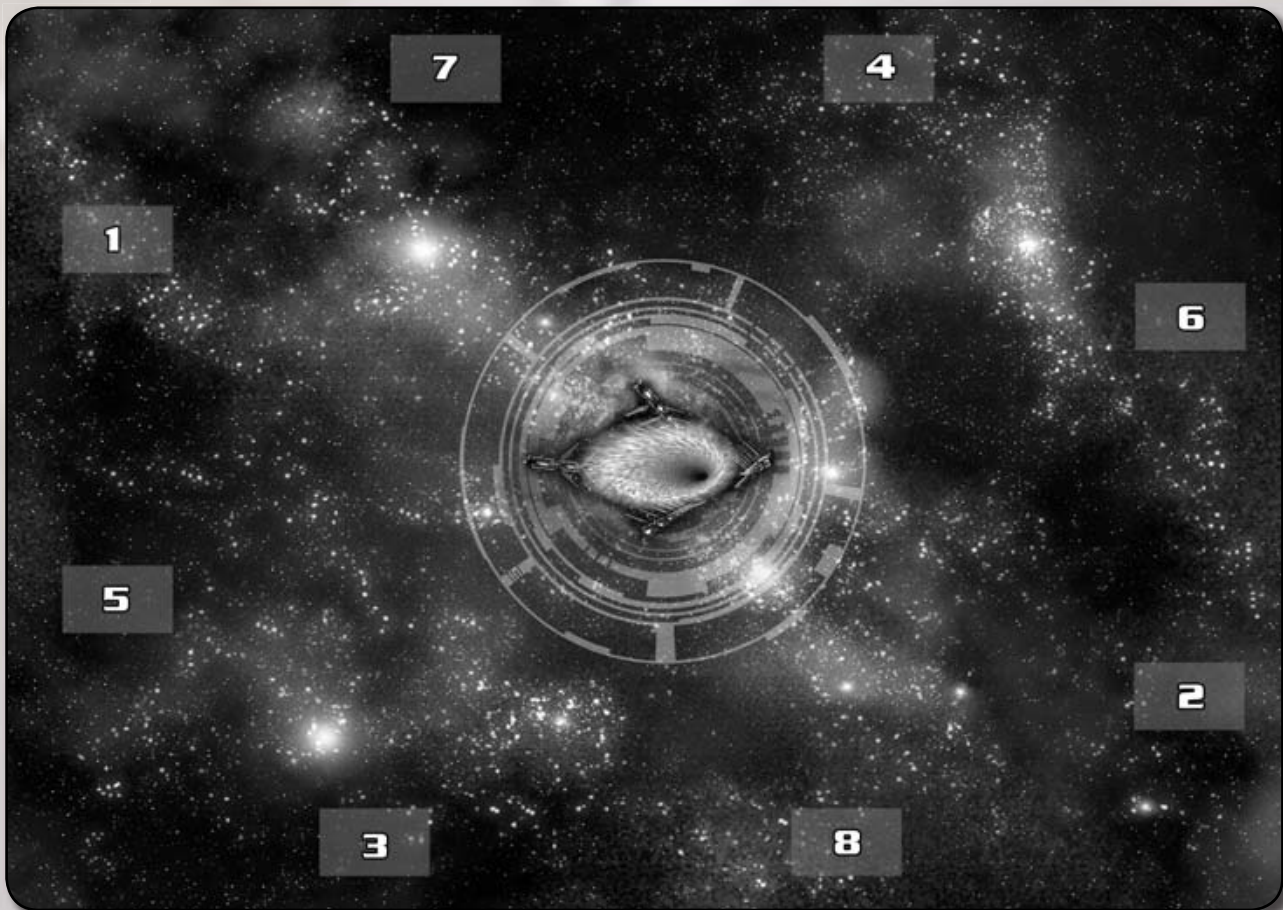
On the Back Foot

The war has been going on for months now, and both fleets believe they have the measure of the other. Tactical surprises are becoming rare, and battles are turning into slugfests of attrition. Seeking to turn the odds and bring the war to a quick end, one side launches a major offensive which immediately catches their enemy off guard. Suddenly fighting for their very survival, a small battle fleet desperately tries to hold out while reinforcements speed towards them.

Fleets: The attacker has eight Fleet Allocation Points. The Defender starts with five Fleet Allocation Points, and receives another five Fleet Allocation Points as reinforcements.

Pre-Battle Preparation: The defending fleet is deployed first, anywhere within its deployment zone, as shown on the map. The attacking fleet is split into two forces, each of four Fleet Allocation Points. Each will move onto the table in the first turn from opposite short table edges. Stellar debris is generated randomly.

Scenario Rules: The attacking fleets move in from the short table edges during the first turn. The defender's reinforcement fleet moves in from his long table edge at the start of the fifth turn.

Game Length: Twelve turns

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. Note that the defender must minimise his losses during the first part of the game, or he risks the attacker earning more Victory Points than it is possible for him to claim himself!

Attackers Deployment Zone

Defenders Deployment Zone

Attackers Deployment Zone

Defenders Reinforcement Deployment Zone

Towering Inferno

Two fleets have moved into a disputed system, and have spent several days carefully manoeuvring their forces, seeking weak points in their enemy's defences while looking for the huge battle that will see them claim victory. However, the opening shots are started by roving patrols in the far reaches of the system and when the battle starts, neither side is completely prepared. Racing reinforcements into the area as quickly as possible, each side is desperate to gain an early advantage.

**Fleets:** Both fleets have ten Fleet Allocation Points.

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. Each fleet may only deploy one Fleet Allocation Point's worth of ships. Stellar debris is generated randomly.

Scenario Rules: At the start of every turn after the first, each player must roll one dice for each of his ships yet to appear. On the roll of a 6, the ship will move on to the table from a random table edge during the Movement Phase. Use the scenario map to determine which table edge a ship enters from.

Game Length: Twelve turns.

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

Optional: For a longer battle, consider removing the turn limit, and play to last ship standing!
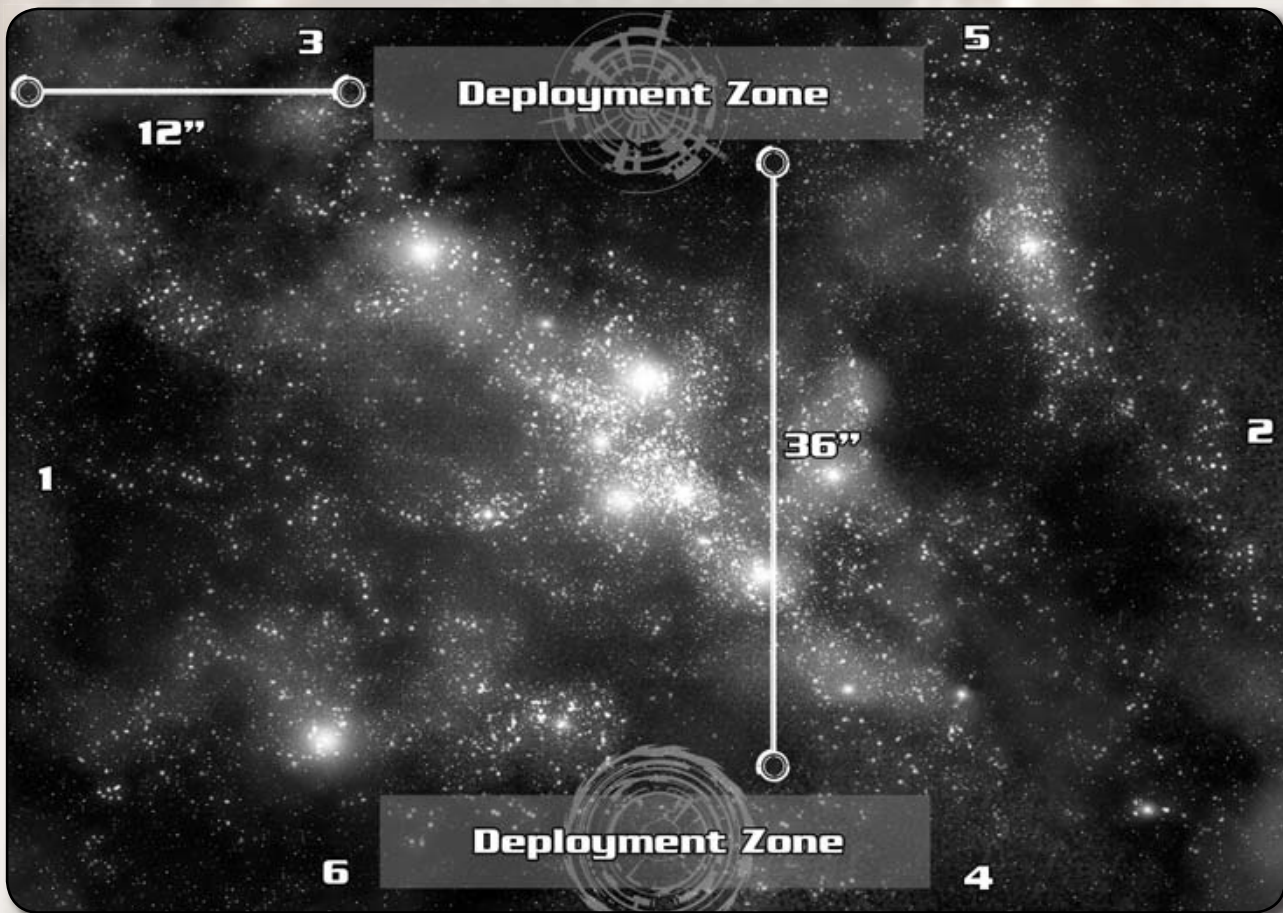
DEEP SPACE TOURNAMENT

Deep Space is a small number of linked scenarios that can be used as the basis for a single day tournament. Each player is in command of a small squadron, patrolling deep in uncharted space. Rumours of high technology and the interest of other governments in the area has persuaded their high command to deploy just two ships in the system. They must investigate the system, and defend themselves against any enemies!

PLAYING THE GAMES

Each entrant will compete in four games. After each game, you will record your results and inform the Tournament Co-ordinator before the next round of games is due to start. Your opponent in the first game of the tournament will be determined randomly. The three subsequent games will match players according to how well they did in their previous games, pairing off the two current highest scoring players with each other, then the next two highest scoring, and so on. However, you will never play the same opponent twice during the tournament.

Every game will be played on a 6' by 4' table with fixed stellar debris. Players must provide all other materials for their games. You must also bring along a copy of the A Call to Arms Rulebook and Fleet Lists, and any rules updates that are relevant to your fleet. Rules updates from our website or Signs & Portents may be printed out.

You Will Need

Each player must bring the following items with them on the day of the tournament.

- A Call to Arms Rulebook and Fleet Lists, plus any relevant rules updates
- Your fleet, either as miniatures or counters
- Two copies of their Fleet Roster
- Pen, paper and dice
- Tape Measure

Winning and Losing

Throughout the tournament, players will earn points in various categories. The winner of the tournament will be the player with the most points overall. In the event of a tie, the player with the most Admiralship points will win.

Each scenario has a set of objectives, which will grade performance as Poor, Adequate, Good or Outstanding. Each grade will earn each player Admiralship points as follows. The maximum possible score over the four games is 80 points.

Battle Grade	Admiralship
Poor	5
Adequate	10
Good	15
Outstanding	20

Players should be warned ten minutes before a game must end and from this point they must finish the game within the current turn. Victory Points will be calculated from this point as normal.

Tournament Fleets

Each player's fleet roster must list every ship within their fleet and any additional items or options that they have selected.

Each fleet must obey the following restrictions.

- The fleet will comprise one Skirmish level ship, and one Battle level ship.
- There must be a painted miniature or counter for every ship in your fleet.
- Players must choose fleets from the A Call to Arms Fleet Lists.
- All ships have a Crew Quality score of 4. ISA, Gaim and Vree ships get their usual bonuses.

Initial Contact

Entering the mysterious system at the edge of the Rim, your fleet conducts standard protocol sweeps of the area, deploying remote drones, and gathering data and intelligence on the nearby astrological bodies. Sent ahead to scan the single planet within the habitable zone of the system, the smaller ship of your fleet begins taking readings – only to find a foreign power has staked a claim on this strange world already!

Fleets: Both players start with their Skirmish level ships.

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.

Scenario Rules: Both patrolling ships will immediately send a distress signal as soon as they realise they are not alone in the system, and the player's Battle level ships will move to respond. At the start of Turn 5, both players roll a dice – on a 4 or more, their Battle level ship will arrive, moving on from their own table edge. If a Battle ship fails to appear on Turn 5, it will automatically appear at the beginning of Turn 6. If a Skirmish level ship is destroyed before its Battle level counterpart arrives, then the Battle level ship will abort its mission and not turn up at all.
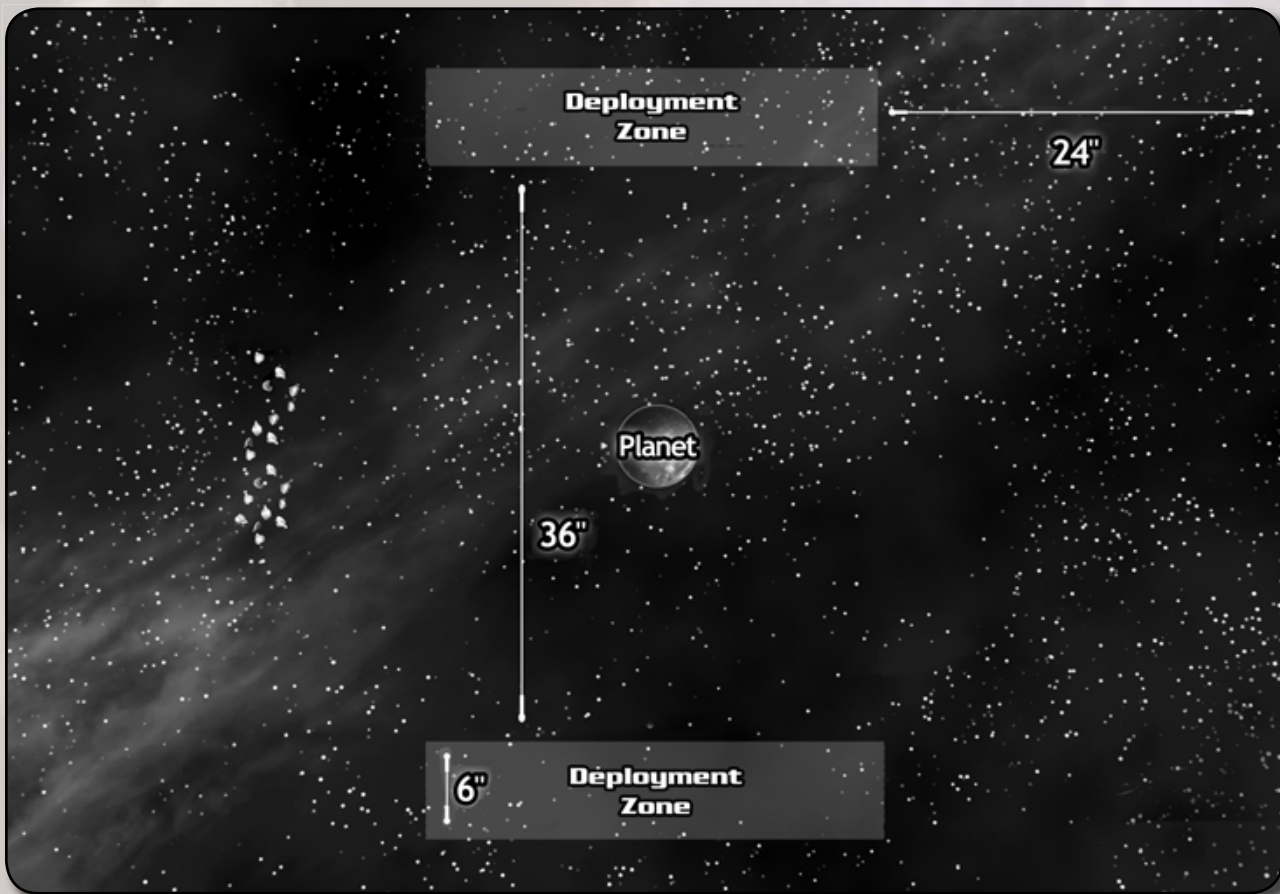
Game Length: Until one fleet withdraws or either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Battle Grades: Players will receive the best Battle Grade they qualify for from the list below:

Outstanding: Destroy the enemy Skirmish ship before any Battle level ship arrives, or destroy both enemy ships without losing one of your own.
Good: Destroy at least one enemy ship without losing one of your own.
Adequate: Destroy at least one enemy ship.
Poor: Any other result.

Automaton Recovery

Knowing that foreign governments are also interested in this world, it is now imperative to collect your remote drones and collate the data they have gathered. However, the presence of a strange alien race on the planet has galvanised your enemy to action, and you suspect they have made contact with the technological civilisation. You are losing the race to gain control of the system, and any information that can be gleaned from the drones could be invaluable.

Fleets: Both players start with their entire fleets.

Pre-Battle Preparation: Each player takes three counters (coloured dice will do), and takes turns placing them anywhere on the table. Each must be placed at least 12" from a table edge and at least 6" away from another counter. None may be placed on the planet. These represent the drones that must be recovered. Next, 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.
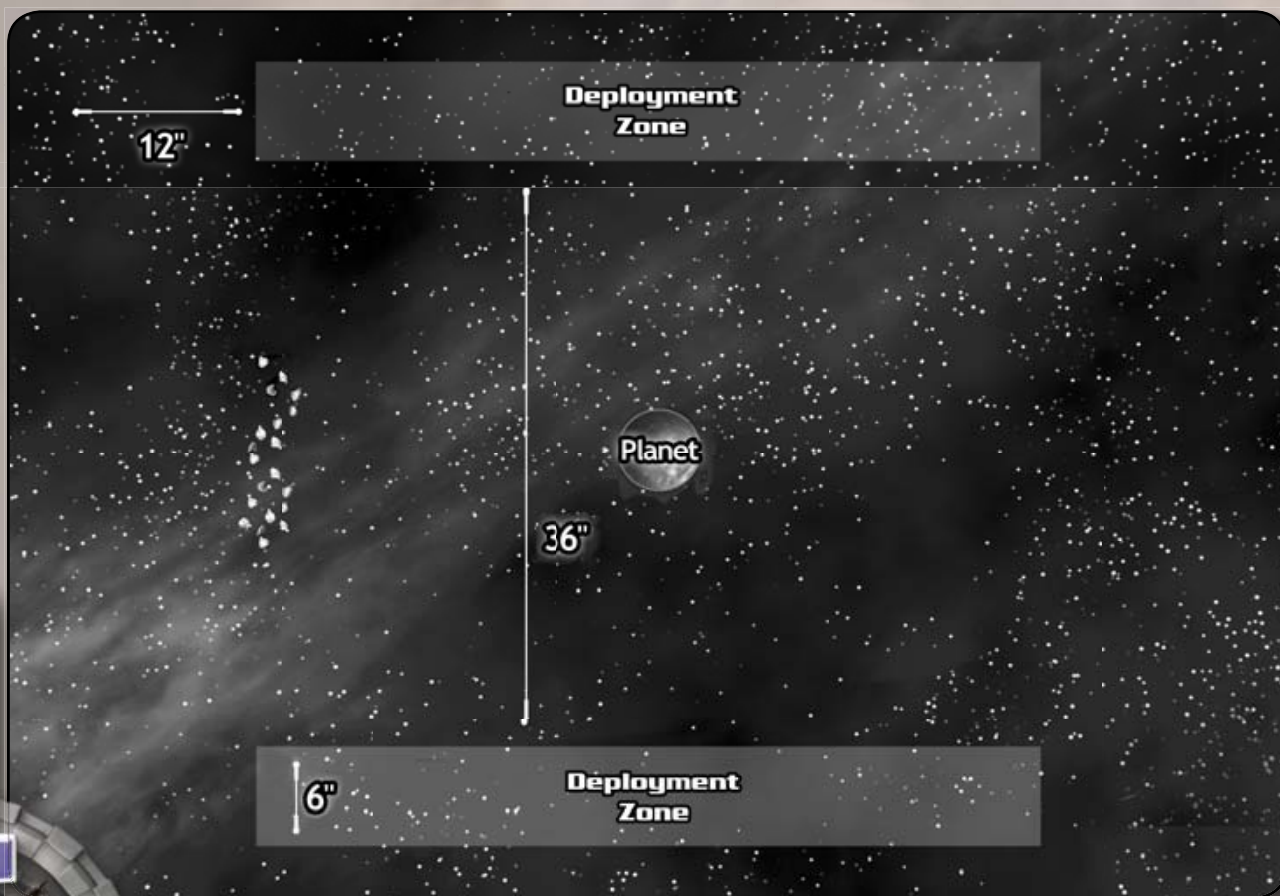
Scenario Rules: To take a drone on board, a ship must pass within 1" of it, and perform a Recover Drone Special Action. This Special Action requires no Crew Quality check, but means the ship may not fire any weapons or use any traits (at all!) for that turn. A ship may only pick up one drone in a single turn.

Game Length: Until one fleet withdraws or either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Battle Grades: Players will receive the best Battle Grade they qualify for from the list below:
Outstanding: Recover at least 5 drones.
Good: Recover at least 3 drones.
Adequate: Recover at least 2 drones.
Poor: Any other result.

First Strike!

While making a close pass of the planet, your flagship was hit by a high intensity beam that erupted from the planet, blasting out vital systems, and stunning the crew. When they recover, it is apparent that the aliens on the planet below have launched an attack on all outsiders, as they see an enemy ship in similar dire straits. They struggle to bring their weapons on line and send a distress signal as the enemy ship slowly turns to face them.

Fleets: Both players start with their entire fleets.

