Babylon 5: Armageddon

A Call to Arms
Babylon 5 Space Combat

Babylon 5 Created by J. Michael Straczynski

The darkness drops again; but now I know
That twenty centuries of stony sleep
Were vexed to nightmare by a rocking cradle,
And what rough beast, its hour come round at last,
Slouches towards Bethlehem to be born?

William Butler Yeats

BABYLON 5
A CALL TO ARMS

Armageddon

Credits

Author
Matthew Sprange

Additional Text
Bryan Steele

Editor
Nick Robinson

Special Effects
Brandon Bray, David Briedis and Luciano M Trentadue,
David Charnow, Omar Chaudry, Kier Darby, Mark Kane,
Terry Hagerty, Ingo Haverich, John Quatch, Fabio Passaro,
Todd Pederzani, Chris Sapiano, Michael Stetson,
Danilo Moretti, Adrian Walters

Producer
Alexander Fennell

Miniature Gaming Manager
Ian Barstow

Key Grips
Ron Bedison, Sarah Quinnell

Extras
Sam Aten, Jason Miner, Jim Sabota,
Mary Miller, Eric Bailey, David Hoover, Jason Wardrop,
Bruce Miller

Special Thanks
J. Michael Straczynski, Nicole Grice,
Skye Herzog, Erik Nicely, Greg Smith, Wulf Corbett,
Paul Davies and Gavin Seery

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INTRODUCTION

WELCOME TO ARMAGEDDON, the latest supplement for A Call to Arms, the game of space combat in the universe of Babylon 5. This is a major update to the game, packed full of new rules, new ships and some tweaks suggested by all our fans on the Call to Arms forums. You will find Armageddon brings new excitement to your games, as well as some truly powerful ships.

Part One – New Rules

This supplement brings a new Priority Level to your games – Armageddon, allowing you to field the most powerful ships yet seen in the galaxy. There are also new rules for Stealth, Energy Mines and Auxiliary Craft, inspired by comments made by players over the past year, all designed for you to get the greatest tactical edge in the game.

Part Two – The Earth Alliance

The Earth Alliance is blessed with an abundance of ship designs. In order to get the fleet list down to more manageable levels, we have split the Earth Alliance into three time periods spread across the Babylon 5 timeline, replacing that found in Sky Full of Stars – the Early Years, the Third Age and the Crusade Era. Each is a viable fleet list with its own selection of ships. Join the efforts of Earth as it first reaches for the stars, or enjoy the fruits of the latest technologies as humanity begins to build some of the finest warships to leave spacedocks.

Part Three - Armageddon

The other fleets of the game have not been forgotten either. The Crusade Era brought a rush of technologies for all races who joined the Interstellar Alliance, though not the co-operation Sheridan had hoped for. From the powerful Narn Ka'Bin'Tak to a re-jigged Victory, you will find a host of new ships to take advantage of the new Armageddon Priority Level. As a special treat, we have also included new lists for the Shadows and Vorlons that also use the new Priority Level, and full rules for using the ships of the Ancients – be warned, they can crush entire fleets!

Part Four – Scenarios and FAQ

Finally, we have included a selection of new scenarios for you to test your tactical mettle, in addition to the entire A Call to Arms FAQ. Garnered from questions raised by fans on our web site forums, this chapter examines various aspects of the game system and gives definitive answers!

NEW RULES

NEW RULES

A CALL TO ARMS is an evolving game system that is constantly expanding in new and interesting ways. This section contains new rules and official rules changes that will enhance your games greatly. The rules presented here are in the same order as they are found in Book One and Sky Full of Stars, allowing you to locate the changes quickly and easily.

Special Traits

The following Special Traits are new or have been modified from the Revised Edition and Sky Full of Stars.

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

Energy Mine: A weapon unique to the Narn, an Energy Mine is an extremely long-ranged fusion bomb hurled through space. When fired, nominate a point in space that is within range and the appropriate fire arc. You do not have to target an enemy ship – an empty patch of space is just fine! Every object within 3" of this point will automatically be attacked by the Energy Mine. Energy Mines ignore Interceptors and cannot split their fire to create multiple area effects. They no longer suffer a –1 penalty to all rolls made on the Attack Dice table, but they are still unable to cause critical hits. Any roll of a 6 on the Attack Dice table

will instead be treated as a Solid Hit. As Energy Mines target a wide area of space rather than a specific ship, they ignore the Stealth and Dodge traits.