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, with the Battle level ships close to the planet, the Skirmish level ships further away.
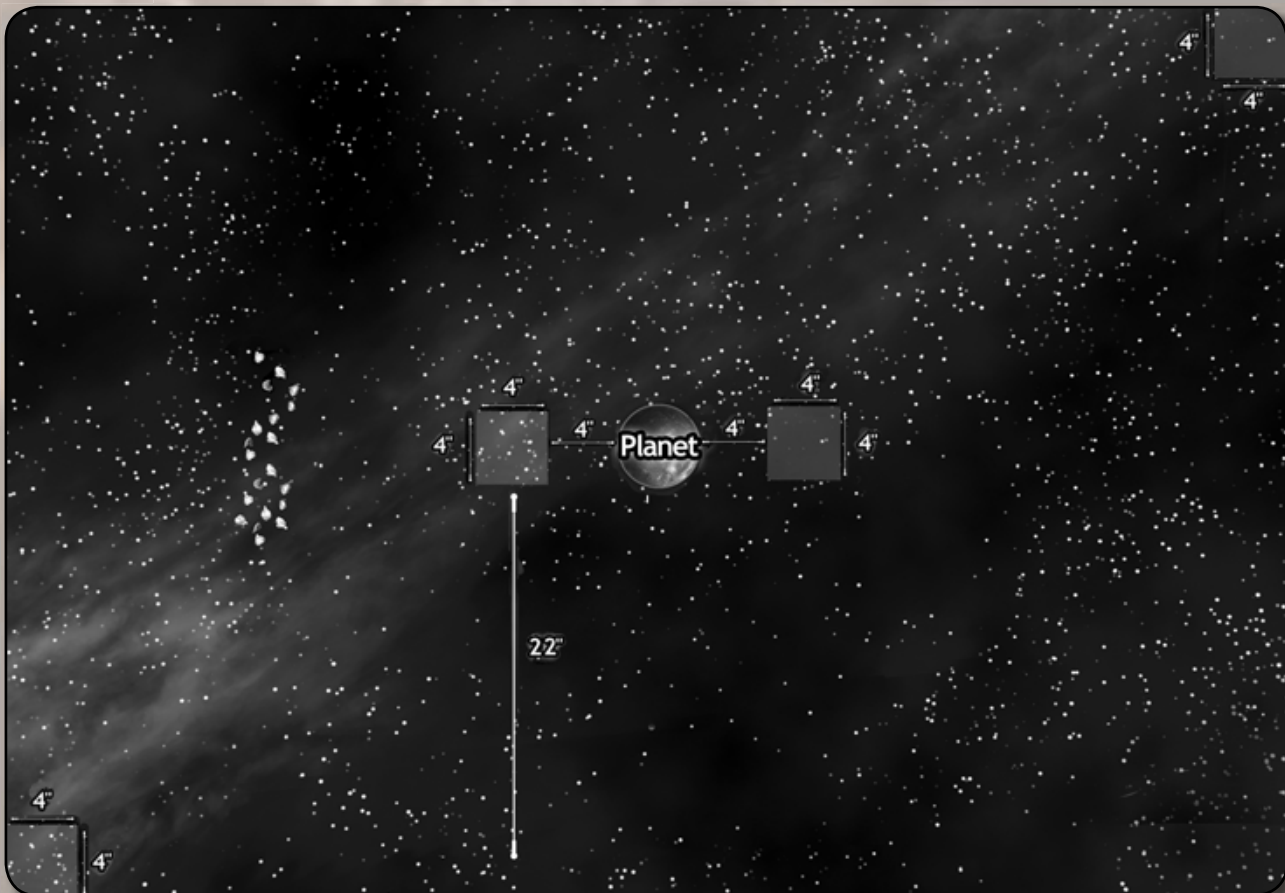
Scenario Rules: Both Battle level ships have overloaded systems, which affects their combat capability. Whenever firing a weapon system on the Battle level ship, a player must first roll a dice. On a 5 or more, the weapon fires normally. On any other result, it does not fire at all! Furthermore, whenever a flight is launched, a dice must be rolled. On a 5 or more, it is launched normally, on any other result, problems in the hangars cause a delay and it is not launched.

Game Length: Until one fleet withdraws or either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Battle Grades: Players will receive the best Battle Grade they qualify for from the list below:
Outstanding: Destroy both enemy ships without losing one of your own.
Good: Destroy at least one enemy ship without losing one of your own.
Adequate: Destroy at least one enemy ship.
Poor: Any other result.

Shadows of the Past

The energy attack affected your enemy in a far more fundamental way, it seems. Long-ranged scans record emissions very similar to those produced by the beam attack from the planet now emanating from his ship. The planet has become a no-go area, with the aliens clearly hostile towards you. You must get a crack commando unit on board his main ship to discover exactly what affect the aliens have had on your enemy and, if necessary, to put an end to it. The brave men and women of this unit are expendable, and they know it is a suicide mission.

Fleets: Both players start with their entire fleets.

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.

Scenario Rules: To get the Commando unit on the enemy Battle level ship, you merely have to perform a single successful boarding action (ensure at least one Troop is alive on the enemy ship at the end of the turn). The commando unit is carried on your Skirmish level ship. Note that Vorlon and Shadow ships may be boarded in this manner, though any Troops that make it on board will each automatically be destroyed on the roll of a 3 or more – we said this was a suicide mission!

Game Length: Until either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Battle Grades: Players will receive the best Battle Grade they qualify for from the list below:

Outstanding: Get a commando on board the enemy Battle level ship, then withdraw both of your ships without them being Crippled.
Good: Get a commando on board the enemy Battle level ship, then withdraw at least one of your ships, whatever its condition.
Adequate: Get a commando on board the enemy Battle level ship.
Poor: Any other result.
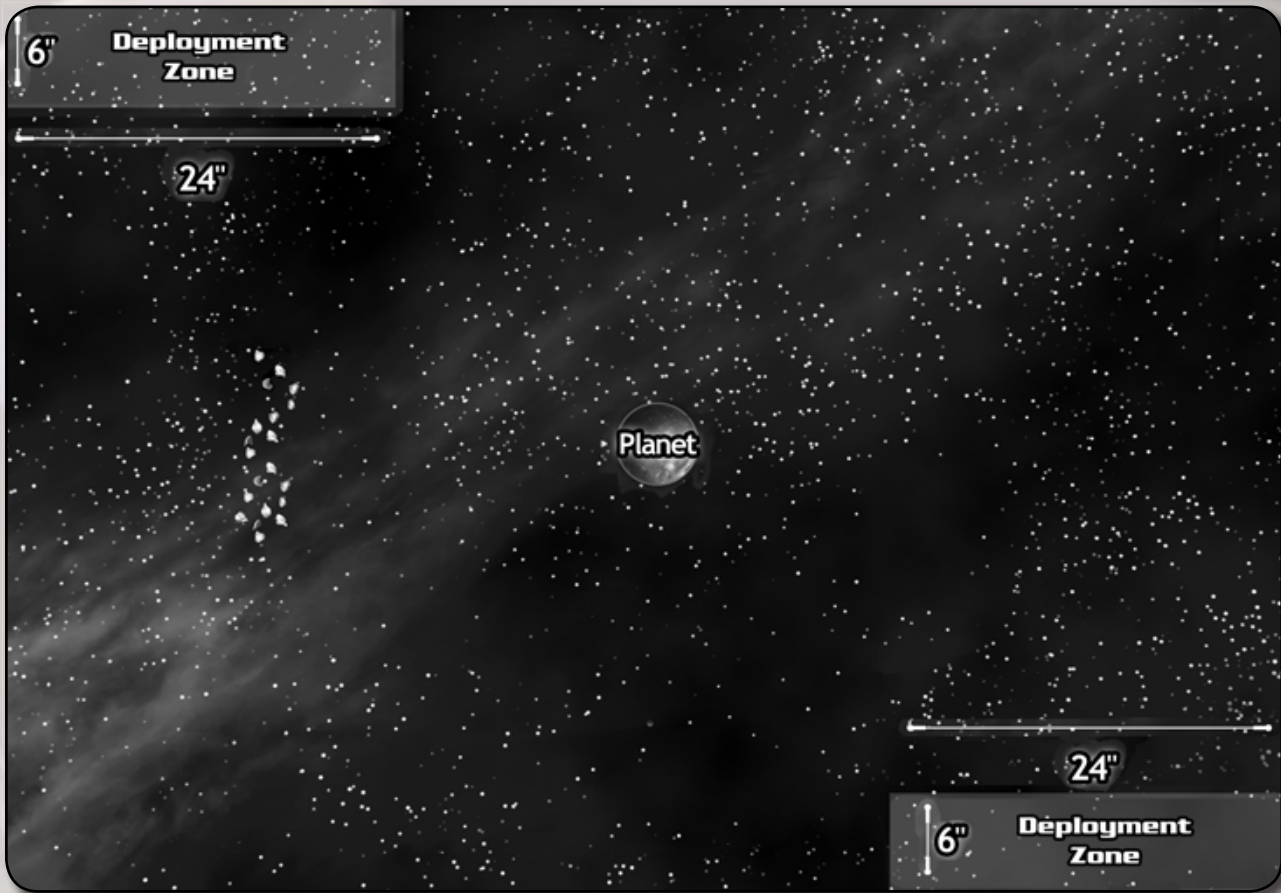
Aftermath

The decks on board the enemy ship were filled with a cacophony of the mad and deranged. The commandos managed to assassinate the admiral, who by this time had been mutated into a strange beast of incredible power, capable of blasting apart bulkheads by hurling raw energy generated within his own distorted body. Before detonating the enemy ship's reactors, the commandos broadcast a tight beam message to your fleet, relaying all the data they had acquired. Speculation began almost immediately that some mysterious form of Shadowtech was being kept and nurtured on the alien world but, lacking resources to finance such a high risk venture, your government merely classified the entire system Off Limits, and returned to the politicking of known space. You have resolved to, one day, return to the Rim and discover what is happening out there. One day…

CAMPAIGN OF TERROR

The current campaign system of A Call to Arms features huge clashes between empires, massive battle fleets preparing to go toe-to-toe with the latest technologies and the most fearsome weapons. While this is pretty exciting stuff, such clashes are not altogether common in the galaxy of Babylon 5 (though there was certainly a lot of action in the years covered by the TV series), and most conflicts are altogether of a lower key.

Campaigns of Terror depicts an altogether different type of confrontation, one where a small raiding force has entered a hostile system and is matched against a vastly superior force. Using their guile and skill, the invaders must disrupt the defender's operations as much as possible, before withdrawing with their forces more or less intact.

This type of campaign is perfect for players with a fleet of Raiders, but it can also be used to reflect the actions of a team of Rangers deep inside Centauri space, League forces in a system dominated by the Shadows, the Earth Alliance against the Minbari, or any one of a dozen other conflicts.

Waging a Campaign of Terror

This variation of the campaign rules is for two players. One will play as the invading force while the other plays the defender.

The goal of the Raiders is simply to amass as much wealth as possible before being forced out of the system. His opponent will be trying to eradicate all pirate activity from the system before too much damage is done to his shipping and trade. In order to do this, he will have to locate the Raider's hidden base and destroy it.

The Raiders Campaign follows all the normal rules for campaigns as detailed in the main rulebook. Where changes are necessary, they are listed below.

BEGINNING THE CAMPAIGN

The Raiders player must choose the type of system in which he is launching his attacks. This will determine what he has to achieve in order to win the campaign, and the type of forces he will be facing. The choices are listed below.

Frontier System: With just a small military presence, the pickings will be easy here, but slight.
Civilised: A perfect balance of risk against reward.
Core World: Only a brave or foolhardy Raiders captain would dare to launch a campaign against the core worlds of an empire.

There will be ten Strategic Targets in the system. One will automatically be a Settled World, as normal, while the others are generated randomly.

Once the system has been generated, the Raiders player secretly notes down one Strategic Target where his hidden base will be located. This may not be on a Settled World.

Defending Fleet

The defending fleet starts the game with 10 Fleet Allocation Points. These will be at Raid level in a Frontier system, Battle level in a Civilised system, and War level in a Core World. The defending player is free to make any choices from his fleet list as normal.

Raiders Fleet

The Raiders player starts with 1 Fleet Allocation Point at Raid level – yes, that is all! He might choose to have a powerful Battlewagon right at the beginning, or a couple of Strike Carriers, or maybe a Strike Carrier and some supporting fighters. Even this level of fleet represents an already successful Raiders captain.

FIGHTING THE RAIDERS

The defending player enjoys certain advantages in this campaign, beyond having a vastly superior fleet. This is, after all, his own system and he can count on the help and support of its inhabitants who are suffering from constant Raiders activity.

He begins the game automatically controlling the Settled World as a Strategic Target. At the end of every campaign turn, he will automatically claim ownership of one more Strategic Target. This represents his fleet's forward forces spreading throughout the system, seeking for any trace of Raiders activity and securing valuable strategic objectives. The Raiders are powerless to stop this and their opponent's domination of the entire system is inevitable, given time.

THE CAMPAIGN TURN

During the Raiders Campaign, the campaign turn proceeds as normal, but for the following changes.

Initiative

The Raiders player will automatically win the Initiative in the first turn, and every turn thereafter in which he has not lost a battle in the turn before. The Raiders fleet is small and fast, forced to live by the wits of its captain, and able to disappear before a major military force responds to distress calls.

If the Raiders player loses a battle, he will still gain a +2 bonus to his initiative in the next turn, so long as his secret base has not been discovered.

Select Targets

If the Raiders player wins the initiative, he may select any Strategic Target he wishes. This will be the main target for his pirating in this turn. He must also select one of the following tactics – these will determine the type of scenario played, and the opposition faced.

All-Out Assault: You own the system, and are determined to prove it! By pulling the lion's tail, you hope to teach the military that you are here to stay, and earn the highest profits.
Business as Usual: By selecting targets that promise high reward, you take risks, but not foolish ones.
Softly, Softly: Cautious to the maximum, you will avoid trouble where you can, picking only on the weakest of targets. Income will be lower, but you will likely meet far less trouble.

If the defending player wins the initiative, he selects one Strategic Target in order to locate the hidden Raiders base.

If he does not own this Strategic Target, he will discover the Raider's base (if, indeed, it is actually there!) by rolling one dice and scoring a 5 or 6. If he does own the Strategic Target, he need only roll a 4 or more. He may increase his chances of discovering the base by using one less Fleet Allocation Point in the next battle as he diverts more forces for the search. This will grant him a +1 bonus to the dice roll. If the defending player is successful in his search, consult the Raiders Secret Base section below.

Generate Scenario

All battles in a Campaign of Terror are fought at Raid level, and the Raiders player may always choose to use his entire fleet, though he is not required to do so.

The Fleet Allocation Points used by the defending player can vary greatly, depending on what tactics the Raiders player has chosen, and what type of system he is fighting in. Roll on the table below to determine how many Fleet Allocation Points the defending player may use, applying the appropriate modifiers.

2d6	Fleet Allocation Points
5 or less	1
6	2
7	3
8	4
9 or more	5

Frontier System	–2
Civilised System	+0
Core World	+2
All-Out Assault Tactics	+1
Business as Usual Tactics	+0
Softly, Softly Tactics	–1
Defender has three Strategic Targets	+1
Defender has six Strategic Targets	+2
Defender has nine Strategic Targets	+3

If the Raiders base has not been discovered, a scenario is generated using the tables below, again dependant on the tactics the Raiders player has chosen.

All-Out Assault

1d6	Scenario
1	Ambush
2	Annihilation
3	Assassination
4	Blockade
5	Call to Arms
6	Space Superiority

Business as Usual

1d6	Scenario
1	Ambush
2	Blockade
3	Convoy Duty
4	Flee to the Jump Gate
5	Recon Run
6	Supply Ships

Softly, Softly*

1d6	Scenario
1	Ambush
2	Assassination
3	Blockade
4	Convoy Duty
5	Convoy Duty
6	Rescue

*The Raiders player may adjust the dice roll by +1 or –1 after it has been rolled, giving him a choice of scenarios to play when using Softly, Softly tactics.

The scenarios are played as normal, with the following exceptions.

Ambush: The player with the initiative this turn will be the attacker. If the Raiders are the attacker, the defending player will also have six corporate freighters, which may be swapped out for different civilian ships, as normal.

Assassination: If All-Out Assault has been chosen, the Raiders will be the attacker, and the Raiders player may choose any ship in the defending player's fleet as a target – this ship must be used in the battle. If Softly, Softly tactics are chosen, then the defending player will be the attacker, though he may not force the Raiders player to use a specific ship.

Blockade: The defending player will be the blockader unless All-Out Assault has been chosen, in which case the Raiders will. If the Raiders are the blockaders, the defending player will also have six corporate freighters, which may be swapped out for different civilian ships, as normal.

Convoy Duty: The Raiders will always be the attacker in this scenario.

Flee to the Jump Gate: The Raiders will be the attacker in this scenario. In addition to his forces, the defending player will also have six corporate freighters, which may be swapped out for different civilian ships, as normal.

Recon Run: The Raiders player will be the attacker in this scenario.

Supply Ships: The Raiders player will be the attacker in this scenario.

Fight Battle

Once the scenario has been generated, the Raiders player may place Stellar Debris anywhere he wishes. He can place one piece of Stellar Debris in a Core World, two in a Civilised system, and three pieces in a Frontier system.

After that, the battle will be fought as normal. Neither side will capture the Strategic Target when the battle is over.

The Raiders player can never own any Strategic Targets. However, the defending player will automatically capture one new Strategic Target at the end of every turn, whether he wins or loses the battle. This represents his forward forces spreading throughout the system in an attempt to locate the Raiders secret base.

Ship Experience

Experience is handled as normal in a Campaign of Terror.

Repairs and Reinforcements

This is handled very differently in a Campaign of Terror. The defending fleet is dependent on its government for resupply, who will be slow to adapt to sudden changes (such as a horde of Raiders occupying the system). He will automatically receive 10 RR points a turn if the campaign takes place in a Frontier system, 15 RR points in a Civilised system and 20 RR points in a Core World.

The Raiders player will receive a number of RR points (each RR point representing around a million credits) depending on where the campaign takes place, what tactics were chosen, and what was accomplished during the turn.

Action	RR Points Gained
Playing in Frontier System	+1d6
Playing in Civilised System	+2d6
Playing in Core World	+3d6
Used Softly, Softly Tactics	+0
Used Business as Usual Tactics	+3
Used All-Out Assault Tactics	+5
Each Civilian Ship Destroyed	+ the ship's CFP
Each Civilian Ship Boarded	+ three times the ship's CFP
Each ship scanned in Recon Run	+1
Objective Captured in Rescue	+5
Target Destroyed in All-Out Assault Assassination	+12
Victory Achieved in Space Superiority	+8
Scenario was a Victory	x2 all RR points gained this turn

RR points can also be gained by scrapping ships – Raiders do this all the time, effectively recycling components and large portions of the hull that regular fleets would simply dispose of. The Raiders player gains the following RR points for scrapping ships. Fighter flights may never be scrapped in this way.

Priority Level of Ship	RR Points Gained
Patrol	1
Skirmish	2
Raid	4
Battle	6
War	10
Armageddon	20

The defending player may spend his RR points on Repairs, Recruiting and Reinforcements as normal. The Raiders player can spend his RR points in this way as well, but also gains the following options.

Refits: Raiders ships are often rigged with temporary repairs or have spare parts grafted on from completely different vessels. There are very few 'standard' ships in a Raiders fleet. Because of this, 5 RR points may be spent gaining an extra Refit roll.

Defence Satellites: The Raiders player may reinforce his secret base with defence satellites. These cost 5 RR points each, and a maximum of ten may be purchased. These are identical to the satellites shown on page 40 of the main rulebook.

Secret Base: RR points may also be spent on fitting new systems to the Raiders secret base. The Stealth 4+ trait may be purchased for 30 RR points, Fleet Carrier for +15 points, the Delta-Vs upgraded to Double-Vs or Delta-V2s for +10 points, Troops increased to 15 for +5 points, and the Hull may be increased to 5 for 20 RR points.

Boarding Ships

It should be noted that if a Raiders player boards an enemy ship and wins the scenario, then he may include that ship in his own fleet from that point on. It will need to be re-crewed (and no doubt repaired too), but this is a good way for a Raiders player to gain access to ships far more powerful than he might otherwise be able to use.

If the defending player boards and captures a Raiders ship, it will simply be impounded or destroyed.

THE RAIDERS SECRET BASE

Once the Raiders base has been located, the defending player may decide to attack it at any time he gains the initiative at the start of a campaign turn. The mission will be Assassination, with the Raiders as defenders and their secret base as the assassination target.

The Raiders player will place a planet in his deployment zone if the Strategic Target in which the base is located is a Dead World, or a moon if it is not. His base will be in its gravity well, accompanied by any Defence Satellites that have been purchased. The Raiders secret base is a Space Station, and has a Border Station core, which may be given Modules as normal.

VICTORY AND DEFEAT

Sooner or later, the player hunting for the Raiders will find their base and destroy it. At this point, the campaign ends, as the Raiders leave the system to pursue riches elsewhere.

The Raiders player may claim victory if he manages to either build his fleet up to ten Fleet Allocation Points worth of ships at Raid level, or if he manages to build his bank balance up to a total of 100 RR points.

If the Raiders player fails in any of these tasks, then victory belongs to the defending player.

OTHER FLEETS

A Campaign of Terror can be waged with fleets other than Raiders. It is certainly feasible to have a small Narn fleet invading Centauri territory with a series of hit and run attacks, operating in much the same way as Raiders do. The same could be true for any of the League worlds and even an Earth Alliance fleet (perhaps under Sheridan's command) deep in the Rim against the Shadows.