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

Stealth X: Some ships, notably those of the Minbari Federation have superior active stealth systems that can render their ships all but invisible to their enemies. After an attack has been declared on this ship, a lock-on must be achieved. This is done by rolling a dice and comparing it to the target's Stealth score. If the score is equalled or exceeded, the attack proceeds as normal. If not, attack is wasted as the firepower is uselessly expended in empty space. A –1 penalty is applied to the roll if the target ship is more than 20" away but a +1 bonus is applied if the target ship is within 8". Skin Dancing ignores Stealth.

Advanced Rules

The Advanced Rules section of Book One has received a lot of attention from players, as this is where many of the more interesting aspects of the Babylon 5 universe are applied to the game.

Auxiliary Craft

The use of Auxiliary Craft has been one of the most hotly contested subjects on our website forums! The following changes should answer the concerns of many players.

- Auxiliary Craft ignore Stealth (that is, they are not required to make a roll to lock-on to a target with this trait) if they are within 1" of a target.
- All Auxiliary Craft are considered to have a Crew Quality score of 4, no matter what the Crew Quality of their parent ship. The Interstellar Alliance and Vree Conglomerate receive their normal +1 bonus (giving their Auxiliary Craft an effective score of 5), and Crew Quality can also be raised through certain rolls on the Other Duties tables in campaigns.
- A ship may only start the battle with one of its flights deployed, unless otherwise stated by the scenario.
- Auxiliary Craft move last in the Movement Phase as normal but now fire first in the Attack Phase. The player winning the Initiative will fire and dogfight with all of his fighters first, then his opponent will do the same, before any ships are allowed to attack.

Boarding Actions

Shadow and Vorlon ships may never be boarded.

Jump Points

Jump point counters from hyperspace are moved 2d6" in a random direction as normal. However, this distance is reduced by the Crew Quality score of the ship creating the jump point. Those with the Advanced Jump Point trait are now moved 1d6" in a random direction, again reduced by the Crew Quality score.

Squadrons

Up to six ships may now be placed into a single squadron.

Scenarios

The advent of a new Priority Level (see later in this chapter) means the current Victory Point table has to be updated.

Victory Point Calculation

Difference in Priority Level of Ship and Scenario	Victory Points
Ship is same Priority Level as Scenario	10
Ship is one Priority Level higher than Scenario	20
Ship is two Priority Levels higher than Scenario	30
Ship is three Priority Levels higher than Scenario	40
Ship is four Priority Levels higher than Scenario	50
Ship is five Priority Levels higher than Scenario	60
Ship is one Priority Level lower than Scenario	5
Ship is two Priority Levels lower than Scenario	3
Ship is three Priority Levels lower than Scenario	2
Ship is four Priority Levels lower than Scenario	1
Ship is five Priority Levels lower than Scenario	½

Campaigns

The following rules are intended to be integrated into the campaign rules found in both Book One and Sky Full of Stars.

Repairs and Reinforcements

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

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

Fleet Lists

The major new addition that Armageddon brings is a whole new Priority Level, allowing for some truly terrifying ships to enter battle! New rules are also provided for splitting Fleet Allocation points across two or more Priority Levels, which are much clearer and easier to use than those in Sky Full of Stars.

Priority Level: Armageddon

Some of the new ships of the Crusade era are so powerful, they rank even above the Priority Level: War level ships of the Sky Full of Stars fleet lists. Priority Level: Armageddon has therefore been added to the game, ranking above War.

In campaigns, it costs 40 RR points to buy an Armageddon level ship.

Using Fleet Allocation Points

Once the Priority Level of a scenario has been chosen, you can start choosing the ships in your fleet as normal. The table below shows you how many ships you can buy for each Fleet Allocation Point.

Fleet Allocation

Difference in Priority Level	Fleet Allocation Points Cost
Ship is same Priority Level as Scenario	1 per ship/wing
Ship is one Priority Level higher	2 per ship/wing
Ship is two Priority Levels higher	4 per ship/wing
Ship is three Priority Levels higher	8 per ship/wing
Ship is four Priority Levels higher	16 per ship/wing
Ship is five Priority Levels higher	32 per ship/wing
Ship is one Priority Level lower	1 point buys 2 ships/wings
Ship is two Priority Levels lower	1 point buys 3 ships/wings
Ship is three Priority Levels lower	1 point buys 6 ships/wings
Ship is four Priority Levels lower	1 point buys 12 ships/wings
Ship is five Priority Levels lower	1 point buys 24 ships/wings

Note that we have allowed for the possibility for some very strange

Splitting Fleet Allocation Points

Using the new Fleet Allocation table above, using a single Fleet Allocation Point to buy ships of multiple Priority Levels becomes relatively simple.