No changes are needed to the rules presented here, as they represent a fleet cut off from its main supply lines, and forced to live by its wits on meagre resources that are either flown into the system intermittently by its own government, or on what it can scavenge by its own activities.

SPACE STATIONS

This chapter introduces advanced rules for space stations, and is intended to replace the system introduced in the main rulebook. Space stations are massive constructs, floating in space to provide a safe port and dry dock for travellers and, sometimes, to be used as a giant fortress in the heart of a war zone. Bastions among the stars, space stations are vital to space travel and are at the heart of every government's interstellar policies.

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 (and you cannot 'activate' a space station in the Movement Phase in order to get an advantage in Initiative!). The exception to this is if the space station has the Planet Killer Module where it can be moved in the same way as any ship.

Using Space Stations

Before deploying a space station, it must be built! Very few are constructed to a 'standard' pattern or design, and those that are will frequently receive conversions and modifications to fit their mission environment. To reflect this, players purchase modules to build their own unique space station.

See the Building a Space Station section on p42 for more details.

Space Stations in Campaigns

Space stations may be constructed in campaigns in the same manner as ships – this can be either in the initial campaign roster or during the campaign. They will cost the same to build as ships of the same Priority Levels as the space station's Core (there is no longer

any tripling of a space station's cost, nor does the owning player lose 5 RR points every turn because he has a space station).

Once a Core has been purchased, specify in which Strategic Target it is being placed. It may never be moved from this location unless the space station has the Planet-Killer Module, and if the Strategic Target is captured by another player, the space station will be captured as well. If the space station has the Planet-Killer Module then it is treated like any other ship, and cannot be captured or used by enemy forces capturing the Strategic Target. Any hangars present on a captured station will immediately be filled with appropriate fighters from the capturing fleet – it does not get to use the fighters of its enemy! If an enemy module is unusable by the new fleet then it is automatically removed and the spare Hardpoints can be replaced with a module from the player's own list at a cost of 2 RR per Hardpoint.

Space stations possess the crew and resources to repair the heaviest damage inflicted upon them – the only requirement is time. At the end of every campaign turn, a space station will automatically be increased one damage threshold, gaining Damage points up to the next threshold, and any lost traits.

Space stations may never gain XP Dice.

Finally, the random Priority Level of scenarios involving Strategic Targets with space stations may now be modified as normal. If the random Priority Level is of equal or higher level than the space station present, the space station must be used in the battle *if* the Space Superiority, Call to Arms or Annihilation scenarios are rolled.

Launching Attacks

Space stations no longer have the Targets trait, and launch attacks as if they were ships. All weapon systems mounted on a space station will have the Turret fire arc.

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 following these special rules when attacked.

- Space stations take damage as normal but critical hits are rolled for on the Space Station Critical Hits table, and are automatically repaired in the End Phase of the turn after which they are inflicted.
- Space stations have far more personnel on board than warships, each of whom can readily cover one another's duties, from different parts of the station, if necessary. Space stations are always assumed to have a Crew Quality of 4, which may never be modified by any means.
- A space station never performs Damage Control.
- 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. If the space station is not captured by the enemy it may be repaired as normal for space stations.
- 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.

Boarding Actions

Once boarders have destroyed a space station's own Troops, they will have a chance to hit vital areas. However, space stations are much larger than ships, and may still have active defences present.

When all defending Troops have been destroyed, roll 1d6 for each attacking Troop as normal. On a 1, it succumbs to the station's Crew or defences. On a 6, a critical hit is dealt (roll on the table above). Rolls of 2-5 result in that many points of Damage being inflicted.

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 6, 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 in the main rulebook. 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

Space Station Critical Hits

D6	System	Damage	Effect
1	Reactor Fluctuation	–0	Must roll 4+ on 1d6 before firing each weapon
2	Launch Tubes Blocked	–1	Fighters cannot launch
3	Station-Keeping Thrusters Damaged	–1	Station moves adrift 1" towards nearest planet or table edge
4	Command & Control	–2	Lose 1 random trait
5	Weapon System Offline	–3	One random weapon system cannot fire
6	Reactor Explosion	–2d6	Lose 2 random traits

for space stations and while you can be sure that the station commander is indeed ordering the concentration of firepower and for blast doors to be closed – this has already been taken into account in the way the rules work for space stations.

Building a Space Station

With a wide variety of duties and roles a space station is expected to perform, each is unique in some way.

When deploying a space station in a force, a player must choose a basic Core, which defines how large the space station is, and what its expected capabilities will be. Each Core has a Hardpoints score, which limits the number of Modules which may be added to it.

After this, a player may continue to select a series of Modules, which will dramatically affect what the space station is capable of in battle. Habitation areas can be increased, providing sheer

bulk as governments vie to build the largest space station possible, while advanced weapons, sensor systems and hangars may be more suitable for installations placed on the borders of civilised space.

Cores have a Priority Level and are purchased as if each was a ship. Each type of Module uses a number of Hardpoints on a Core, and may be chosen more than once, unless stated otherwise, allowing players to stack their effects on a single Core.

Each Module will modify the Core in some way, raising its Damage scores and granting other bonuses. Many Modules are only available for certain fleets and may not be used by others, even as Allies.

Note that multiple Carrier traits on a space station will stack, as each hangar module is assumed to have its own entry and exit ports.

Space Station Cores

Each space station has a single Core, chosen from the following list:

Way Station   **Patrol**

A small space station, barely larger than many ships, the way station is designed to provide refuelling and basic repair facilities for vessels. They are often deployed around poorly inhabited worlds or within asteroid fields.

Hull: 4
Damage: 20/10/5
Troops: 4
Hardpoints: 3
Special Rules: Anti-Fighter 2, Immobile, Space Station

Colony Station   **Skirmish**

A common sight in the outlying systems of larger governments, the colony station is often deployed around worlds where living planetside is undesirable.

Hull: 4
Damage: 36/18/9
Troops: 8
Hardpoints: 5
Special Rules: Anti-Fighter 3, Immobile, Space Station

Border Station   **Raid**

Where one government borders another, these stations can usually be found. A combination of listening post and system fleet headquarters, a border station provides a ready rallying point for military vessels.

Hull: 4
Damage: 60/30/15
Troops: 15
Hardpoints: 9
Special Rules: Anti-Fighter 4, Immobile, Space Station

Battle Station   **Battle**

When war seems unavoidable, governments will plough vast resources into the creation of a battle station, an installation capable of not only withstanding a direct attack from an enemy fleet, but repelling firepower from frontline warships.

Hull: 4
Damage: 100/50/25

Space Stations

Troops: 30
Hardpoints: 15
Special Rules: Anti-Fighter 6, Immobile, Space Station

Star Fortress   **War**
Only the largest and wealthiest of governments could even conceive of such a leviathan, and even they are unlikely to deploy more than one. The centre of military activity for an entire race, a star fortress is practically impregnable.

Hull: 4
Damage: 180/90/45
Troops: 50
Hardpoints: 27
Special Rules: Anti-Fighter 8, Immobile, Space Station

Ancients Base (Vorlons and Shadows only)   **Armageddon**
With millennia to hone their machines of war, the Ancients have built some truly gargantuan space stations. Rarely seen, these machines of war are best avoided altogether by all other races.

Hull: 4
Damage: 300/150/75
Troops: 80
Hardpoints: 45
Special Rules: Anti-Fighter 12, Immobile, Space Station

Space Station Modules

The following Modules may be used by the space stations of any fleet.

Armour Module   **Varies**
Space stations intended for battle will often dedicate vital tonnage to armour plating, reinforced bulkheads and advanced damage control systems.

Each Armour Module will add +1 to the Hull of a Core, and add 25% (rounding down) to its starting Damage scores. The Hardpoints of the Armour Module will vary according to the Core it is being attached to:

Way Station – 2 Hardpoints
Colony Station – 3 Hardpoints
Border Station – 5 Hardpoints
Battle Station – 8 Hardpoints
Star Fortress – 13 Hardpoints
Ancients Base – 19 Hardpoints.

No more than two Armour Modules may be attached to a single Core.

Command Module   **4 Hardpoints**
While every space station will have its own bridge or C&C, this module adds advanced systems, acting as a force multiplier for any fleet in system.

Each Command Module will increase the Damage scores of the Core by +10/+5/+0. It will also add the Command +1, Fleet Carrier and Scout traits. Each extra Command Module will increase the Command trait by +1.

Habitation Module   **1 Hardpoint**
Excess living space in the void is an extravagance, and habitation areas consume a great deal of space and resources within a station.

Each Habitation Module will increase the Damage scores of the Core by +15/+10/+5.

MedBay Module   **1 Hardpoint**
All space stations will have some level of medical facilities, but a dedicated MedBay allows a much larger number of patients to be treated – vital during war.

Each MedBay Module will increase the Core's Damage scores by +5/+2/+0. During each campaign turn, five lost Crew may be replaced freely. These lost Crew may be spread between several different ships.

Military Academy Module   1 Hardpoint
The centre of excellence for the fleet, this space station has an academy where both officers and ratings can be trained to the highest standards required of them. During war, the academy will be busy with new recruits and experienced crew returning to learn how to operate the latest combat systems.

Each Military Academy Module will increase the Core's Damage scores by +5/+2/+0. During a campaign, one ship in every campaign turn may re-roll its XP Dice when attempting to increase its Crew Quality score.

Point Defence Module   1 Hardpoint
A space station cannot always rely on a friendly fleet close by for protection, and a series of concentrated point defence systems will ensure no enemies will consider an attack casually.

Each Point Defence Module will increase the Core's Anti-Fighter trait by +2 and if the station has the Interceptors trait then it is increased by +1.

Security Module   1 Hardpoint
Some space stations will have sophisticated security screens and customs bays, while others will simply have barracks. Whatever their intended roles, Security Modules increase the number of marines and soldiers on board, providing increased resistance to boarding attempts.

Each Security Module will add +5 Troops to a Core, and increase its Damage scores by +5/+2/+0.

Spacedock Module   3 Hardpoints
When heavy traffic is expected, space stations will sometimes be fitted with rudimentary repair facilities, allowing them to keep ships flying without the need for them to travel further.

Each Spacedock Module will increase the Core's Damage scores by +10/+5/+0. During each campaign turn, one ship may either remove its Crippled status freely or re-roll any Refits it receives for every Spacedock Module present. In addition, if two or more Spacedock Modules are built then the station automatically generates 1d6 RR Points each campaign turn, which must be spent on the construction of new ships in this turn, or be lost.

Traffic Protection Module   1 Hardpoint
As well as protecting itself, a space station under attack must give aid to ships in its traffic pattern, or risk losing vital supplies and trade.

A Traffic Protection Module will give the Core the Escort trait. It will also increase the Damage scores of the Core by +5/+2/+0. Only one Traffic Protection Module may be attached to a Core.

War Room Module   1 Hardpoint
A dedicated War Room allows an admiral to monitor the progress of battles across entire sectors. Packed full of communications relays and analysis systems, the War Room presents blow by blow accounts of the fighting as the results come in.

Each War Room Module will increase the Core's Damage scores by +5/+2/+0. A fleet that has a War Room on at least one if its space stations will receive a +1 bonus to its Initiative in each campaign turn (not during actual battles!). Only one War Room Module may be attached to a Core.

Abbai Matriarchy Modules

The following Modules may be used by the space stations of the Abbai Matriarchy.

Advanced Beam Module   8 Hardpoints
Using new technologies from the League, even heavier weapons can now be mounted.

Each Beam Module will add the following weapon system.

Weapon	Range	AD	Special
Graviton Beam	36	6	Beam, Slow-Loading, Triple Damage

Bolter Module   **3 Hardpoints**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Bolter Module will add the following weapon system.

Weapon	Range	AD	Special
Quad Bolters	18	6	AP, Double Damage, Twin-Linked

Combat Laser Module   **6 Hardpoints**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Combat Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Combat Laser	27	6	Beam, Precise

Disruptor Module   **1 Hardpoint**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Disruptor Module will add the following weapon system.

Weapon	Range	AD	Special
Comms Disruptor	21	4	Super AP

Hangar Module   **4 Hardpoints**

Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and ten flights of Kothas.

Interceptor Module   **4 Hardpoints**

Abbai stations make use of interceptor technology to provide them with an interceptor grid.

An Interceptor Module will add the Interceptors 10 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +10.

Launch Bay Module   **2 Hardpoints**

Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add four flights of Kothas.

Particle Array Module   **1 Hardpoint**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Particle Array Module will add the following weapon system.

Weapon	Range	AD	Special
Quad Particle Array	12	6	Twin-Linked

Shield Module   **4 Hardpoints**

Drawing upon vast reserves of power while maintained, this space station is wreathed in an energy field strong enough to deflect any bombardment, at least for a time.

Each Shield Module will increase the Core's Damage by +5/+2/+0. It will also add the Shields 10/1d6 trait. Each further Shield Module will add +10/+1d6 to this trait.

Brakiri Syndicracy Modules

The following Modules may be used by the space stations of the Brakiri Syndicracy.

Advanced Beam Module   **8 Hardpoints**
Using new technologies from the League, even heavier weapons can now be mounted.

Each Beam Module will add the following weapon system.

Weapon	Range	AD	Special
Graviton Beam	36	6	Beam, Slow-Loading, Triple Damage

Beam Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Beam Module will add the following weapon system.

Weapon	Range	AD	Special
Graviton Beam	27	6	Beam, Double Damage, Slow-Loading

Graviton Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Graviton Module will add the following weapon system.

Weapon	Range	AD	Special
Graviton Pulsar	18	5	AP

Hangar Module   **4 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and five flights of fighters (Falkosi or Pikatos).

Heavy Hangar Module   **7 Hardpoints**
With enlarged bays, this hangar conceals the lethal Riva super heavy fighter.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and six flights of Rivas.

Interceptor Module   **4 Hardpoints**
Brakiri stations make use of interceptor technology to provide them with an interceptor grid.

An Interceptor Module will add the Interceptors 10 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +10.

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add three flights of Falkosi.

Shifter Module   1 Hardpoint

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Shifter Module will add the following weapon system.

Weapon	Range	AD	Special
Graviton Shifter	18	—	Gravitic Shifter

Centauri Republic Modules

The following Modules may be used by the space stations of the Centauri Republic.

Advanced Hangar Module   7 Hardpoints

Containing the advanced Rutarians, the presence of these space superiority fighters on a space station will ensure its safety against almost any enemy.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of Rutarians.

Ballistic Torpedo Module   4 Hardpoints

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Ballistic Torpedo Module will add the following weapon system.

Weapon	Range	AD	Special
Ballistic Torpedo Rack	45	3	Double Damage, Precise, Slow-Loading, Super AP

Battle Laser Module   6 Hardpoints

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Battle Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Battle Laser	27	6	Beam, Precise

Guardian Array Module   3 Hardpoints

Centauri stations make use of their advanced interceptor technology to provide them with an interceptor grid.

A Guardian Array Module will add the Interceptors 5 and Escort traits to the Core. Each additional Guardian Array Module will increase the Core's Interceptors trait by +5.

Hangar Module   4 Hardpoints

Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Raziks or Sentris).

Ion Cannon Module   1 Hardpoint

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Ion Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Ion Cannon	18	3	Double Damage, Twin-Linked

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Raziks or Sentris).

Matter Cannon Module   **2 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Matter Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Matter Cannon	21	5	AP, Double Damage

Dilgar Imperium Modules

The following Modules may be used by the space stations of the Dilgar Imperium.

Hangar Module   **4 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Thorun Dartfighters or Torpedofighters).

Heavy Bolter Module   **3 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Heavy Bolter Module will add the following weapon system.

Weapon	Range	AD	Special
Heavy Bolters	22	5	AP, Double Damage

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Thorun Dartfighters or Torpedofighters).

Missile Rack Module   **4 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Missile Rack Module will add the following weapon system.

Weapon	Range	AD	Special
Advanced Anti-Ship Missiles	42	5	AP, Slow-Loading, Triple Damage

Pulsar Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulsar Module will add the following weapon system.

Weapon	Range	AD	Special
Pulsars	15	6	

Drakh Modules

The following Modules may be used by the space stations of the Drakh.

Gravitic Energy Grid Module   3 Hardpoints
Drawing energy from advanced power sources, this module projects a Gravitic energy grid across the entire station, providing an effective defence.

Each Gravitic Energy Grid Module will increase the Core's Damage by +5/+2/+0. It will also add the Gravitic Energy Grid 1 trait. Each further Gravitic Energy Grid will add +1 to the Gravitic Energy Grid trait, but only a maximum of four such modules may be attached to a single core.

Hangar Module   7 Hardpoints
Drakh hangars are very different from those of other races, able to carry entire warships within their cavernous maws.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Huge Hangar 2 trait, and two Light Raiders, Heavy Raiders or Scouts.

Neutron Cannon Module   6 Hardpoints
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Neutron Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Neutron Cannon	36	3	Beam, Double Damage, Precise

Pulse Cannon Module   2 Hardpoints
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulse Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Pulse Cannon	15	7	AP, Twin-Linked

Drazi Freehold Modules

The following Modules may be used by the space stations of the Drazi Freehold.

Barracks Module   2 Hardpoints
The Drazi are noted for their propensity for deploying entire armies on their space stations, and many include small craft to launch boarding actions against stricken enemy ships that veer too close.

Each Barracks Module will add +12 Troops to a Core, give it 2 Breaching Pods, and increase its Damage scores by +10/+5/+0.

Hangar Module   4 Hardpoints
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 6 trait, and six flights of Star Snakes.

Heavy Hangar Module   7 Hardpoints
With enlarged bays, this hangar conceals the lethal Sky Serpent super heavy fighter.

Each Heavy Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and six flights of Sky Serpents, each capable of being launched with Sky Hook Catapults.

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add three flights of Star Snakes.

Missile Rack Module   **5 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Missile Rack Module will add the following weapon system.

Weapon	Range	AD	Special
Missile Racks	45	5	Precise, Slow-Loading, Super AP

Repeater Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Repeater Module will add the following weapon system.

Weapon	Range	AD	Special
Particle Repeater	15	5	Twin-Linked

Solar Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Solar Module will add the following weapon system.

Weapon	Range	AD	Special
Solar Cannon	27	5	Beam, Slow-Loading, Triple Damage

Earth Alliance and Psi Corps Modules

The following Modules may be used by the space stations of the Earth Alliance and Psi Corps.

Advanced Hangar Module (Crusade Era and Psi Corps only)   **7 Hardpoints**
Containing the advanced Firebolts, the presence of these space superiority fighters on a space station will ensure its safety against almost any enemy.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of Firebolt Starfuries. A Psi Corps space station may instead use Black Omega Starfury flights rather than Firebolts.

Battle Teeps Module (Psi Corps only)   **1 Hardpoint**
A highly specialised module, filled with meditation rooms and psychically tuned aesthetics, specially trained telepaths work here, binding their minds together to launch devastating attacks on enemy vessels.

Each Battle Teeps Module will increase the Core's Damage by +5/+2/+0. For every Battle Teeps Module, one enemy ship within 15" of the space station may be selected in every Movement Phase. That ship will be unable to take any Special Actions in that turn. However, if a Shadow vessel moves within 6" of the space station, roll a dice. On a 4 or more, one Battle Teeps Module will cease to function.

Hangar Module (Dawn of the Third Age Era/Crusade Eras only) 4 Hardpoints
Sometimes called Cobra Bays, these modules give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Aurora, Badger or Thunderbolt Starfuries).

Hangar Module (Early Years Era only)   **4 Hardpoints**
Sometimes called Cobra Bays, these modules give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and five flights of fighters (Nova or Tiger Starfuries).

Heavy Laser Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Heavy Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Heavy Laser Cannon	45	4	Beam, Double Damage

Heavy Pulse Cannon Module   **2 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Heavy Pulse Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Heavy Pulse Cannon	18	9	Twin-Linked

Interceptor Module   **2 Hardpoints**
Masters of intercepting incoming enemy fire, Earth Alliance stations have some of the tightest defence grids in the galaxy.

An Interceptor Module will add the Interceptors 5 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +5.

Launch Bay Module (Dawn of the Third Age/Crusade Eras only)   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Aurora, Badger or Thunderbolt Starfuries).

Launch Bay Module (Early Years Era only)   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Nova or Tiger Starfuries).

Missile Rack Module   **5 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Missile Rack Module will add the following weapon system. Note that missile variants may be taken as normal, and each will increase its normal Range by +50%.

Weapon	Range	AD	Special
Missile Racks	45	5	Precise, Slow-Loading, Super AP

Pulse Cannon Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulse Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked

Gaim Intelligence Modules

The following Modules may be used by the space stations of the Gaim Intelligence.

Breeding Module   **1 Hardpoint**
Filled with rank upon rank of breeding chambers, this module allows the Gaim to replace hideous losses in battle very quickly.

Each Breeding Module will increase the Core's Damage by +5/+2/+0. In a campaign, the Gaim will be able to completely replace up to 25 Crew lost on a single ship freely, for no RR points.

Drone Module   **2 Hardpoints**
Gaim space stations are often packed with drones that make assaulting them a very daunting prospect.

Each Drone Module will add +12 Troops to a Core, give it 2 Breaching Pods, and increase its Damage scores by +10/+5/+0.

Hangar Module   **4 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 6 trait, and six flights of Klikkitas.

Interceptor Module   **4 Hardpoints**
Gaim stations make use of interceptor technology to provide them with an interceptor grid.

An Interceptor Module will add the Interceptors 10 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +10.

Laser Module   **2 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Gatling Laser	15	4	Beam

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add three flights of Klikkitas.

Photon Bomb Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Photon Bomb Module will add the following weapon system.

Weapon	Range	AD	Special
Photon Bomb	45	8	AP, Energy Mine, Double Damage, Slow-Loading

Royal Module   **4 Hardpoints**
Housing a Grand Queen, the presence of a Royal Module demonstrates the importance the Gaim place on such a space station.

Each Royal Module will increase the Core's Damage by +30/+15/+5. The space station will count as a Queen ship in every way.

Space Stations

Interstellar Alliance Modules

The following Modules may be used by the space stations of the Interstellar Alliance.

Advanced Hangar Module   **7 Hardpoints**
Containing advanced fighters, the presence of these craft on a space station will ensure its safety against almost any enemy.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Nials, Shials or White Star Fighters).

Advanced Neutron Laser Module   **9 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Advanced Neutron Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Advanced Neutron Laser	52	3	Beam, Precise, Triple Damage

Fusion Cannon Module   **3 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Fusion Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Fusion Cannon	27	8	Mini-Beam

Hangar Module   **4 Hardpoints**
Sometimes called Cobra Bays, these modules give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Aurora or Thunderbolt Starfuries).

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Flyers, Aurora or Thunderbolt Starfuries).

Neutron Laser Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Neutron Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Neutron Laser	36	3	Beam, Double Damage, Precise

Pulse Cannon Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulse Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked

Minbari Federation Modules

The following Modules may be used by the space stations of the Minbari Federation.

Advanced Neutron Laser Module   **9 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Advanced Neutron Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Advanced Neutron Laser	52	3	Beam, Precise, Triple Damage

Advanced Point Defence Module   **1 Hardpoint**
A space station cannot always rely on a friendly fleet close by for protection, and a series of concentrated point defence systems will ensure no enemies will consider an attack casually.

Each Advanced Point Defence Module will change the Core's Anti-Fighter trait to Advanced Anti-Fighter, and increase it by +2. It will also increase the Damage scores of the Core by +5/+2/+0, but it will remove all Interceptors from the Core.

Fusion Cannon Module   **3 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Fusion Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Fusion Cannon	27	8	Mini-Beam

Hangar Module   **7 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of fighters (Nials or Tishats).

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of Flyers.

Neutron Laser Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Neutron Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Neutron Laser	36	3	Beam, Double Damage, Precise

Stealth Module   **Varies**
A masterpiece of Minbari engineering, the active systems in this module can make the entire space station disappear from sensors.

A Stealth Module will add the Stealth 4+ trait. A second Stealth Module will increase this to Stealth 5+.

The first Stealth Module will subtract 25% (rounding down) from its starting Damage scores of the Core but subsequent modules will not have any further effect on the Damage scores. The Hardpoints of the Stealth Module will vary according to the Core it is being attached to:

Way Station   1 Hardpoint
Colony Station   1 Hardpoints
Border Station   2 Hardpoints
Battle Station   3 Hardpoints
Star Fortress   5 Hardpoints.

No more than two Armour Modules may be attached to a single Core.

Narn Regime Modules

The following Modules may be used by the space stations of the Narn Regime.

Barracks Module   **2 Hardpoints**
The Narn are noted for their propensity for deploying entire armies on their space stations, and many include small craft to launch
boarding actions against stricken enemy ships that veer too close.

Each Barracks Module will add +12 Troops to a Core, give it 2 Breaching Pods, and increase its Damage scores by +10/+5/+0.

Energy Mine Module   **4 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Energy Mine Module will add the following weapon system.

Weapon	Range	AD	Special
Energy Mine	45	4	AP, Energy Mine, Slow-Loading, Triple Damage

Hangar Module   **4 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and five flights of fighters
(Frazis or Goriths).

Hardened Module   **2 Hardpoints**
The Narn build tough space stations, able to weather the heaviest damage.

Each Hardened Module will increase the Damage scores of the Core by +25/+10/+5.

Heavy Laser Module   **6 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Heavy Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Heavy Laser Cannon	36	4	Beam, Double Damage

Ion Cannon Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Ion Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Light Ion Cannon	12	6	Twin-Linked

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add two flights of fighters (Frazis or Goriths).

Torpedo Module   **3 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Torpedo Module will add the following weapon system.

Weapon	Range	AD	Special
Ion Torpedo	45	3	Precise, Super AP

pak'ma'ra Modules

The following Modules may be used by the space stations of the pak'ma'ra.

Heavy Hangar Module   **7 Hardpoints**
With enlarged bays, this hangar conceals the lethal Porfatis system patrol boat.

Each Heavy Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and six flights of Porfatis.

Interceptor Module   **4 Hardpoints**
pak'ma'ra stations make use of interceptor technology to provide them with an interceptor grid.

An Interceptor Module will add the Interceptors 10 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +10.

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add one flight of Porfatis.

Plasma Module   **2 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Plasma Module will add the following weapon system.

Weapon	Range	AD	Special
Heavy Plasma Cannon	21	5	AP, Double Damage

Light Plasma Module   **1 Hardpoint**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Light Plasma Module will add the following weapon system.

Weapon	Range	AD	Special
Plasma Cannon	15	5	AP

Torpedo Module   **3 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Torpedo Module will add the following weapon system.

Weapon	Range	AD	Special
Plasma Torpedo	36	5	AP, Slow-Loading, Triple Damage

Raiders Modules

The following Modules may be used by the space stations of the Raiders.

Advanced Hangar Module   7 Hardpoints
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Advanced Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and ten flights of fighters (Delta-V2 or Double-V).

Hangar Module   4 Hardpoints
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 5 trait, and ten flights of Delta-V fighters.

Interceptor Module   4 Hardpoints
Raiders stations make use of purchased technology to provide them with an interceptor grid.

An Interceptor Module will add the Interceptors 10 trait to the Core. Each additional interceptor module will increase the Core's Interceptors trait by +10.

Laser Module   5 Hardpoints
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Laser Module will add the following weapon system.

Weapon	Range	AD	Special
Laser Cannon	30	4	Beam, Double Damage

Launch Bay Module   2 Hardpoints
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add four flights of Delta-V fighters.

Pulse Cannon Module   1 Hardpoint
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulse Cannon Module will add the following weapon system.

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked

Shadows Modules

Shadow space stations differ from their normal ships in that they cannot be pinned by beam weapons, cannot be telepathically disrupted and cannot merge with other ships.

The following Modules may be used by the space stations of the Shadows.

Bio-Tech Module   **4 Hardpoints**

Despite being able to act as normal space stations, Shadow bases are built using bio-technology, making them the most advanced in the galaxy.

Each Bio-Tech Module will increase the Damage scores of the Core by +10/+5/+0, and gives it the Self-Repairing 1d6 trait. Every extra Bio-Tech Module increases the Self-Repairing trait by +2d6.

Hangar Module   **7 Hardpoints**

Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 4 trait, and four flights of Shadow fighters. These may be launched as if from a Fighter Dispersal Tube.

Launch Bay Module   **2 Hardpoints**

Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add one flight of Shadow fighters.

Planet-Killer Module   **16 Hardpoints**

One of the largest constructions ever built, a planet-killer can literally tear planets to pieces. Shadow designs indicate a network of different nodes, each containing weaponry capable of fragmenting the crust of a planet.

Each Planet-Killer Module will increase the Core's Damage by +60/+30/+15, increase the Hull value by +1, remove the Immobile trait and give it Speed 3, Turns 1/45 along with the Lumbering trait. It will also add the following weapon system.

Weapon	Range	AD	Special
Planet-Killer Missiles*	6	20	Quad Damage, Super AP

* If fired on a moon with a total of 20AD then the target will for all intents and purposes be destroyed. If fired on a rocky planet with a total of 40AD, then the target will be destroyed. If fired on a gas giant with a total of 80AD, then the target will be destroyed. Remove any moon from a campaign and treat the planet as a lifeless world.

Pulse Module   **2 Hardpoints**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Pulse Module will add the following weapon system.

Weapon	Range	AD	Special
Phasing Pulse Cannon	12	4	Accurate, Double Damage, Super AP

Shield Module   **6 Hardpoints**

Drawing upon vast reserves of power while maintained, this space station is wreathed in an energy field strong enough to deflect any bombardment, at least for a time.

Each Shield Module will increase the Core's Damage by +5/+2/+0. It will also add the Shields 20/1d6 trait. Each further Shield Module will add +10/+1d6 to this trait.

Slicer Module   **8 Hardpoints**

Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Slicer Module will add the following weapon system.

Weapon	Range	AD	Special
Moleculer Slicer Beam	36	3	Beam, Precise, Triple Damage

Vorlon Empire Modules

The following Modules may be used by the space stations of the Vorlon Empire.

Advanced Point Defence Module   **1 Hardpoint**
A space station cannot always rely on a friendly fleet close by for protection, and a series of concentrated point defence systems will ensure no enemies will consider an attack casually.

Each Advanced Point Defence Module will change the Core's Anti-Fighter trait to Advanced Anti-Fighter, and increase it by +2. It will also increase the Damage scores of the Core by +5/+2/+0, but it will remove all Interceptors from the Core.

Bio-Tech Module   **4 Hardpoints**
Despite being able to act as normal space stations, Vorlon installations are built using bio-technology, making them the most advanced in the galaxy.

Each Bio-Tech Module will increase the Damage scores of the Core by +10/+5/+0, and gives it the Self-Repairing 1d6 trait. Every extra Bio-Tech Module increases the Self-Repairing trait by +2d6.

Hangar Module   **7 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 6 trait, and six flights of Vorlon fighters.

Heavy Lightning Module   **8 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Heavy Lightning Module will add the following weapon system.

Weapon	Range	AD	Special
Super Lightning Cannon	45	2	Beam, Precise, Quad Damage

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add one flight of Vorlon fighters.

Lightning Module   **4 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Lightning Module will add the following weapon system.

Weapon	Range	AD	Special
Discharge Gun	27	2	Beam, Double Damage, Precise

Organic Armour Module   **4 Hardpoints**
Vorlons make extensive use of their most advanced technology – organic structures. When armoured with an organic skin, the armour can learn from previous attacks and adapt to future ones.

Each Organic Armour Module will halve the Core's starting damage and will gain the Adaptive Armour trait. It will also increase the Damage scores of the Core by +10/+5/+0.

Planet-Killer Module   **16 Hardpoints**
One of the largest constructions ever built, a planet-killer can literally tear planets to pieces. Vorlon designs are for a mammoth ship, built around a single main beam that is capable of cracking a planet in two.

Each Planet-Killer Module will increase the Core's Damage by +30/+15/+7, remove the Immobile trait and give it Speed 5, Turns 1/45 along with the Lumbering trait. It will also add the following weapon system.

Weapon	Arc	Range	AD	Special
Planet-Killer Beam*	B	18	5	Beam, Precise, Quad Damage

*If fired on a moon with a total of 5AD then the target will for all intents and purposes be destroyed. If fired on a rocky planet with a total of 10AD then the target will for all intents and purposes be destroyed. If fired on a gas giant with a total of 15AD then the target will for all intents and purposes be destroyed. Remove any destroyed moon or planet from a campaign and replace it with an asteroid field (during the game in which it is destroyed, leave it in place as the debris has not had time to scatter yet).

Vree Conglomerate Modules

The following Modules may be used by the space stations of the Vree Conglomerate.

Antimatter Module   **2 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Antimatter Module will add the following weapon system.

Weapon	Range	AD	Special
Antimatter Shredder	15	5	Double Damage, Twin-Linked

Hangar Module   **4 Hardpoints**
Complete with rapid deployment systems, hangars give a space station its own wing of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will also add the Carrier 3 trait, and three flights of fighters (Tzymm or Zorth).

Launch Bay Module   **2 Hardpoints**
Launch bays give a space station access to a limited number of fighters.

Each Hangar Module will increase the Core's Damage by +5/+2/+0. It will add one flight of fighters (Tzymm or Zorth).

Torpedo Module   **4 Hardpoints**
Mounting rows of weapon batteries, a fortified space station can be a terrible enemy.

Each Torpedo Module will add the following weapon system.

Weapon	Range	AD	Special
Antimatter Torpedo	36	2	Precise, Slow-Loading, Super AP, Triple Damage

Example – Babylon 5 Diplomatic Station

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.

This is a fair depiction of Babylon 5, pre-upgrade, using this system.

Babylon 5 Diplomatic Station

Battle Station – 15 Hardpoints available
        One Hangar Module – 4 Hardpoints
            Security Module – 1 Hardpoint
                Command Module – 4 Hardpoints
                    Two Habitation Modules – 2 Hardpoints
                        One Interceptor – 2 Hardpoints
                            Two Pulse Cannon Modules – 2 Hardpoints

Space Stations

Hull: 4
Damage: 150/79/35
Troops: 35
Hardpoints: 15
Fighters: 4 flights of Aurora Starfuries
Special Rules: Anti-Fighter 6, Carrier 4, Command, Fleet Carrier, Immobile, Interceptors 5, Scout, Space Station

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked
Medium Pulse Cannon	15	5	Twin-Linked

Example – Babylon 5 Battle Station

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.

This is a fair depiction of Babylon, after its upgrade.

Babylon 5 Battle Station
Star Fortress – 27 Hardpoints available
Two Hangar Modules – 8 Hardpoints
Security Module – 1 Hardpoint
Command Module – 4 Hardpoints
Two Habitation Modules – 2 Hardpoints
Two Interceptor Modules – 4 Hardpoints
One Medbay Module – 1 Hardpoint
Two Pulse Cannon Modules – 2 Hardpoints
Two Heavy Pulse Cannon Modules – 4 Hardpoints
War Room Module – 1 Hardpoint

Hull: 4
Damage: 245/125/55
Troops: 55
Hardpoints: 27
Fighters: 4 flights of Aurora Starfuries, 4 flights of Thunderbolt Starfuries
Special Rules: Anti-Fighter 8, Carrier 8, Command +1, Fleet Carrier, Immobile, Interceptors 10, Scout, Space Station

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked
Medium Pulse Cannon	15	5	Twin-Linked
Heavy Pulse Cannon	18	9	Twin-Linked
Heavy Pulse Cannon	18	9	Twin-Linked

Example – Orion Space Station

Rotating to provide gravity to the thousands of crewmen on board who keep the station's systems running, the Orion is a standard design of orbital installation found in many Earth Alliance territories. Many Orions in space today are relatively new constructions, taking advantage of more recent technology as most of the original designs were destroyed in the first attacks of the Earth/Minbari War.

This is a typical variant of the Orion-class of space stations.

Orion Space Station

Border Station – 9 Hardpoints available
One Habitation Module – 1 Hardpoint
One Interceptor Module – 2 Hardpoints
One Pulse Cannon Modules – 1 Hardpoint
One Missile Rack Module – 5 Hardpoints

Hull: 4
Damage: 75/40/20
Troops: 15
Hardpoints: 9
Special Rules: Anti-Fighter 4, Immobile, Interceptors 5, Space Station

Weapon	Range	AD	Special
Medium Pulse Cannon	15	5	Twin-Linked
Missile Rack	45	5	Precise, Slow-Loading, Super AP

Shadow Planet-Killer

Speed: 3
Turns: 1/45
Hull: 6
Damage: 450/224/108
Troops: 80
Hardpoints: 45
Special Rules: Anti-Fighter 12, Lumbering, Self-Repair 1d6, Shields 20/1d6, Space Station

Weapon	Range	AD	Special
Planet-Killer Missiles*	6	20	Quad Damage, Super AP

Vorlon Planet-Killer

Speed: 5
Turns: 1/45
Hull: 5
Damage: 237/118/53
Troops: 80
Hardpoints: 45
Special Rules: Adaptive Armour, Anti-Fighter 12, Lumbering, Self-Repair 1d6, Space Station

Weapon	Arc	Range	AD	Special
Planet-Killer Beam*	B	18	5	Beam, Precise, Quad Damage

Unique Admirals

UNIQUE ADMIRALS

The right person in the right place at the right time can make all the difference between victory and defeat. Throughout the wars across the galaxy, heroes have arisen to lead their people to a new dawn. These are just a few of the most famous.

GENERAL LEFCOURT

A veteran EarthForce commander, Lefcourt served during the Earth/Minbari war, the civil war and beyond. It was under General Lefcourt's authority that the ill-fated *Prometheus* was despatched on its mission to Minbari space. As the war went bad for Earth, Lefcourt called upon his captains for a victory, and it was only his former academy pupil, John Sheridan, who managed to give Earth hope. It was precisely because he had taught Sheridan that Lefcourt was called upon to defend Earth against the Army of Light. Never one to turn against the chain of command, Lefcourt took arms against his former pupil but was outfoxed in a manoeuvre that has now become standard textbook reading for EarthForce personnel.

Lefcourt in Battle

An Earth Alliance ship (from any era) with Lefcourt as its commander has the following benefits in battle.

Inspired Command: So long as Lefcourt'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. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

Legendary Tactician: Having studied and taught space combat tactics during his entire career, there is little that surprises Lefcourt, 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.

Operational Control: Skilled at watching the ebb and flow of battle, Lefcourt 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".

Know Your Enemy: General Lefcourt believes that knowing how the enemy commander thinks is critical to winning a battle. If a fleet that includes General Lefcourt is fighting against a fleet that incorporates an Admiral, the Earth Alliance player may select one Admiral Trait possessed by the opposing Admiral. That Trait may not be used for the duration of the battle.

General Lefcourt may be used with any Earth Alliance fleet.

When placed in a ship, General Lefcourt 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.

General Lefcourt may be placed in one of the following ships.

Earth Alliance (Early Years)

Hyperion-class heavy cruiser
Hyperion-class command cruiser
Nova-class dreadnaught
Orestes-class battleship

Earth Alliance (Dawn of the Third Age & Crusade Era)

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

DELENN

Satai Delenn – ambassador, member of the Grey Council, chosen of Dukhat, Ranger One, First Lady of the Interstellar Alliance. In many ways, Delenn's career is more impressive than that of her husband, John Sheridan. While she remains a diplomat, she knows that there comes a time when peace fails and battle must be joined. When she enters that battle, she is a ferocious fighter, an iron fist in a velvet glove.

Delenn in battle

A Minbari or ISA ship with Delenn as its commander gains the following benefits in battle.

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

Revered Leader: Delenn is greatly admired throughout the Minbari Federation and by the Rangers and crew serving with her will redouble their efforts to fulfil her orders. Delenn's ship may re-roll any failed Crew Quality checks it is called on to make.

'Kill them. Kill them All!': A younger, less wise, Delenn showed no mercy to her enemies. Whenever a ship in the Minbari fleet reduces an enemy ship to Skeleton Crewed, it may immediately fire any one weapon system again at it. This does not apply if Delenn is in an ISA fleet.

'If you value your lives, be somewhere else.' Delenn's skill as a diplomat gives her words power. She has been known to order entire fleets to back down. When performing the Special Action Stand Down and Prepare to be Boarded!, Delenn's ship gains a +1 bonus to the Crew Quality check.

Delenn may be used with a Minbari fleet in any game set before 2262. In scenarios set thereafter, she may only be used in an ISA fleet. She may, however, be used in an ISA fleet in the years 2260-61 so long as only White Stars and White Star IIs are present, representing her use of the White Star fleet against the Shadows, Vorlons and Drakh.

When placed in a ship, Delenn 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.

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

Minbari Federation

Sharlin-class war cruiser

Interstellar Alliance

White Star
White Star II
Tara'Lin-class command war cruiser

SUSAN IVANOVA

Lieutenant Commander Susan Ivanova was posted to Babylon 5 in 2258. As second in command, she kept the station running smoothly throughout the Shadow War and during its independence from Earth. She led the White Star fleet into battle against Clark's Shadow Omegas and triumphed. After the civil war she was promoted to captain and given command of an advanced Warlock destroyer, the *Titan*. In 2281, General Ivanova took on the role of Ranger One.

Ivanova in Battle

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

Command: So long as Ivanova'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.

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

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

'Daughter of Andre and Sophie Ivanov': Susan Ivanova blames the Psi Corps for her mother's death. When fighting against a Psi Corps fleet, Ivanova's ship may double the Attack Dice of one weapon for one attack, once during the battle.

'Boom. Sooner or later. Boom!': If Ivanova's ship reduces an enemy ship to below 0 damage, a +4 bonus may be added to the roll on the Damage Table.

'God sent me…': Ivanova is a ferocious commander and shows no mercy to her enemies. Whenever Ivanova's ship Cripples an enemy, it may immediately fire any one weapon system again at the original target.

Ivanova may be used with an Earth Alliance fleet in any game set between 2259 and 2281. She may

also be used in an ISA fleet in the years 2260-61, representing its use of the White Star fleet against the Shadows, Vorlons and President Clark. After 2281, she may only be placed in an ISA fleet.

When placed in a ship, Ivanova 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.

Ivanova may be placed in one of the following ships.

Earth Alliance

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

Interstellar Alliance

White Star
White Star II
White Star Gunship
Victory-class destroyer

SHIP-MOTHER KALIKA QWAL'MIZRA

Originally one of the Abbai ambassadors to Babylon 5, Kalika was not very influential amongst the other league races but well respected for her negotiation skills. She was the lead delegate of the League during the Deathwalker crisis.

After the failure to resolve this satisfactorily, Kalika was recalled to serve as a Ship-Mother in the Abbai fleet. Here Kalika served with distinction, defusing many disputes that may have erupted into violence. This all changed when the Drakh infected Earth. The fury that erupted through the Abbai after this callous act resulted in the construction of the Juyaca-class, and Kalika was given command of the maiden vessel *Juyaie*. This type of holy war was unnatural for the Abbai, even in defence of peace and unsurprisingly it scarred many.

A ship using Ship-Mother Kalika Qwal'mizra has the following benefits:

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

Masters of Destruction: Kalika and her crew have gained a level of aggression unseen in Abbai, tearing apart vessels that threaten innocent life. Any hits from quad bolter arrays which score a critical hit triples its damage, exactly as if the weapon had the Triple damage trait. All other hits are resolved normally.

Shield Experts: During the holy war Kalika enlisted some of the top shield engineers in the Abbai fleet to work on her vessel. Kalika's ship may roll an additional 1d6 on all shield regeneration rolls.

Ship-Mother Kalika Qwal'mizra may only be placed on the *Juyaie* – a Juyaca-class dreadnought. She will raise the priority level of this ship, making it Armageddon level.

ADMIRAL FH'TAGN

Admiral Fh'tagn is every bit a pak'ma'ra – slow, methodical and not generally prone to violence. However, enemy admirals should not be fooled by his plodding demeanour, for when roused he can be a formidable foe, as one of the pak'ma'ras top military minds (perhaps their only true military mind) he was responsible for leading fleets defending the pak'ma'ra space during the Dilgar war.

A pak'ma'ra ship with Fh'tagn as its commander gains the following benefits in battle.

Master Salvager: Fh'tagn's ship gains triple Victory Points for any ship it captures rather than the usual double. In addition, during a campaign, the pak'ma'ra will gain +5 extra RR points for scavenging enemy ships (see pak'ma'ra scavenger rules in Fleet Lists book).

Expert Plasma Manipulator: Fh'tagn constantly trains his gunners to defend convoys from raiders even when not operating in a squadron with other pak'ma'ra vessels. Fh'tagn's vessel may create plasma webs using just its own weapons, halving Attack Dice as normal.

They're Actually Attacking?!?!?: Most other races are used to the pak'ma'ra responding slowly to attacks but Fh'tagn's quick responses have often thrown the enemy into confusion. During setup and in the first turn of any game with Fh'tagn on the table, the pak'ma'ra fleet counts as having +3 Initiative (before any modifiers) instead of –3.

Admiral Fh'tagn can only be placed on a Pshul'shi Convoy Guardian and raises its priority level to Armageddon.

OPTIONAL RULES

Throughout the years A Call to Arms has been available, fans have been tweaking and testing their own house rules – and even the game's own designers have been known to try a new thing or two!

This chapter collates some of the best rules variants we have seen, from our forums, meeting and chatting to players at tournaments and events, and from Mongoose's own A Call to Arms archives. You should always agree with your opponent before using any of these rules, but we encourage you to give them a try at least once. You never know, you might find a whole new dimension to the game!

BEAM WEAPONS

Beam weapons are immensely powerful, but often unpredictable – just the way we like them in our games of A Call to Arms. On average, they will do a serious amount of damage compared to other weapons but, on occasion, they will literally slice an enemy ship in two!

Some optional rules have sprung up regarding beams, which may be of interest in those who prefer a little more predictability and a little less drama!

Beam Option A

Roll your beam's Attack Dice as normal. However, the numbers rolled on each dice will dictate how many hits are scored:

Attack Dice	Hits
1-2	0
3-5	1
6	2, and roll again *

* Keep rolling every time you get a 6, scoring another two hits each time.

Beam Option B

Roll your beam's Attack Dice as normal. However, the numbers rolled on each dice will dictate how many hits are scored:

Attack Dice	Hits
1-2	0
3-4	1
5-6	1, and roll again *

* Keep rolling every time you get a 5 or 6, scoring another hit each time.

Beam Option C (also known as the Burger Beam System)

Roll your beam's Attack Dice as normal. However, the numbers rolled on each dice will dictate how many hits are scored;

Attack Dice	Hits
1-2	0
3-5	1
6	3

FIRES

As ships begin to take damage, it becomes inevitable that the volatile substances and high-powered systems kept on board will cause explosions and fire. This is reflected in the new critical hits table below. You will find that fires are pretty easy to deal with on the whole but if they begin to run out of control, your brand new warship will soon turn into a blazing wreck, much like the *Churchill* in Severed Dreams!

Critical Hit Table

Modify the standard critical hit tables to bring a little fire into your games. The following should be added to the critical hit tables:

Engines
5 – Fuel Systems Ruptured: Fire starts
6 – Engines Disabled: 1d3 Fires start

Reactor
4-5 – Reactor Gas Leak: Fire starts
6 – Reactor Explosion: 1d6 Fires start

Weapons
6 – Catastrophic Ammunition Explosion: D6 Fires start

Crew
1-2 – Fire: Fire starts
3-4 – Multiple Fires: 1d3 Fires start

Vital Systems
3 – Weapons Control: Fire starts
4 – Secondary Explosions: 1d6 Fires start
5 – Reactor Implosion: 1d6 Fires start
6 – Catastrophic Explosion: 1d6 Fires start

Fire Control

Lethal in the enclosed environment of a warship, uncontrolled fires are capable of sweeping through decks rapidly, creating an inferno that is impossible to survive.

Certain critical hits will start fires in addition to any other damage they cause. In each End Phase, roll 1d6 for each fire currently raging on a ship, adding the ship's Crew Quality score. On a 7 or more, one fire will be extinguished. A roll of a 1 will always be a failure.

For every fire you fail to extinguish on a ship, you will lose 1 Damage and 1 Crew. If you rolled a 1, you must also add another fire to the ship. The fire will remain and you will have another opportunity to extinguish it in the next End Phase.

All Hands on Deck!

If successful, the ship gains +1 modifier when attempting Fire Control as well.

Optional Optional Rule

You might also like to experiment with 1d6 Fires automatically being put out whenever a ship suffers from a Hull Breach or Explosive Decompression.

REDUNDANCY

Big ships are tough, monstrous machines of war, able to shrug off immense amounts of damage that would pound smaller vessels to molten metal. The Redundancy rules give larger ships a boost in this regard – be warned though, as it makes them a lot tougher in battle! It also adds a little more book-keeping.

Large ships (those of Priority Level: Raid and above) can ignore the effects of a certain number of critical hits every turn. They still take the extra damage as normal, but the additional 'effects' on the critical hit tables are ignored.

The number of effects from critical hits that can be ignored every turn are dependant on the Priority Level of the ship, as shown below.

Raid: 1 critical hit
Battle: 2 critical hits
War: 4 critical hits
Armageddon: 5 critical hits

OVERVIEW OF THE EARTH - MINBARI WAR

The Earth-Minbari War could not have been predicted. Like thunder from a clear sky, it struck without warning and without reason. It was a horrible confluence of unlikely circumstances – the presence of the *Valen'tha* so far outside its normal routes, the vulnerability of Human jump engines to Minbari sensors, the grotesque blunder of approaching with open gun ports and the hasty orders given by the captain of the *Prometheus*... if any one of those factors had resolved differently, the war could have been avoided. But fate ground inexorably on and two races – one young, one old – were drawn into a deadly conflict that would reshape the galaxy.

The galaxy of 2250 was radically different to that of 2240, which itself was quite unlike the situation in 2230. Both decades were dominated by wars – first the Dilgar War and then the Earth-Minbari War. Both wars brought incredible suffering and devastation to dozens of systems, while the declining Centauri and ascendant Narn states jockeyed for position. As Ambassador G'Kar would say of a later war, the future is always born in darkness, blood and pain. For nearly 30 years, then, galactic events would be dominated by blood and pain but there would be shining lights in between, all alone in the night.

BEFORE THE WAR – EARTH ALLIANCE

'To a peaceful and prosperous future!'

The years since the end of the Dilgar War were golden years for Humanity. The alliances and friendships formed in the recent conflict between Earth and the various League races proved immensely valuable, fuelling massive growth in the Earth economy. Planets devastated by the Dilgar traded technology for Earth-produced goods; much of the League's industrial capacity had been gutted by the retreating Dilgar, so they had to rely on the intact factories of Earth and her colonies. While both the Centauri and the Narn tried to offer their services, the League preferred to deal with their friends the Humans instead of the Centauri, who were trying to prop up their failing economy by massively overcharging the League, or the Narn, whose territorial ambitions were well known. The League had no intention of funding an invasion of their own space by buying Narn goods. Trillions of credits flowed into the Earth Alliance economy and drove a new wave of exploration and colonisation.

Politically, the Alliance was working through the death throes of the Aegis program, which for decades had dominated much of Earth's economic and scientific policies. Aegis was founded soon after first contact with the Centauri, when it became obvious that Earth was not alone in the galaxy and that Humanity would have to develop its own jump-capable ships, its own space navy and its own colonies if it was to avoid becoming a client species of some elder race. Aegis was a crash course in expansion and gave the still-new EarthGov a great deal of control over Earth economy and social policy. Corporate profits on Earth were capped, some industries were subsidised while protections for others were removed and the whole effort of Humanity was focussed on a single goal – preserving their future in the galaxy. As a military and scientific policy, Aegis was a grand success: Humanity weathered its initial clashes with races like the Koulani and was a fast-growing power in the galaxy by the time of the Dilgar War. As an economic policy, Aegis backfired somewhat. One of the goals of Aegis was to harness the desire for profit by opening up the galaxy to commercial exploitation. The multinational megacorporations that had dominated the Earth economy since the 20th Century had their scope and profit margins curtailed on Earth, while they were almost free to do as they wanted in the colonies.

By the 2220s, the corporations had grown so strong that they were able to pressure EarthGov to remove many of the controls on trade in the Sol system. Despite the growth of the colonies, Earth was and is still by far the biggest market in the Alliance; the corporations had been effectively crippled there for too long. Post-war politics, then, were dominated by pro- and anti-Aegis factions, by those who wanted a strong EarthGov and by those who wanted a weaker central government and more economic freedom.

The cultural zeitgeist of Humanity had changed utterly over the course of the war. Up until the Dilgar War, few Humans had ever encountered an alien. Humanity as a whole had grown rather jaded with space exploration – the initial enthusiasm in the wake of the Centauri contact and Aegis had subsided as the galaxy turned out to be a succession of corporate mining worlds and agricultural colonies. In the late 2220s and 30s, the interest of Earth was turning inward once more, focussing on perennial problems like Martian independence, the continuing conflicts in the African Bloc, the slow break-up of the North American Federation, terrorism and the telepath question.

When alien representatives contacted EarthGov, begging for help against the Dilgar, public opinion was in favour of rejecting their plea on the grounds that the Dilgar War was an 'alien matter' and that Earth should not try policing the galaxy. It was only a combination of dire warnings about the potential of a Dilgar attack from military analysts and a particularly brilliant piece of cross-cultural referencing from an Abbai diplomatic aide (comparing the Dilgar to the Nazi regime from Earth history) that convinced EarthGov to order the military to launch an Expeditionary Force to aid the League. The war cost the Hamilton government the subsequent election, swinging control of EarthGov into the hands of anti-Aegis senators for the first time.

When Hamato returned to call for reinforcements later in the war, though, his returning troops brought with them stories and artefacts from distant stars. Humans and aliens had fought side by side and died together in a hundred star systems and on a dozen worlds, all while fighting an enemy who redefined concepts like atrocity and genocide. The war caught the public imagination and the soldiers of the Liberation Navy became heroes. Suddenly, Humanity opened up to the galaxy – and the galaxy was more than willing to accept the race's new enthusiasm for space travel.

Just as the Earth-Minbari War would do years later, the Dilgar War expanded the known space of Humanity. Where previously few people knew what lay beyond Human space, now the League and soon the Centauri Republic entered into the public consciousness. The Earth Alliance ceased being a little island of stars and became a part of a much bigger picture. This new map still had considerable blanks – the territories rimward were unexplored, as was the region of space that held the Minbari Federation – but now there was a growing drive to fill in those blanks and to colonise the unknown reaches of the galaxy.

Doing so would require ships and the post-war economic boom was perfectly poised to fund a huge expansion of EarthForce. Designs that had proved outdated and inefficient in the Dilgar War were decommissioned; new designs and new weapons based on the technology and expertise garnered during the war were built. The Explorer Corps was massively expanded and the Hyperspace Travel Act of 2244 approved the construction of dozens of new jump gates.

Government popularity soared; unemployment plummeted to near zero as new colonies swallowed up every able-bodied worker Earth could send and still cried out for more. The League's enthusiasm for Humanity diminished somewhat as the Earth Alliance leapt ahead of the other races in its acquisition of new worlds but the Alliance was still seen as a vital building block in the new galactic order, a counterbalance to the still powerful Centauri Republic and the new danger, the Narn Regime. EarthForce analysts concluded that the main dangers to the Alliance in the coming years would likely be a clash with the Narn over resource worlds or with a Republic desperately trying to claw back some prestige and influence. Only a few paranoids suggested that there could be another powerful race close to the Earth Alliance. Some scouts did find rumours of a strange, iconoclastic race with a curious name... Minbari.

BEFORE THE WAR – THE MINBARI FEDERATION

'The time of the prophecies may be at hand, but a prophecy can only be interpreted with certainty after it has passed. If we allow our actions to be dictated by mysticism, we lose all ability to control our own fate.'

A thousand years is a long time, even for the Minbari. Almost a thousand years had passed since Valen established the new order and the Grey Council. For almost a thousand years, the Minbari had held to their ordained duties. They had explored the local regions of the galaxy during the quiet centuries between the last Shadow War and the rise of the Centauri and had found little worth extending themselves for. The Federation consisted of a solid sphere of colony worlds around Minbar, providing the race with all it needed. They had expanded as much as they wished to and no more.

In earlier centuries, the Minbari had traded with the Centauri and the other spacefaring races but these links slowly declined as the Republic expanded. The Centauri were unable to understand the Minbari's motives and the Grey Council found the Centauri short-sighted and distasteful. The Federation had little need for any goods or resources from the larger galaxy, so they were relatively content to let trade diminish and eventually cease. The slow Minbari disengagement from the rest of the galaxy may have been partially influenced by the Vorlons, who wanted the new crop of young races to grow up untouched by the Minbari's influence.

By the late 21st century, the sight of a Minbari trade ship was an incredible rarity in the Republic – and indeed, these rare trade ships were often a cover for Anla'Shok spies, so the trade missions ceased as the Rangers diminished. The growing fleets of the Warrior Caste still patrolled the borders of the Federation but those stark, silent guardians did not bother to communicate with lesser races. A wall of silence and indifference surrounded the Federation, a wall reinforced by fleets of Sharlins.

Inside the Federation, two of the three castes were perfectly content with the status quo. The Worker Caste had their tasks to

attend to, the construction of new ships and colonies and crystal cities, and they completed these with their customary quiet zeal. The Religious Caste focussed on research, science and the study of the teachings of Valen. The only rumblings of discontent came from the Warrior Caste, who lacked enemies to fight. Without another Great War, the warriors fretted that they would be unable to hone their skills. While the Minbari would never attack another race unprovoked, the warriors grew so desperate to prove themselves that they responded to even minor border violations with overwhelming force. Ironically, this policy greatly reduced the chances of another race sparking a conflict – every spacefarer knew that to anger the Minbari was suicide.

The decline of the Anla'Shok during this period had two causes. Chiefly, of course, it was because there was no Shadow activity of note in the galaxy; the Shadows were gone from Z'ha'dum and their servants like the Drakh were in hiding. Without the ancient enemy, the Rangers were pointless, a spy network and elite guard without anything to fight or spy on. Secondly, the Warrior Caste had grown jealous of the Rangers, who they saw as treading on the assigned duties of their caste. Watching the borders and gathering intelligence were roles of the warriors, they argued.

Decades passed. The Warrior Caste continued to chafe but their attempts to force an expansion of the Federation were blocked by the Grey Council. If it were not for the ancient law that Minbari do not kill Minbari, there might have been internal strife but the peace endured. The clans raised new fanes on new worlds and ever-larger fleets cut through the skies above.

In many ways, the average Minbari was even less informed about the galaxy at large than the average Human in this era. Only warrior scouts and religious scholars bothered learning anything about the other races and what they learned grew very repetitive: 'the Centauri have conquered another minor world... and another... and another'. Should, say, a Worker Caste technician wish to know anything about life outside the Federation, he could ask a religious scholar but why would he wish to? The thought would never occur to him – and just as well, as the scholar's information would often be years or decades out of date.

The meteoric rise of Dukhat was the most notable event in Minbari politics in centuries. Some even suggested that the young Satai was Valen reborn and indeed the holy Triluminaries did respond strongly to him, indicating that he held a portion of the master's soul. This re-awoke in some an interest in the prophecies of Valen; others believed that it merely signified a time of change and growth for the Minbari, just as Valen's coming had done a thousand years before. Dukhat's learning was respected by his religious brethren but he also had the virtues of understanding the needs and desires of the oft-forgotten workers as well as courage to match any warrior. Dukhat exemplified the best of all three castes and so he was chosen to lead the Council.

He would lead it into fire and his chosen successor would lead it into darkness.

BEFORE THE WAR – THE LEAGUE OF NON-ALIGNED WORLDS

'Galactic civilisation cannot survive another such conflict. Our future is on the edge of a knife.'

The League was rebuilding after the Dilgar War. Some races who remembered life under the Centauri feared that the Republic would use the chaos and weakness of the post-war period as an opportunity to re-conquer lost territory; others worried that the Centauri were occupied with fending off the rapacious Narn and that the Regime was a far more immediate threat. In fact, both these powers were far more interested in sniping at each other than in taking worlds from the League but the fear of a second war led to the League freely supporting Earth as well as admitting strange new members like the Gaim without hesitation. They wanted strength from anywhere they could get it.

A few of the older League members remembered the days when the Minbari were active in the galaxy and they shared this ancient lore with their fellow members. They did not share it with Earth; by the time Human explorers were probing towards Minbari space, the League had returned to its customary standoffish attitude, as it had become apparent that a second invasion was not an imminent possibility.

BEFORE THE WAR – THE CENTAURI REPUBLIC

'We are consolidating our borders, casting off useless dead worlds to concentrate on the jewels of our empire.'

Back in the 2160s, when the Republic made first contact with Earth, the creaking sounds of the empire's collapse could only be heard by those who were paying especially close attention. Suggesting that the Centauri were not as strong as they ever were was treason at worst and foolishness at best. Eighty years later, the creaking and cracking noises were deafening. The Narn revolt was the beginning of the real end for the Republic, taking dozens of worlds and proving that even a primitive but vital race could beat the advanced but apathetic Centauri.

Centauri foreign policy was confused as one faction or another rose to control the court, then collapsed as they lost the Imperial favour – or the Emperor. One year, the Centauri might be trying to ally themselves with the Earth Alliance; next, they might be trying to spark a war between Earth and the Narn; the year after, they might be selling technology to stave off economic collapse.

The one constant factor was the Centauri's policy of carefully, respectfully and totally ignoring the Minbari. This policy was put in place hundreds of years before and had worked perfectly well in all that time. Few Centauri space charts even bothered marking the

Minbari worlds; there was just a blank space where the Federation lay. The charts the Centauri sold to Humanity were prime examples of that sort of wilful ignorance.

BEFORE THE WAR – THE NARN REGIME

'If the League had come to us for aid, we would have done what we could but we cannot ignore the threat of the Centauri.'

Unlike Humanity, which stepped into the galaxy virtually blind, the Narn knew their place in the grand scheme of things. They knew of the Minbari Federation lurking at the far side of the Republic and of the League worlds on their border. They also knew of the other new rising star, the Earth Alliance, but most of all they knew of their oppressive former masters, the Centauri and they knew that their place was at the Centauri's throats.

The Narn were expanding faster than the Earth Alliance, although the vast majority of their new worlds were former Centauri holdings, not new colonies. They did try to take any resource-rich worlds they encountered but the threat of a massive Narn offensive never materialised. They had enough to keep their 'unlimited manpower' occupied in their lukewarm war with the Centauri. It is likely, though, that the Earth-Minbari War was a cautionary tale for the Regime – it could easily have been the Narn who trespassed into Federation space and the Minbari would not have found Valen's soul among the Narn.

The chaos on the Centauri borders led to an increase in piracy and raiding; the League's rearmament in the wake of the Dilgar War coupled with Earth colonists arming themselves against raiders meant it was a seller's market for weapons and the Narn had plenty of excess Centauri war material to trade. The Regime was not above doing its own share of raiding, a practise that would win the Narn few friends in the years to come.

BEFORE THE WAR – THE VORLON EMPIRE

The Vorlons had been virtually silent since the end of the last war. A few remained behind, observing the Younger Races and guiding the Minbari from behind the scenes but the rest of them stayed behind the impenetrable defences of Vorlon space. The race passed into legend; an investigation by the Brakiri in 2210 concluded that the 'Vorlons' were a myth, the result of misidentified Minbari ships. It was not until the Minbari reopened ties with the rest of the galaxy that the existence of the Vorlons became generally accepted and it was not until Ambassador Kosh arrived at the last Babylon station that anyone other than a few exalted Minbari laid eyes on a Vorlon.

THE SWEEPING TIDE

After the Dilgar War, the Earth Alliance rode high. Intervention against the invasion brought not only goodwill from the League of Non-Aligned Worlds but trade, technology transfers and a place in the galaxy. As the economy of the Alliance swelled from treaties and agreements signed with the Abbai, Brakiri, Drazi and other races, EarthGov began to look outwards, colonising the nearest systems and expanding ever outwards. The history of Mankind had always been one of looking into the next valley, over the horizon – and now the galaxy itself waited for the destiny of Earth's children.

Pride cometh before a fall, as the old saying goes and the Earth Alliance was long due for a lesson in humility. The victories in the Dilgar War fooled many into believing that Humanity could handle whatever was out there in the darkness and that there were no threats worse than those they had defeated already. Ignoring warnings from allies within the Centauri Republic, Humanity crept closer and closer to the borders of the Minbari Federation. Believing they were equipped to deal with any threat in the galaxy, Earth Explorer Divisions approached Minbari space. A single hasty decision would ignite a war that would push Humanity to the verge of extinction.

The biggest tragedy to confront Earth was born of a spectacular error.

THE PROMETHEUS INCIDENT

July 12th 2245, Tarellen

On board the *Prometheus*, a Hyperion-class cruiser, Captain Jankowski led an Explorer Division towards the Minbari Federation with the intention to discover any useful information on this alien race and, if the chance presented itself, to make First Contact. Only a few hours away from the Tarellen system, along the Jericho-Nochtal jump chain, the *Prometheus* picked up readings of alien vessels that were determined to be Minbari in origin. Disregarding caution, the Earth Alliance fleet moved in closer. Jankowski was not known for his patience and he desperately wanted to bring back detailed and definitive information on the Minbari – even if it meant bending regulations and risking danger to do so.

The *Valen'tha* was the floating space-borne seat of the Grey Council, the governing body of the Federation. Curious about the newcomers to their territory, the *Valen'tha* approached openly, not using the active stealth systems for which the Minbari would soon become renowned. According to tradition, they also came with their gun ports open, as a sign of respect to the foreigners. However, the ship's sensor arrays were devastating in their power and, when focussed on the Earth fleet, overwhelmed many systems, including the unshielded jump engines.

Jankowski found his sensors baffled and his jump engines inoperable as the apparently battle-ready Minbari vessel approached. Believing his fleet to be under the effects of an advanced alien weapon, he reacted hastily and impulsively, ordering his ships to open fire. At virtually point-blank range and with no preparation or warning of the attack, that opening barrage was devastating.

Shocked and disorientated by the unexpected attack, the Minbari crew reeled under the onslaught of the Earth fleet and the *Valen'tha* suffered heavy damage. The heavy pulse batteries of the *Prometheus* quickly found the sensor array towers of the Minbari vessel and once these were knocked out, the jump engines of the Earth fleet immediately came back on line. Seeing his chance to escape, Jankowski ordered his ships to come about and flee with all speed.

The blasts from the Earth vessels scored hits along the prow and upper hull of the *Valen'tha* and shockwaves and secondary explosions tore through the rest of the ship, even into its very heart. Structural supports gave way, causing parts of the ship to collapse. Hundreds died but one death demanded vengeance above all others: that of Dukhat. The great leader of the Minbari was mortally wounded by falling debris. A massive dislodged bulkhead had smashed his body, leaving him to die in the arms of his aide, Delenn.

Without his vote the Council was torn between going back to Minbari space to mourn him properly or sending the word of Human treachery to every Minbari warship within ten jumps. The Council was divided, leaving only the vote of the newly named Satai Delenn. Her mind clouded by passion and anger, she bellowed that she wanted them all to pay for their brutality.

All of them.

With her teary cries and vengeful voice she began the Minbari's course of action, which was to amass a huge war fleet to deal with the 'Human menace'. The *Valen'tha* went back to Minbar to bury their leader and for repairs even as the Federation emptied of vessels, all moving toward the unsuspecting Earth Alliance.

Nochtal

August 24th 2245, Nochtal

Following the jump signatures of the *Prometheus* back to the tiny outpost at Nochtal, a small Minbari fleet sprang from hyperspace to quickly obliterate the meagre defence forces and the outpost itself, with no quarter or mercy. It was a bloody affair that took minutes from the moment the jump points opened to the total destruction of Earth Alliance presence at the outpost.

While Nochtal burned and the Earth Alliance began receiving the first reports of Jankowski's blunder, a pair of powerful ships crewed by the militant Wind Swords clan, the *Black Star* and *Trigati,* began to appear all over neutral space. Beta 4, Quadrant 15 and several fleets met their doom at the lancing neutron lasers of the Wind Swords clan's most powerful vessels as they headed directly toward Sol, far ahead of the core Minbari fleets, dedicated to eliminating all Humans they came into contact with. The Wind Swords refused to take prisoners and were seen eliminating escape pods and disabled ships with eager determination.

The Hopesong Incident

November 22nd 2245, Beta 4

The *Hopesong*, an Explorer-class ship filled with over a thousand colonists bound for Beta 4, inadvertently wandered across the path of a large Minbari hunting fleet. Although non-combatant, the *Hopesong* was attacked by Minbari frigates who had been reconnoitring territory around Beta 4. The huge Explorer vessel escaped, barely, and managed to relay warnings to nearby Earth Alliance outposts and colonies in an effort to start an evacuation before the enemy could arrive.

Regula IV

December 6th 2245, Regula IV

Many evacuations went well, allowing thousands of citizens to make the long journey back toward Sol and other colonies deemed sufficiently far from the encroaching Minbari to be deemed safe. One evacuation did not. When word of the coming war reached Regula IV, it was at the height of one of its frequent winter storms, making shuttle flights dangerous and nigh impossible for a full month. By the time the shuttles could finally beat the freeze and lift off to waiting rescue freighters, the Minbari were already jumping into the system and cutting a path through the meagre EarthForce resistance before attacking the rescue ships. It was a bloody battle and probably the most heavy-handed demonstration of force the Minbari ever used against civilian targets, before their tactics changed to instead concentrate on military targets first and foremost.

THE DISTANT WAR

The following year brought with it numerous small skirmishes and battles on the edges of Human space, while the ships of the Wind Swords continued their spearhead directly toward Sol. While Humanity was officially at war and many disasters had already been reported from the front line, most civilians on the major colonies considered themselves safe, secure in the knowledge that while setbacks had occurred, the almighty EarthForce fleet would eventually prevail.

Jericho

December 21st 2245, Jericho

Repaired and back in the war, the *Valen'tha* joined a small blockading fleet around the starbase in Jericho system, where the now notorious *Prometheus* and her captain had fled after starting the war. The blockading fleet had disabled the local jump gate and maintained a presence in both realspace and hyperspace to keep the Human they now called 'Dukhat's Assassin' in the starbase until the Grey Council joined them. Once the Council arrived, the Minbari attacked. The *Prometheus* was destroyed along with her captain. Once again, no mercy was shown and the Minbari did not leave until every warship was destroyed and the starbase itself rendered inoperable.

The Black Star

April 11th 2246, Sol

On April 11th, it happened – the Earth Alliance achieved its first victory, so long sought after by the Joint Chiefs after a long strong of failures and retreats. The *Black Star* and its supporting ships had finally reached Humanity's birthplace and began to engage Earth's defending fleets. Setting a trap with a decoy flyer to lure a fleet into the asteroid belt between Mars and Jupiter, the Minbari jumped from hyperspace into the midst of the EarthForce ships, allowing the huge energies of their jump points to devastate many vessels before finishing the rest off with fusion beam and neutron laser. The attack lasted just a few seconds and the Minbari pulled back, leaving behind little more than scrap metal. Amongst the floating debris was the crippled but still functional *Lexington*.

Having lost its captain in the battle, its new ranking officer, Lieutenant Commander John Sheridan, devised a rash plan to catch the Minbari off guard and destroy one of their best ships, though the plan risked his vessel too. Seeding nearby asteroids with nuclear warheads from the *Lexington's* arsenal, Sheridan ordered a distress signal in the hope it would bring the Minbari back to destroy his ship once and for all.

The plan worked. The *Black Star* was dispatched to finish the *Lexington*. As the huge war cruiser approached, the *Lexington* fired its remaining thrusters to manoeuvre behind asteroids, drawing the Minbari in further. As the *Black Star* entered the asteroids, the warheads were triggered and the war cruiser was ripped to pieces. Sheridan and the *Lexington* returned to Earth for celebration and acclimation. In handing Humanity its first victory – and no small one at that – Sheridan became a hero overnight. Even if the Minbari could not be outfought, they might still be outthought.

The Minbari, too, marked Sheridan. They gave him the name 'Starkiller'.

Centauri Folly

May 6th 2246, Epsilon VIII

While Earthers celebrated and Minbari weighed their next strategy carefully, a Minbari known as Lennon, the leader of a minor sect called the Anla'Shok, undertook a mission given to him by Satai Delenn herself. He was to meet with Sheridan 'Starkiller' in an attempt to work out some peaceful end to the war. By now, the Minbari people were in the midst of their madness over the death of the great leader Dukhat but a few were beginning to awaken from the desire for death and devastation, horrified at the course their race had taken. Unable to contact the Humans directly, Lennon went through an old trade partner of the Minbari – the Narn.

A crafty Narn named G'Kar managed to set up a meeting between Sheridan and Lennon, with G'Kar himself and a Human doctor named Franklin as witnesses. It was to take place on a neutral planet in the central Epsilon system in Sector 919.

It was the lasting hatred between the Centauri and the Narn that doomed the meeting and ended any chance of reconciliation between the warring races. Upon hearing through their network of spies that the Narn were aiding the Humans in some way, the Centauri focused on disrupting it. Not knowing that it was the last chance for a peaceful end of the war, the Centauri sent an elite warship, the *Dusk Coutari,* to ambush and eliminate the Narn and discredit the mission for all parties involved. After dealing with the lone escorting vessel, the Centauri shelled the meeting place, then left without a trace. The attack would later be blamed on both sides by the other and the war would, instead, escalate.

The damage planetside was considerable, with Lennon being mortally wounded. Knowing the Humans would be blamed and eventually killed for his death, Lennon gave them specific instructions before he faded. This is what saved the lives of Sheridan and Franklin when the Minbari arrived. By repeatedly shouting a Minbari phrase he could not possibly know, which hinted at a connection between Minbari and Vorlon, Sheridan and Dr Franklin were spared and released into G'Kar's custody by Satai Delenn.

Cyrus III

December 8th 2246, Cyrus III

In the latter part of 2246, the war ramped up in scale and destruction. As they built new ships and repaired those they already had quickly and efficiently, the Minbari looked to the Earth Alliance's largest mining facilities, found on Cyrus III, in order to stem the flow of resources back to production plants and shipyards. Here, however, Minbari tactics would change.

Whereas standard Minbari doctrine had evolved from simple relentless destruction to the wiping out of all military forces before moving quickly on to the next target, leaving civilians alive if necessary, Cyrus III represented an important strategic resource that could easily be exploited by the Worker Caste. The decision was therefore made to land ground forces on the colony, wipe out any resistance and make Cyrus III a client world of the Federation.

The reality for the Minbari was a little different. Though the Warrior Caste soldiers enjoyed a more powerful physique, able to resist punishing wounds while continuing to fight, their technological advantage, so evident in space, was eroded in the tunnels and shafts of the colony. Humans stood their ground and made the Minbari pay in blood for every inch they advanced. Time and again, Minbari thrusts into the deeper regions of the colony were stymied and repulsed.

The fighting on Cyrus III was to continue long after the main Minbari fleet departed and battles were still raging after the

official surrender. Though Cyrus III was to pale in importance to the Battle of the Line, veterans of this bloody conflict consider their survival just as big a miracle.

Sinzar IV

December 8th 2246, Sinzar IV

Shortly after the siege of Cyrus III began, the Minbari fell upon the defending lines at Sinzar IV, a major water-producing planet for lifeless colonies on the edge of the Earth Alliance. The Minbari attack fleet was merciless in destroying the defending vessels, whose crew knew well they were little more than a distraction for the forces planetside to scramble to emplacements and move civilian colonists deeper into the frozen north before the Minbari could land or attack. Countless were killed in the resulting assault and few personnel on Sinzar IV lived to tell the tale. Those that did survive fought roving Minbari infantry for months afterwards.

Moving on the Earth Alliance home system step by step, the possibility of Humanity's complete extermination began to spread. Panic rose as people tried to escape to other worlds or governments. It was chaos on the space lanes and several fleets were hunted down and destroyed en route to the Narn Regime or parts of the League of Non-Aligned Worlds. However, the possibility of extinction did not frighten everyone; it actually hardened many within EarthForce, forcing them to fight that much harder.

Beta Durani Prime

May 17th 2247, Beta Durani

The war also summoned a kind of 'Earth pride' by many of its wayward sons, including a large raider cell based within the criminal organisations on Beta Durani Prime. Led by Argent O'Timothy and the local EarthForce command staff, a combined fleet of impressive size met the Minbari menace headlong as it approached and fought a valiant battle. Although they initially stood their ground defiantly, this combined force finally fell when Minbari reinforcements arrived, catching O'Timothy's fleet in a crossfire that killed hundreds of raiders. In respect of the bravery the Humans at Beta Durani demonstrated, the Warrior Caste did not lay siege or assault the planet itself, instead simply occupying the territory until they received orders to move on.

Vega VII

June 2nd 2247, Vega VII

Two years after the war started, the Minbari almost suffered another heavy loss at the hands of Human ingenuity. Taking a lesson from Sheridan's destruction of the *Black Star*, the Vega VII Colony Administration ordered the removal of their tactical nuclear munitions from storage. Realising the Minbari were not far from their orbiting station, Vega VII fitted nuclear warheads to a dozen breaching pods. Should the considerable fighter support and extra assault craft they planned to amass allow even a one of the 'nuke pods' to attach to an enemy vessel, the damage would be massive.

The first Minbari attack was soon repulsed and a number of alien frigates were destroyed in this unique manner. However, the end of the battle left a belt of irradiated space around the colony, filled with debris from both sides. A second Minbari fleet regrouped with the first and they returned, pounding the colony from close range with neutron lasers that were impossible to repulse. The colonists were killed and Vega VII was left with a weakened atmosphere and radioactive battle detritus falling onto the planet for weeks thereafter.

The resistance they received at Vega VII and Beta Durani taught the Minbari that the Humans would never give up. An admirable trait, many of the Grey Council agreed. Even so, the war was now being driven by members of the Warrior Caste who had sworn to Humanity's destruction, whatever the cost. The end, however, was in sight and the fleets were instructed to converge on the last staging point before taking the Sol system itself – Proxima.

Proxima

June 19th 2247, Proxima

A large defence fleet comprising Hyperion-class cruisers and Nova-class dreadnoughts waited for the Minbari at Proxima, the largest collection of warships the Earth Alliance had mustered thus far. Analysts had predicted that Proxima would soon be attacked and that, if it fell, Earth would be next.

The fleet fought bravely and did their best to hold the line against the Minbari. Many capital ships were destroyed as they tried to ram the Sharlin war cruisers. In the end, the EarthForce vessels were overwhelmed and thousands of Warrior Caste soldiers landed on Proxima III to battle with the hardened GROPOS there. The fighting on and over Proxima III was some of the bloodiest and meanest seen anywhere in the entire war.

Earth

August 1st 2247, Sol

The war had raged for just over two years when the first long-ranged hyperspace beacons began to chime – a massive fleet was headed toward the edges of Sol's system. The Earth Alliance frantically looked for a way to slow down the Minbari's advance so a convincing defence could be mustered around Earth. In the end, the hyperspace beacons were shut down and replaced with dozens of unmanned Vanguard Defence Satellites. The plan bought some time, but not enough.

Jumping into the Sol System, the Minbari started the inevitable journey toward Earth. Near Neptune, where two former research outposts were sited, the Minbari found a small fleet waiting for their war cruisers. It was a harsh battle where many died and even the Minbari took some losses as EarthForce captains selflessly rammed their ships into the massive Sharlin war cruisers. In return, the Minbari saturated the speeding ships with so much firepower that the backdrop of space looked like a garden blossoming with fire and light. This was only a delaying tactic to provide enough time to mass the largest fleet EarthForce had ever gathered – but it worked.

Mars, in an effort to survive the coming tide of Minbari ships, broadcast in every language their communications arrays could handle that they were *not* backing the actions of the Earth Alliance. This was the first time Mars had publicly stood separate from Earth. Their declaration caused much anti-Mars sentiment after the war.

The Minbari response to both the broadcast from Mars and the ragged lines of ships they detected at Io and other outposts was to make a hyperspace jump directly to Earth. In one swift stroke, they believed they could end the entire war by striking at the heart of the Earth Alliance, bypassing all other defences.

THE BATTLE OF THE LINE

August 1st 2247, Sol

From the moment the Minbari entered the system, EarthGov broadcast dozens of total and unconditional surrenders to the Grey Council. They were all ignored, met with a deathly silence. It was obvious to all that this was the last day of Mankind on Earth. The race could probably continue as scattered remnants on other planets and eventually be devoured by other cultures but at least survival was a possibility. Ordering every pilot of any calibre into a spacecraft to help hold the line against the Minbari, President Levy oversaw the evacuation of Earth, Luna Colony and anyone else who could head into neutral space in hopes of keeping Humanity alive.

Over 20,000 ships answered the president's call, waiting in orbit to hold back the Minbari's advance until as many refugee ships as possible could escape. It was a solemn time and when the first few fighters came sweeping around the Moon, hundreds of thousands of silent prayers went out to a hundred different gods.

Then the blackness of the void erupted like a hundred sapphire volcanoes as jump points filled the sky, belching forth Minbari warships. The legendary Battle of the Line had begun. The EarthForce ships were outmatched and outclassed but they still fought tooth and nail for every second they remained battle-worthy.

For a time, a brief time, they held the Line.

But there were too many enemy ships, too many Minbari. The Battle of the Line quickly became a slaughter, as the deadly Sharlins cut through the ramshackle defences of Humanity. As the Line wavered and began to break, as ship after ship exploded, as the skies filled with stars, it became evident that Levy's grand defence of Earth had failed. The Minbari would soon break through and there would be no escape for any of Earth's teeming billions. The Earth Alliance – indeed, the whole Human race – was utterly doomed.

Surrender

August 1st 2247, Sol

Suddenly, the guns fell silent. The Minbari ships halted their advance and hung there in space. One pilot compared it to a 'tsunami stopping suddenly, ten metres from the shore'. The alien ships paused for a few seconds – an aeon, in a battle like that one – then began to leave, opening jump points or just pulling back to deeper space.

A message of complete and unconditional surrender was broadcast from the Minbari flagship in all languages and on all channels. A stunned EarthForce ordered the Line ships to cease fire and most did. Several Earth ships took the opportunity to get off a few salvoes against the retreating enemy but most were simply glad to survive. Several Minbari Warrior Caste vessels – especially those of the Wind Swords clan – opened their own jump points and left immediately to take their anti-Human war away from the eyes of the Council. There were many who just could not believe what they were being told, for good or for ill.

The Minbari surrender was an event that baffled minds on both sides of the war for a generation. Earth propaganda spun the act as a victory for its troops, claiming that the Minbari saw Human valour and could not possible defeat it. Minbari whispered of a greater plan brewing in the Council to be sprung later. The truth was known only to the Grey Council and they would never speak of it. It was like a divine intervention, an impossible gift to Humanity. It made no sense and was all the more wonderful for that.

It was, in short, a second chance, and one that would not be squandered by Humanity. Following the recall of the refugee ships and scattered militaries and the official closing of the Earth-Minbari War, the EarthGov opened a dialog with the Minbari to help prevent a conflict of such magnitude from ever happening again. Other races began to look back toward this corner of the galaxy with interest. Both the Narn and the Centauri opened their borders to Earthers once more.

The War was over. Earth had won by default. The Minbari had surrendered. On the brink of consuming Earth, the onrushing wave had stopped.

DOGFIGHTERS: STARFURY VS NIAL

One of the greatest legacies of the Aegis initiative was the creation of the Starfury program. A decade-spanning plan to establish Humanity's place in the galaxy, this program oversaw the design and construction of several successive generations of space superiority fighters. By 2245, the standard Starfury was the Aurora design, one of the most efficient and effective war machines ever built. While it had a number of key deficiencies, such as its inability to enter atmosphere and its relatively short operational range, the Aurora had overcome many of the problems of other space fighters. By keeping the pilot upright, the effects of high g-forces were lessened. Positioning the thrusters at the outside of the distinctive X-frame allowed the 'fury to pivot in any direction, a massive advantage over atmosphere-capable fighters that have to compromise between agility in space and aerodynamics in air. The Aurora's pulse cannon gave it a considerable punch. In skirmishes with numerous other races, the Starfury proved itself more than a match. By concentrating on one field – space superiority – the Starfury gained dominance of that field. During the Dilgar War, Admiral Hamato is rumoured to have said that he would have traded any of his troublesome and maintenance-heavy Novas for two squadrons of Starfuries and considered it a bargain.

While the current generation of Starfury pilots were honing their skills hunting raiders and tangling with dangerous aliens, the pilots of the warrior caste were using tactics that had not changed in centuries. The Nial was centuries in advance of any of the fighters used by other races – its gravitic drive made it incredibly fast and agile, its onboard computers meant it could virtually fly itself and its tri-linked light fusion cannons gave it the sort of offensive power normally associated with much larger vessels. Most devastatingly of all, though, was the Nial's stealth and electronic-warfare suite. By being almost impossible to target by any method other than iron sights (physically tracking the fighters' movement), the Nial was as close to invincible as could be imagined.

It was this technological superiority that created one minor weakness in the fighter's profile. Shielded by their invisibility, the Minbari had not needed to learn the skills of the dogfighter. There was little need for them to learn intricate and wild moves to throw off an enemy's target lock or flight projection, as the Nial's own defences ensured it could not be pinned down accurately enough to predict its flight, let alone get a target lock. The Minbari were able to instead concentrate on other skills, like close-formation flying, elegant set-piece attacks and the infamous skindancing manoeuvre.

THE NINE TACTICAL PRECEPTS

Minbari fighter tactics were founded on techniques established over centuries of training and practice but every warrior caste pilot also knew the secret teachings of Valen, called the Nine Tactical Precepts. Although Valen brought great wisdom and insight into the movements of the enemy, he seemed to know little about fleet or ground tactics. He oversaw the war from on high, leaving the details to his generals and warlords... but according to the traditions of those clans most closely associated with fighters, like the Star Riders, Valen did pass on certain secrets. These Nine Tactical Precepts taught the pilots how to dogfight successfully with an enemy who was better armed, more manoeuvrable, more armoured and who could not be locked onto with targeting computers. They gave the Minbari fighters an edge when battling the vastly superior Shadow fighters.

The Nine Tactical Precepts are identical to the Nine Mean Tricks used by Human pilots who fought the Minbari during the Earth-Minbari War. The Nine Mean Tricks are taught at the Top Starfury Advanced Piloting School, which Jeffrey Sinclair attended in 2250.

The first skirmishes between Starfuries and Nials were as one-sided as the clashes between their parent capital ships. The 'fury pilots were taken by surprise by the Minbari's ECM and had no idea how to fight an enemy they could not detect. Nials would boil out of the darkness at high speed, blast the Starfuries to pieces and then continue on to attack the Earth warships. This was another factor in the general impression of the enemy's complete invincibility.

Gun-camera footage from the outer colonies was rushed to the specialists at the Top 'Fury school and other planning think tanks to be studied and analysed for clues on how to combat the enemy fighters. In no battle had any Starfuries survived but the ones that lasted longest were the ones that had stopped trying to engage the enemy and just fled. One junior pilot had even panicked and hit his afterburners, covering several tens of thousands of kilometres before being hunted down and destroyed. The Minbari were very, very thorough in the way they carefully eliminated all the fighters from a squadron. Analysis of the chase videos proved that the Nials were capable of tighter turns and higher g-forces than the 'furies, though their flight profiles were not so totally different as to make comparisons impossible. A properly piloted Starfury could pull off most of the same moves as a Nial; such a pilot would have to be willing to push body and machine to their theoretical limits.

The initial counter-tactic, then, was to abandon all pretence of actually engaging the enemy. Pilots were instructed to only take attacks of opportunity against enemy fighters; the fighter screen should simply attempt to stay in the air as long as possible, keeping the Minbari fighters occupied and away from strafing the capital ships. This was a difficult tactic for pilots to follow, especially as it meant that every battle was just a countdown to death for the fighter screen; there was no victory, just a prolonged defeat. Still, by keeping the Minbari fighters occupied, the tactic did increase the effective fighting time of an engaged warship by over 30%. A few Nials were even shot down by lucky hits, usually when frustrated warrior caste pilots broke off their pursuit of the fighter screen and made strafing runs on the EarthForce capital ships.

The interceptor weapons of the capital ships were another nasty surprise for the Minbari. Stealth systems were useless when space was filled with a huge volume of energy blasts. Flak screens tore holes in the Minbari fighter wings, although the warriors quickly learned to disable interceptors in their first pass to remove the danger.

TWELVE CREDITS TO WIN A WAR

One of the most significant actions in the entire Earth-Minbari War is the replacement of a sensor in the nose of a Starfury with an almost identical model that costs twelve credits more. The Forward Sensor Housing in the nose of the Starfury contains a variety of vital systems, such as the fighter's main sensor array, docking guide beam receptors, proximity detectors and primary targeting system for the pulse cannons. Nestled in the midst of this housing is the B227-F HSEW circuit block, a secondary component of the Starfury's electronic warfare suite. This would become the cornerstone of Earth's unexpectedly strong ability to resist the Minbari in the coming years.

Breaking the Minbari stealth technology was a priority for EarthForce from the very start of the war right up until the 2260s. Without being able to lock weapons on enemy ships, EarthForce pilots were forced to rely on manual targeting, which is far, far less effective. Various experiments were tried and failed, all with virtually identical results. If a sensor was sensitive enough to detect a Minbari ship in stealth, then that same sensor would be blinded by the Minbari's jamming. If a sensor was tough enough to punch through the jamming, it lacked the sensitivity to detect the enemy vessel. It was a neat vicious circle.

While the problem of detecting ships at long range remained unsolved for decades, researchers soon realised that it might be possible to solve the problem for extremely close range detection, at least partially. The intensity of the enemy jamming field varied depending on the proximity of the jamming source such as the Nial fighter who was creating the jamming signal. If these changes in intensity could be tracked, it would then be possible to at least give Starfury pilots the rough location of nearby Nials on their combat radar. Prototype versions of a new

sensor, the B227-G, were constructed but testing and tuning the sensor required direct experience of the enemy jamming – Starfuries would have to be flown into battle and out again, intact, after gathering the necessary sensor data.

Ironically, the defeat of the *Black Star* happened at exactly the wrong time for the Starfury researchers. Just as the initial test flights were being prepped, the Minbari vanished from Earth space. If the *Black Star* had been destroyed two weeks later, the sensor data would have been collected and EarthForce could have used the time of sudden peace to refit all the line Starfury squadrons with the new sensors. As it was, the data was only gathered months later and the refits did not begin until a few weeks before the end of the war.

Behind Enemy Lines – Operation LUCIFER

There was one victory of sorts during the otherwise disastrous evacuation of Regula colony. One of the departing passenger shuttles was attacked by a flight of Nials. The shuttle's engines were damaged and her pilot realised that it was impossible to reach escape velocity and that the shuttle was doomed. In a final act of revenge or desperation, she rammed the shuttle into one of the Nial. Locked together in a dying embrace, the two vessels plummeted into the ocean.

The race was on. Fortunately for EarthForce, the Minbari force assaulting Regula was composed almost entirely of space forces and lacked the equipment for an underwater salvage operation. Getting such equipment shipped from the Minbari Federation would take time, time that EarthForce could use profitably. The Hyperion-class *Damocles* and the Nova-class *Eurystheus* escorted a stealth cutter, the *Kerensky*, into the Regula system. Onboard the *Kerensky* was an elite special forces team drawn from the Razvedchik unit, along with a pair of specialists from the InterPlanetary Expeditions corporation. Operation LUCIFER's purpose was to retrieve as much technology as possible from the downed Nial before the enemy could salvage their fighter.

After jumping into the system, the *Eurystheus* and the *Damocles* attacked the Minbari garrison forces, while the *Kerensky* dove into the upper atmosphere of Regula. According to the mission plan, the warships' attack would distract all the garrison forces, including their fighter escorts. Unbeknownst to EarthForce, there was an extra warship in the system, the Sharlin-class *Jarrius*. The *Jarrius'* fighters pursued the *Kerensky* into the atmosphere. The original plan was for the *Kerensky* to insert the LUCIFER team and flee – but there were too many fighters. The *Kerensky*'s captain held his course for as long as possible, launching the LUCIFER package seconds before his ship exploded. The Minbari assumed that the package was just debris and did not follow it down.

The *Kerensky* package consisted of a refitted civilian submarine, renamed *Lucifer One*, wrapped in a huge orbital drop jacket. As the package fell through the atmosphere, the jacket ablated, leaving shards of sensor-jamming chaff in its wake. At a mere 4,000 metres, parachutes were deployed to slow the sub's headlong descent. Even with these precautions, the *Lucifer One* only barely survived splashdown in the ocean. Explosive bolts shucked the remains of the jacket casing and the *Lucifer One* dove into the ocean depths and set course to the Nial's crash site.

The orbital battle meant that the submarine was dropped over two thousand kilometres off target, so there was a nerve-wracking underwater voyage, dodging low-flying Minbari patrols and fighting to repair damage caused by the impact. *Lucifer One* reached the crashed Nial with only an hour to spare before the mission deadline for target acquisition and immediately began disassembling the fighter, searching for its secrets.

With the loss of the *Kerensky*, the mission plan called for the *Eurystheus* and the *Damocles* to attempt retrieval using shuttles. Accordingly, the two warships returned to the Regula system and risked opening jump points right on top of the planet itself, emerging inside the Minbari defensive lines. This manoeuvre crippled the *Eurystheus'* aging jump engines, forcing it to rely on the *Damocles* for an exit.

On the surface, the Minbari salvage vessel arrived unexpectedly, so the *Lucifer One* surfaced and attacked the hovering salvage platform with rocket launchers and small arms. They managed to storm the platform. The incoming rescue shuttles from the *Damocles* used the flat top of the Minbari platform as a landing pad. The extraction of the *Lucifer One*'s crew and over 70% of the Nial's onboard systems was completed ninety-seven hours after *Lucifer One*'s splashdown.

Crash and water damage, not to mention the fighter's built-in anti-tampering failsafes meant that reverse-engineering the Nial would be a time-consuming and frustrating project; however, the success of Operation LUCIFER was not measured just in intelligence gathered – the successful completion of the mission showed that the Minbari could be outwitted and outfought.

THE FINAL DAYS

Soon after the return of the Minbari, Commander Jeffrey Sinclair led Alpha Squadron into battle in the Beta Durani system against a Minbari scouting force. The squadron's fighters had been refitted with the new sensors and recording devices and their mission was to survive until enough data about the jamming field had been obtained. The Minbari forces were stronger than anticipated and Alpha Squadron was in danger of being overwhelmed. One of the other Starfury pilots in the battle, Lt. Alicia Stone of Ragnar Squadron, saw the problem and launched her 'fury on a collision course with an enemy capital ship. Stone's sacrifice set the template for many engagements in the latter stages of the war. While kamikaze flights were officially banned by EarthForce, soon every Starfury pilot had a suicidal flight plan programmed into their fighter computers. If the opportunity arose, a pilot could lay in a collision course in an instant.

These suicide runs did more damage in a single engagement than all the preceding strafing attacks and skirmishes. The Minbari were shocked by this new tactic – not because suicide attacks were unknown to them but because they did not believe Humans had the will to give up their lives for a higher cause. A stunned warrior caste denigrated the suicide runs as the blind aggression of a dying animal species but their confidence was shaken. Suddenly, the Minbari advance slowed, a respite bought by the sacrifices of determined pilots.

Before Proxima fell, the new sensors were installed in the majority of frontline fighters. Suddenly, Starfuries had a fighting chance against Nials. They were still massively overmatched but after years of fighting against a vastly superior foe, even the tiniest improvement came as a great relief. One veteran pilot described it thusly:

'We'd been fighting the boneheads while blindfolded, blind drunk and with one hand tied behind our backs and they had guns to our clubs. Suddenly, the blindfold was off and we'd had a hell of a lot of black coffee.'

By this point in the war, the losses incurred by EarthForce were becoming insurmountable. Some engagements resulted in 100% of the fighters launched not coming come; many squadrons were grievously under strength and veteran pilots were exhausted. Crash training programs were launched and anyone with any fighter experience was jammed into a cockpit and sent out to fight. Replacing lost fighters was also becoming difficult, as titanium and ferroceramics for the Starfury spaceframe was supplied by colonies that had fallen to the enemy. Even the new sensors could not counteract the Minbari's advantage in numbers in the latter stages of the war.

The Battle of the Line

'The sky was full of stars and every star was an exploding ship – one of ours.'

The final battle was a nightmare for Starfury pilots. Up until that last stand, the Starfuries had survived by constantly moving and dodging. Now, they had to hold the line and defend a static target. The drafted civilian ships and capital ships at the Line were better suited to a slugging match than a dogfight. The only hope for winning the battle was for the Human ships to pound the Minbari capital ships into scrap as they jumped in. The Starfuries had to act as a fighter screen for the ships instead of attack the enemy directly.

The Minbari knew that the Starfuries were a major threat, so a massive strike force of Nials and other destroyers swept ahead of the Sharlins. Starfury pilot casualties were the highest of any of the different types of pilot or crew on the Line, running at 100% in many squadrons.

But they held the Line.

Reaching for Thunderbolts

The Thunderbolt Starfury was already in development at the start of the war and a few were even rushed into production for the final battles. Many of the advancements in the Thunderbolt were born out of the perceived shortcomings of the older Aurora. The Thunderbolt's electronics systems were totally overhauled and the addition of a second pilot meant that the fighter could handle significantly more complex electronic warfare or targeting systems. The second pilot could also act as another pair of eyes to spot incoming fighters. Adding atmospheric flight capability was seen as a pointless move before the war; the battles on Cyrus and Regula showed that a planet could be contested even if the enemy controlled space around it, which ran totally contrary to the military doctrines established in the Dilgar War. The Thunderbolt's missile racks also showed a willingness to give fighters the power to carry nuclear warheads, which had previously been dismissed as treading dangerously close to transporting illegal weapons.

On the Minbari side, the Nial had proven itself to be a supremely dependable and effective space superiority fighter. It had never failed; what had failed were stagnant tactics that had not been tested in battle in centuries. The Minbari's long isolation had dulled their edge; between the end of the Earth-Minbari War and the start of the Shadow War, the warrior caste

BUILDING THE NARN FLEET

The rise of the Narn Regime from three planets of recently freed slaves into perhaps the third strongest military force in known space is one of the most remarkable feats of design, construction and determination in history. The Narn faced almost insurmountable odds in the early days of the Regime but they managed to overcome these challenges and establish themselves as a true galactic power.

The Occupation (Pre 2200)

The Narn leaders, the Kha'Ri, knew that just retaking their homeworld of Nar'Shal was pointless – their universe was a bigger place now. Three generations ago, crossing an ocean had been an impossible task to the primitive Narn but now they had to consider the safety of their race in a war with a spacefaring power. If they just retook the surface, they would be bombed into submission from orbit. The Narn needed a navy of their own.

The Kha'Ri had alien contacts and were able to purchase a small number of ships. However, they could not rely on League mercenaries or weapons dealers or they risked replacing one overlord with another. They needed their own strength, their own ships and there was only one way to get them. The revolution would not only have to kick the Centauri off Nar'Shal but would also have to capture as many ships as possible from the retreating Republic. Of course, the main reason the Centauri had captured Nar'Shal in the first place was for its considerable mineral and metal resources and during the occupation the aliens had built dozens of shipyards. Nar'Shal was chosen as the launching pad for the next phase of Centauri conquest.

The Kha'Ri were confident of capturing the shipyards intact, as they were crewed almost entirely by Narn slaves. The orbital garrison would be a bigger problem – some of the ships stationed at Nar'Shal had a few Narn slaves on board but they were outnumbered by the regular Centauri troops. The revolution's tactic of swarming the overseers would not work on those ships. Fortunately, the Centauri's decadent ways could be used against them, as all the garrison ships regularly docked with space stations for fresh supplies of food and wine and those stations were full of Narn. A variety of methods were used to sabotage the garrison fleet. Poisons were introduced into food supplies or air recyclers; Narn assassins hid in cramped crates and waited weeks for the signal to burst out and strike; neutron bombs blossomed

with invisible death, sending sheets of lethal radiation cascading through crew areas. The Kha'Ri's own ships swooped in when the revolution started, aiding the take-over by boarding crippled ships.

When the dust settled and the Centauri fled, the Kha'Ri took stock of their new stolen fleet. They had captured several Altairian and Centurion-class destroyers, both designs of which were being constructed on Nar'Shal. There were also plenty of Haven patrol boats, which made up the bulk of the garrison fleets and were used as escorts for Centauri slave ships. They had a lesser number of Vorchan warships; the Vorchan construction facility in orbit had been severely damaged during the fighting and had to be scrapped in the end. They had an almost embarrassing number of Razik light fighters, which were of an antique design even then but which had been mass produced for garrison fleets on Nar'Shal. The real prize, though, was a brand-new Balvarin-class carrier which had been undergoing refit following its first shakedown cruiser; its fighter bays were crammed with shiny new Sentri fighters. The Narn also had four Primus hulls in varying stages of completion.

The early days of the Regime brought more prizes. The Regime traded the release of civilians from Quadrant 7 for technology and ships, including outdated but still nasty Kutai gunboats and enough material to get two of the Primus hulls into a semi-functional state.

Ten Thousand Technicians, No Engineers

The tribute ship arrived from Centauri Prime carrying with it the ransomed technology and supplies for the grounded half-complete Primus ships. The gleeful Narn took the reactors and weapons systems, fitted them – and then the Primus exploded in a nuclear fireball that killed sixteen thousand Narn. Publicly, the Kha'Ri blamed Centauri sabotage and another atrocity was added to the Ka'Dar Rift and all the other horrors of the occupation. The truth was more worrying – the engineers attaching the reactor had no idea how to reprogram the control computers.

When the Centauri arrived, the Narn had been a low-technology agrarian race. They had steel-working and basic steam power but had not yet discovered the internal combustion engine or even undergone an industrial revolution. Their understanding of several fields, notably chemistry, was severely lacking. The

Centauri had enslaved them and trained them to be useful slaves. The Narn mind is quick and adaptive, but the Centauri had no desire to educate their slaves on basic principles; they taught them only what they needed to know. A Narn assigned to maintain the particle arrays on an Altairian destroyer, for example, might know exactly how to replace a damaged containment coil or how to degauss the targeting grid. He could strip out the power supply and trace a faulty control line. Thanks to his years of intimate experience working in the guts of the array, he could probably do all these tasks faster and more efficiently than his Centauri supervisor. Indeed, the Centauri were often awed by the Narn technicians' understanding of a machine's problems. An experienced Narn technician could sometimes diagnose a device's problems just by listening to it or by smelling the faint scent of a burnt-out component.

For all his experience, though, the Narn technician still had no real idea how the particle array worked. He could tell you that power had to be supplied to the accelerator, that all the containment coils had to be active, that the emitter had to be connected to the targeting grid, that if you were in the access crawlspace when the rad light was lit, you would get very sick – but he was never taught the principles on which the device operated. He did not know that 'rad light' was slang for 'radiation light'. He did not even know what sort of particles the particle array fired and he was hazy on what exactly a particle was.

Furthermore, while the Centauri had left Nar'Shal with an admirable heavy industrial base (albeit, of course, at the cost of raping the planet), the Regime was missing sources for many components for ships. They had next to no electronics fabrication facilities, no ability to construct large jump drives, few sensor assembly facilities and so forth. The artificial gravity used on board ships like the Primus or Balvarin was a total mystery. The Kha'Ri had originally intended to use Centauri ships as the backbone of their defence force but it became clear within months that they simply could not duplicate the invader's ships. A new approach was needed.

Any attempt to create a new ship design is fraught with problems and while the Narn had many skilled technicians and shipwrights, they had no trained engineers or designers. The Kha'Ri therefore mandated that the new design should be as simple as possible. To this day, most Narn ships are remarkably easy to maintain, as the various sub-systems are usually designed by technicians with decades of experience in fixing the problems of those sub-systems.

A Giant Flying Stop-Gap (2205-2220)

The first new Narn design was the Rothan Plasma Destroyer. It was based on the Altairian hull, as the Narn had hundreds of such ships in varying states of construction. The sweeping wings of the Centauri design were replaced with blocky pods – the Rothan uses more than twice as much metal as its parent design but the Narn had resources to spare on hull construction. These pods were packed full of armour and warm bodies. Conditions on board a Rothan were cramped and smelly, even for a Narn ship. The ship was about as elegant as a rock and flew with equal grace – but it flew.

The Altairian's fighter bay and matter cannons were swapped out for plasma stream weapons purchased from the League. While the Rothan is not jump-capable, it actually has a jump engine, or it originally did at any rate. The electromagnetic distortion from the plasma streamer disrupts the functioning of the vortex generator at the heart of the jump drive, a problem that the Narn were unable to either anticipate or solve. The plasma weapon was a compromise, too – the Narn were unable to build a targeting system for the matter cannon, so they replaced it with a weapon system that was easier to correct while it was firing.

The chief advantages of the Rothan were its cheapness and the swiftness with which it could be constructed and huge numbers of ships were built in the 2210s. The Rothan design also taught the Narn a great deal about ship construction and design and served as a test bed for future weapons systems. The venerable hull is still in service as the Ron'Goth, which adds modern pulse weapons to the ship.

The other major construction effort during this period was the development of the Gorith fighter, which was a copy of the Centauri Sentri. The Kha'Ri knew that the Sentri was being mass-produced to replace the aging Razik and unless the Narn acted, their fighters would be outclassed. Technically, the Razik was more agile than the newer Sentri but it was lighter and carried less firepower. The Raziks' agility would give the Narn no advantage when facing elite Centauri pilots. Therefore, the Gorith was designed as a Sentri-killer to protect the Narn capital ships from being overrun. It is a slower vessel than the Sentri but is capable of taking more hits. More importantly, it mounts an oversized particle gun that can blow an enemy fighter apart with even a glancing hit.

The Narn Capital Ship (2220-2230)

The lessons learned from the ugly Rothan were applied to the next ship, the considerably more advanced and useful Thentus frigate. While still primitive compared to a Centauri ship, the Thentus packed a lot of firepower into its hull, including a burst beam emitter running along the inside of the two 'wings,' and – more impressive – a laser cannon that was almost on par with Centauri designs.

Soon Thentus frigates were reinforcing the Narn border and facing off against League aggressors. Still, the Regime's prestige and respect as a naval power was dependent on the Centauri vessels captured during the initial revolution, which was twenty years ago. The captured ships were beginning to break down due to lack of replacement parts. Of the four Primus-class hulls captured, only one was still in service. One had been destroyed

when the Regime tried to launch it, another had been recycled for parts, and a third had been refitted with Narn weapons but spent more time in drydock than in space as technicians fought mounting design problems. As for the captured Balvarin, its artificial gravity system had malfunctioned and gravity varied from one-tenth to almost four times normal in various parts of the ship, which made living on board difficult and left the vessel almost unusable as any stresses placed on the hull were magnified greatly by the differing gravity fields.

The first sight of the T'Loth was a shock to the Centauri, who did not believe the Narn had the technological know-how to build such a large vessel. Once their analysts looked more closely at the holo taken by their spy ships, they almost died laughing. The huge Narn ship actually had a much smaller vessel at its core – probably the twisted offspring of the Vorchan and the Altairian. It was as if, the analysts said, the Narn had put a big sign on their new capital ship that said 'THIS IS A VERY BIG SHIP' in the hopes that no one would notice that it was just a small destroyer with huge pods bolted onto the sides.

The central section of the T'Loth contained its jump drive, bridge and control systems which were indeed derived from Centauri destroyer technology via the Rothan. The Narn did not know how to build capital ship-level electronics or engines or jump drives, so they made a capital ship by taking a destroyer and bolting huge pods to the sides. The really surprising thing was how well this worked.

The side 'pods' of the T'Loth each contain their own fusion reactors, thrusters and weapons systems. In effect, the T'Loth is three smaller ships bolted together – two pods, packed full of fighters and marines, and a central destroyer, which carries the jump drive, weapons and computer systems. An early design for the T'Loth called for the side pods to be detachable so they could fight independently after jumping into an enemy system but this proved impractical.

If the Centauri had been paying attention, however, they would have noticed a disturbing design trend in both the Thentus and especially the T'Loth. Look at the curved pods of the frigate, or compare the pods of the T'Loth to the hull of the G'Quan. The Narn were rapidly evolving their own style of ship construction, one which would prove exceedingly effective and capitalise on the unique advantages of the Narn.

The G'Quan Takes Flight (2230-2240)

During this period, Narn ship design fell under the control of a genius engineer, G'Vrahn. Many other races, including the Humans and Centauri, based their ship designs on old wet-navy warships and never took advantage of the unique opportunities offered by zero-gravity. A Nova, for instance, consists of dozens of decks stacked on top of each other, top to bottom. There are some sections of the ship where

the engineers bow to necessity and do not mimic a gravity environment but most of the ship is conventional in layout. The Narn race never had the same experience with seafaring as older races and so never went down this route of ship design. G'Vrahn developed a radical system of curved decks nested around each other, taking advantage of the fact that there is no up or down on board a zero-gravity space craft. The result is a vastly tougher hull. For example, a broadside hit on a Nova that pierces the armour on the outside of deck 6 will continue to punch through the comparatively flimsy internal divides until it blows out the far side of the same deck. The same hit on a Narn vessel might pierce the armour but would then run into the solid floor of the next nested hull. It is a resource-intensive approach – the mass of a Narn ship is often nearly twice that of a similarly-sized Earth or Centauri ship – and means that Narn vessels tend to be heavy, slow and fuel-inefficient but they can certainly take an immense pounding and keep flying.

The G'Quan was G'Vrahn's masterpiece and it is one of the best-designed ships in the galaxy. In addition to its heavy armour, the G'Quan was armed with the next step up from the Thentus' lasers – two heavy lasers that were almost a match for the best in Centauri laser technology. Unfortunately, this would be the high-water mark of Narn laser technology, as they have been unable to improve on these weapons. The lasers on the larger Bin'Tak are virtually identical to those on the older G'Quan.

The particle arrays and pulse cannons that made up the G'Quan's secondary weapons were all known technologies to the Narn and were no surprise to the Centauri. The second real shock was the addition of an energy mine launcher, which no other race had dared to incorporate into a vessel as valuable as a capital ship due to its extreme instability. The strength of the G'Quan disguised several notable weaknesses, like the tacked-on fighter bay or the still-quirky jump drive (which used multiple phased vortex generators to open a single jump point big enough for the ship). G'Vrahn had not originally planned for the warship to carry fighters and the addition of the fighters and associated launch and retrieval mechanisms severely impacted the G'Quan's ease of repair and maintenance.

Meanwhile, the Narn were also developing a new fighter, the Frazi. The aims of the Frazi were quite different to the other fighters still in use by the Regime. The old Centauri-designed Razik was a multipurpose patrol vessel best used for dealing with raiders and other minor problems. The Gorith interceptor was made to counter the Centauri Sentri dogfighters. The Frazi had a new purpose – conquest. It was a hunter-killer, indicating a new and much more belligerent attitude on the part of the Narn Regime.

The earliest G'Quan prototypes were undergoing testing in the late 2230s, although the class would not enter production until 2242. The Kha'Ri, however, were confident enough to rush several other ship classes based on the G'Quan's principles into production.

The Narn Regime is Dedicated to Peace: Buildup (2240-2250)

The Ka'Toc was developed in parallel to the G'Quan and its design bears more resemblance to the older Centauri-based designs than to the bold new direction of the G'Quan. That said, the Ka'Toc would have benefited little from G'Vrahn's design principles, as the ship is built around the mag cannon that is its primary armament. The long booms contain the magnets that guide the particle stream from the main body of the ship and the Ka'Toc's mag beam can penetrate the toughest of hulls. The heavy lasers and pulse cannons are almost afterthoughts. The Ka'Toc has a single purpose – killing enemy command ships.

Despite its undeniable effectiveness, the Ka'Toc reflects a fundamental misstep in Narn combat doctrine, a mistake that would come back to punish them in the future. Both the G'Quan and the Ka'Toc are obviously designed to counter the large Centauri Primus-class, which the Narn believed would be the mainstay of the Republic's fleets. However, the Centauri instead chose to upgrade their hordes of Vorchans to Deimos-class warbirds so the Narn capital-ship-killers would find themselves swarmed during the War of Retribution. All that was to come, though.

The successful implementation of energy mine weapons on the G'Quan led to the rapid creation of the Dag'Kar class, which was little more than an engine and a cramped crew section sitting on top of a huge arsenal of mines, more mines, torpedoes and associated launchers. The Dag'Kar has met with mixed success since its introduction. On the one hand, it has the firepower to blow almost any ship out of space, including vessels much larger than itself. On the other, Dag'Kars never survive for long. If the enemy does not blow them up on sight, then the missile boats have a tendency to blow themselves up anyway – while the Narn have solved many of the stability problems associated with energy mines, the Dag'Kar pushes the limits by carrying an insanely heavy load of these dangerous explosives.

These two designs alarmed a galaxy that was still reeling from the Dilgar War. The Narn were obviously getting ready to fight a war, either a war of conquest or a revenge attack on the Centauri. Their military strength had gone to nothing but a pale shadow of Centauri glory to a terrifyingly efficient fleet. The G'Quan's systems were comparatively primitive compared to the capital ships of other races but it more than made up for this deficiency through highly efficient engineering, clever design and sheer toughness. The Ka'Toc and Dag'Kar were both massively powerful firing platforms – the Narn might not have the advanced laser/pulse arrays of the Earth Alliance, or the various weird weapons of the League or the Centauri mastery of battle lasers but they were catching up rapidly. Races who had relied on electronic warfare being the ace in the hole in any conflict with the Narn found their plans foiled by the launch of the Sho'Kar 'light scout.' It had excellent sensor and electronic-warfare capabilities, mainly stolen from League sources. It was not the best scout in the galaxy but it was a quantum leap ahead of what the Narn 'should' have been able to produce.

'We have unlimited manpower,' G'Kar rightly boasted in 2255. The post-occupation 'pouchling boom' and the expansion into new colony worlds were bearing fruit. The Narn population more than doubled between 2200 and 2240 and these young warriors entered the Fourth and Sixth Circles by the million. Every estimate of potential Narn fleet strength fell short of actual totals. This breakneck production rate was almost as high as the wartime production rate of other races. It put a great strain on the Narn economy and contributed greatly to the militarisation of the galaxy as the League and Republic built new fleets to defend themselves against potential Narn hostilities.

Narn Variants

Up until the 2230s, the Narn fleet had relatively few variants. Their technicians had enough trouble getting the captured Centauri hulls to work with what electronics and weapons systems the Narn could jury-rig, so every ship had considerable differences and unique flaws. As the Narn gained experience, though, they became confident enough to experiment. The efficient modular design of the G'Quan made creating variants easy and a slew of versions of the warship were used by the Regime. The G'Lan added the 'Spear of G'Lan,' a heavy mag gun, while the G'Quonth added ion torpedo launchers and unlinked the heavy lasers for more flexibility. The G'Tal was the most radical redesign, adding a third heavy laser and upgrading the older ship's electronics and computers.

Some Ka'Tocs were converted into Ka'Tans, which used heavy lasers instead of the mag gun. Outdated T'Loths became T'Rann fighter carriers, while the even older Rothan Plasma Destroyers got fitted with pulse cannons to become much more effective Rongoth-class destroyers.

The use of so many established variants gave the Narn tactical flexibility. A damaged Ka'Toc might be refitted into a Ka'Tan if no replacement mag guns were available, while the older Rothans and T'Loths could be used to let the navy continue to grow without waiting for new hulls to be finished.

A Matter of Pride (2250-2255)

The culmination of this build-up was the unveiling of the Bin'Tak class dreadnought, the largest Narn warship ever created. The Bin'Tak was a floating military base and incorporated its own fabrication facilities for constructing fighters, munitions and spare parts; barracks to hold enough marines for a planetary assault; command facilities and medical bays; shuttle hangars and rank upon rank of fighters. It was staggeringly huge, dwarfing even its rival, the new Centauri Octurion or the EarthForce Omega. Privately, the Narn believed it could match the Minbari Sharlin, although that was a confidence born from no direct experience with the Federation's silent warships.

Only a few Bin'Tak were constructed – even for the Narn, they were a staggering drain on resources and the great G'Vrahn had retired from service, leaving the design of the new capital ship up to his less-skilled apprentices. The Bin'Tak used a weapons array based on that of the G'Quan but added a mag gun based on the primary weapon of the Ka'Toc. However, where the Ka'Toc had but a single purpose – killing enemy command ships – the Bin'Tak was supposed to be the lynchpin of a whole fleet, and having to line up for mag cannon shots detracted from its ability to co-ordinate fighter waves, bring its massive array of short-range weapons into play or defend itself from the attacks of the enemy's head-hunters.

Some even questioned if the Regime even needed a Bin'Tak, as the G'Tal command variant of the G'Quan was perfectly adequate but the Narn had to keep up with the Centauri, who were crowing about the size and strength of their new Octurions.

Two new ship designs, the Var'Nic long range destroyer and the Th'Nor torpedo cruiser, were also introduced in this era. The Var'Nic was similar to the Ka'Toc but corrected the biggest problem of the Ka'Toc design – its lack of a jump engine. While the Var'Nic could not punch out bigger ships like the Ka'Toc, it performed even better against smaller vessels and with its jump drive could prowl ahead searching for easy targets. The Var'Nic quickly became infamous as the Narn raider of choice. The Th'Nor was an improvement on the Dag'Kar, in that it added armour and point defence weapons to the massive rack of energy mine launchers.

The War of Retribution

The Narn fleet performed excellently during the war, pushing the Centauri navy deep into the Republic and capturing numerous worlds. The Centauri flights of Vorchans and Deimos warbirds could tear small detachments of G'Quans or Th'Nors apart but the Narn quickly hit on the strategy of massing their ships together into huge war fleets. The Centauri were reduced to sniping around the edges of the Narn advance, preying on supply lines and stragglers. Anything that got in the path of the Narn juggernaut was pulped, caught between the anvil of the arc-hull armour and the hammer of energy mines, mag guns and heavy lasers.

The Narn's lack of tactical flexibility made them predictable and slow to change. Eventually, the Shadows struck. Five Shadow cruisers carved up an entire Narn war fleet in minutes – even the thick armour of the G'Quan could not resist the deadliness of a Shadow slicer beam. The Narn offensive collapsed, the tide turned and the Regime fell to a rejuvenated Centauri attack.

After the War

During the Second Occupation, the Centauri scrapped many of the captured Narn vessels. They learned the harsh lesson of the Narn revolt – 'if you leave a weapon within arm's reach of a Narn, they will try to stab you with it!' Many of the ships that were not destroyed were mothballed in orbit around worlds out of reach of the Narn. When Nar'Shal was freed, the Narn were able to capture and reactivate these mothballed ships, which formed the core of the post-war Regime navy. However, the Narn have been sharply reduced in power and took the heaviest losses of ships suffered by any race save the Centauri (Narn civilian casualties exceed marginally Centauri casualties). Despite aid from the Interstellar Alliance and the construction of newer and even bigger capital ships, the Narn are struggling to restore their standing as the equal of the Earth Alliance.

The G'Vrahn and the Ka'Bin'Tak

Following the death of the great designer G'Vrahn, a set of blueprints were found in his quarters. Since his retirement, G'Vrahn had been working on an improved and enlarged version of the G'Quan, which corrected the problems (such as the lack of integration of fighter support) and added the sort of weapons that made the Ka'Toc so lethal. In 2265, using technology donated by the ISA, the hull of the first G'Vrahn class fast cruiser was laid down in orbit of Nar'Shal.

The other major military project of the Regime is the mighty Ka'Bin'Tak, a complete rebuild of the Bin'Tak Dreadnought to use more advanced weaponry and artificial gravity. Ostensibly designed to fight the Drakh, it is quite obviously a sign of a resurgent Narn expansionist phase.

TECH & TAC: THE FRAZI HEAVY FIGHTER

The development of the Frazi-class Heavy Fighter signalled a clear departure from the Narn strategic doctrine of that time. The first fighter used in large numbers by the Regime was the Razik flyer, which they inherited in large numbers from the Centauri occupiers. The Razik was an old fighter, severely underarmed by modern standards but the only model the Narn had to base their designs on.

The first design original to the Regime was the Gorith interceptor, which was designed specifically to counter the new Centauri Sentri-class fighter. The Gorith was an agile dogfighter, short-ranged and lightly armed, able to battle other fighters. The Narn had no carriers and the Gorith's high-burn engines were short-ranged, so the Narn had to install fighter bays in any ship big enough to carry them. This was a compromise that caused many problems in the design of the G'Quan and Ka'Toc-class vessels.

In the 2230s, the Narn Sixth Circle met to discuss the needs of the military. The Narn Regime was by then an established galactic power and they did not need to focus *all* their attentions on defending themselves against the Centauri. The Gorith was a legacy of a past time when the Centauri were the only conceivable military threat to the Narn. The Regime was expanding and running into the borders of other powers like Earth and the League races. The Regime was also *expansionist*; the Kha'Ri wished to acquire other worlds, other systems for the Narn people and the Gorith was utterly unsuitable for such a task. Therefore, they ordered the Sixth Circle to design a new fighter for a new era.

What would the new fighter need?

The new fighter, called the Frazi, would need to be capable of inflicting significant damage on enemy capital ships, not just enemy fighters. Many of the races the Narn had recently encountered, like the Vree or Drazi, relied more on small heavily-armed destroyers and frigates than on the squadrons of fighter-craft favoured by the Centauri. The Frazi would have to be an adequate dogfighter but also be capable of punching through capital ship armour and disabling weapons systems.

Secondly, the Frazi would have to have considerably more endurance than the flimsy, short-ranged Gorith. The Gorith's fuel capacity was a closely guarded secret in the Regime to hide from the Centauri the fact that the fighter could spend its reserves in less than two hours of high-g burns. The Gorith was heavily dependent on its mothership; the new fighter would have to be capable of independent action. Indeed, the Kha'Ri kept increasing the requirements for the Frazi's range, leading to the development of the variant Frazi-L.

Thirdly, the new fighter would have to take into account all the new developments and successes of the Regime. The Gorith looked like what it was – a hybrid of Narn technology and Centauri design. The Frazi would be a unique Narn fighter.

Designing the Frazi

The Sixth Circle began with a hull design similar to the successful G'Quan warship – the Frazi would be wrapped in a heavy armour belt that was thicker and more protective than the hull of any other comparable fighter. To push such a mass of metal around at high speed and to give the Frazi the desired range, the designers installed a standard reaction engine and a fusion reactor in the heart of the fighter.

Weapons came next. The 'wings' of the Frazi were filled with two Z'Han particle guns, which could be set to converge at a point anywhere from 100 metres to 200 kilometres ahead of the fighter. These guns were nearly twice as powerful as the particle guns on the older Gorith and were capable of a higher sustained rate of fire.

Docking ports, fuel line ports and attachment hardpoints were located on the dorsal hull; the landing gear was mounted on the ventral hull. All these additions were hidden behind moveable armour plates. The designers aimed for maximum survivability – hits to the Frazi's armour would damage its ability to deploy its landing gear or dock with its mothership but the designers agreed that having the armour freeze in place was preferable to having weak spots in the fighter's protection. Better to hang in space and wait for a retrieval team than be blown up when a laser beam cuts through an open section of armour and hits a fuel line.

The Frazi was atmosphere-capable, although it handled 'like a suicidal brick', in the words of one pilot. The fins at the tail gave it some stability and its hull configuration gave it a limited amount of lift; however, it was incapable of gliding even a short distance and needed constant thrust to keep it in the air.

Bringing a Frazi into the atmosphere of a planet was a challenge even for an experienced pilot and several Frazi variants did away with the landing gear and guidance fins altogether.

Finally, the cockpit was placed inside the armour belt, with tactical data being fed to the pilot from external cameras.

Prototypes and Redesign

The first models of the Frazi revealed several flaws to the initial design, mostly centring on the cockpit. Putting the cockpit inside the central armour belt severely limited the pilot's field of vision – the pilot could not see above or below him and his forward view was blocked on either side by the particle cannons and sensor booms, limiting him to a less than 45° view of the battlefield. The designers installed camera feeds to compensate for this but the external cameras were vulnerable to damage and electromagnetic interference. In particular, if the fighter's particle guns were fired repeatedly, the static charge would scramble the systems of the side-mounted cameras, blinding the pilot to the port and starboard sides.

Less importantly to the Narn, putting the cockpit inside the main armour belt meant that it could not be ejected easily. The designers experimented with various solutions, such as attaching one of the armour plates with explosive bolts. When the eject sequence was triggered, the plate would blow off, followed an instant later by the cockpit assembly; this idea was abandoned when testing showed that the armour plate had a tendency to stick even when the bolts were fired and simulated ejections resulted in the pilot getting squashed. Another, swiftly abandoned idea was a *front-firing* ejection system that launched the cockpit straight out in front of the doomed fighter.

The final design for the cockpit assembly came not from tactical considerations but from budgetary concerns. The designers were experimenting with a 'forward couch' design for the cockpit, similar to that used in the Aurora-class StarFury but they ran out of time and the Kha'Ri ordered them to adapt the existing cockpit design from the older Gorith. The Gorith used a conventional aerospace fighter cockpit and the only way to make it work with the Frazi hull was to move the whole pilot assembly forward by three metres, attaching it to the front of the hull beyond the protection of the main armour belt. The scientists protested that this change would make the pilot much more vulnerable and it is true that the Centauri elite dogfighters delight in decapitating Frazis with accurate shots to the exposed cockpit. However, in most battles, the cockpit is too small a target and the Frazi's thick armour around main body keep the fighter in the battle.

With the cockpit moved forward, the designers suddenly had more than nine cubic metres of space to play with. They were also able to remove the protective heat shielding that was installed to prevent the pilot from being burned or irradiated by being sandwiched between two powerful particle accelerators and a hot fusion reactor. This extra space allowed the designers to significantly upgrade the Frazi's capabilities at the expense of protection. Originally, the two particle guns had been independent systems but the designers were now able to cross-link the two systems, increasing their output by thirty percent. The life support system was overhauled and improved and the engine efficiency increased, allowing the Frazi to fly for longer without resupply.

Finally, the designers had enough space left over to include a mission-variable package bay. The standard package was a magnetic grapple that was located between the landing gear but the Frazi could also be mounted with a rack of four missiles, an improved sensor package, extra fuel tanks or just more cargo.

The one last change to the Frazi design before it entered production was shortening the forward sensor booms by 20 centimetres to ensure the ship could fit into the same fighter bays as the smaller Gorith.

Variants

The 'scout Frazi' has expanded life-support and fuel reserves and an improved sensor boom. It could only be launched from modified carriers and stations due to its larger sensor boom and was not compatible with the mainstay G'Quans.

The 'assault Frazi' removed the landing gear and the atmospheric fins in favour of that old Narn favourite; more guns, specifically a missile launcher and an anti-fighter particle gun.

Finally, the 'Frazi bomber' carries a single energy mine in a ventral launcher.

The Modern Frazi

The Frazi entered mass production in 2245, and has since become the Narn fighter of choice for most of their fleets. It has met but not exceeded expectations. It is tougher than the Sentri, but not as well armoured as the altogether superior StarFury or the Minbari Nial. The heavy firepower of the Frazi has made it a fearsome threat to enemy vessels but the lack of a dedicated Narn carrier means that enemies rarely face massed swarms of Frazi in the same way that the Centauri use Balvarins or the

Earth Alliance use Omegas or better yet, Poseidon carriers. In dogfights, the Frazi is heavily dependant on luck; it has to survive until one of its particle pulses clips the enemy fighter. Sometimes the Frazi can endure until it gets lucky but all too often the enemy fighter can outflank the particle guns and keep sniping away until the Frazi's armour yields. Its exposed cockpit is also a vulnerability, especially on such a slow fighter.

The Frazi's ability to turn in space is limited – with its two main thrusters located centrally, the Frazi is incapable of the quick axial spins demonstrated by the StarFury. Instead, it relies on manoeuvring jets located along the top and bottom of the hull and along the sides. These jets are slow compared to the gravitational attitude controls of more advanced ships, making the Frazi a lumbering beast compared to other modern fighters.

Still, once the Frazi gets a target in its sights, it can tear another fighter or ship apart with a barrage of particle blasts. Narn researchers work ceaselessly trying to upgrade the Frazi's weapons and the next iteration of the guns is on the horizon. The Narn confidently expect that the new Frazi design (which should have begun manufacture in 2261 but which has been pushed back to 2270 at the earliest by the Centauri war due to the execution of the entire research team) will be able to deliver a particle blast exceeding the damage inflicted by the Thunderbolt-class StarFury's gatling pulse cannon. Researchers are also considering two solutions to improve the Frazi's lack of agility. One involves using the variable mission payload spare to fit a larger manoeuvring thruster assembly, giving the pilot an edge in a dogfight. A more radical change involves refitting the Frazi with gravitational control systems like those possessed by the Nial or White Star fighters but that relies on the ISA handing over such technology.

Any major changes to the Frazi, though, risk destroying what has become the Frazi's greatest asset – ease of repair and maintenance. The Frazi can be broken down into a handful of self-contained components, all contained within a metal shell. In a repair bay, the whole top half of the Frazi's armour can be removed, giving technicians easy access to the various subsystems – the drives at the rear, the central fusion core, the thrusters and fuel cells, the twin particle guns, the cockpit and life support and the computer core and sensor booms. Any one of these components can be removed and replaced in a matter of hours.

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BABYLON 5

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