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

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

So, in this example, one War level point

has bought one Battle level ships, one Raid level ship and two Skirmish level ships. You could, of course, go further and split one of those Skirmish level ships into two Patrol level ships.

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

You cannot therefore split a War level Fleet Allocation Point to get two Battle Points, and then split *both* of these into four Raid level Points, in order to get more Points than the three listed on the Fleet Allocation table!

THE EARTH ALLIANCE

The Earth Alliance – The Early Years

Earth Years 2230-2247

At the dawn of the Earth Alliance as a galactic power, humanity had a limited view on space travel and starship combat. They built their ships along the same lines as their terrestrial navies, and packed them with the best weapons their research scientists could manage. Particle weaponry, laser cannon, gauss-principle projectiles and the ever-popular missile systems that had dominated their planetside battles for centuries – these were the tools they had to work with.

Their ships were large, bulky and lacked many of the pleasantries that other races employed as a standard, but when their call to duty came in the form of the rampaging Dilgar they acquitted themselves well. The 'flying bricks' of EarthForce heard the echoing calls for aid of the League of Non-Aligned Worlds and hammered the warships of the Dilgar with a ferocity not seen in the galaxy for many generations. Their so-called 'low technology' warships pushed the Dilgar all the way back to Omelos and held them there until the star erupted, wiping out all life from the Dilgar's colonies.

The nature of victory as it is, the Earth Alliance saw a decade of golden advancement following their success. They learned a great deal from the Dilgar ships they managed to salvage, and received many technologies and scientific advancements from the grateful League members who saw the valiant Earthers defeat the Dilgar. Their ships evolved where they could, and many projects concerning what they had discovered filled the labs of research scientists all over the Earth Alliance.

Even so, it was humanity's ego and arrogance that would nearly be its ultimate undoing. At the dawn of 2245, the Earth Alliance became tangled into a horrible web of destruction of their own making. Heady with pride concerning their victory over the Dilgar, they ran headlong into the most advanced race of the galactic powers – the Minbari.

Due to a miscommunication and an error in judgment on the part of a short-sighted EarthForce captain that resulted in the death of the Minbari's most revered political and religious leader, the Earth Alliance was thrown into a genocidal offensive that they were not able to rise above. The Minbari had better technology, better-trained crews and were on a holy crusade to wipe out the humans for their murderous act. Only once gaining victory through the trickery of Commander John Sheridan, the Earth Alliance had its back against the wall and was facing utter extinction. At the last moments during the Battle of the Line, where the humans were making their last stand to buy time for the evacuation of Earth, the Minbari discovered a tragic truth that caused their immediate surrender.

Somehow, the humans had won a war they could not have possibly even survived, and it left them in a state of awe, wonder and realisation that their fleet was not the all-powerful war machine they once believed it to be. They had much work to bring their warships up to that of the other galactic governments, but with so much destroyed in the Earth/Minbari War, they had room to grow and evolve. For more on the two major wars of this era, see the Call to Arms supplements, *Dilgar Imperium* and *The Earth/Minbari War*.

The Earth Alliance Fleet List

The following forms the entire fleet list for the Earth Alliance for the Earth Years 2230-2247.

Priority Level: Patrol

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

Priority Level: Skirmish

Artemis-class escort frigate
Artemis-class heavy frigate

Hyperion-class assault cruiser
Hyperion-class rail cruiser
Hyperion-class missile cruiser
Olympus-class corvette
Oracle-class scout cruiser
Sagittarius-class cruiser

Priority Level: Raid

Avenger-class heavy carrier
Explorer-class survey ship
Hyperion-class heavy cruiser
Hyperion-class pulse cruiser
Nova-class dreadnought
Olympus-class gunship

Priority Level: Battle

Orestes-class system monitor

Space Stations

Orion Starbase   Battle

Auxiliary Craft

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

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

Earth Alliance Initiative: +0

Artemis-class Heavy Frigate

The Artemis is an early frigate design produced after the arrival of the Centauri on Earth. Having to deal mostly with raiders and Belt Alliance miscreants, it was one of the heaviest armoured cruisers built in EarthForce spacedocks and carried an impressive amount of weaponry for close in-fighting. It carried a horrible stigma amongst those who served on them, nicknamed 'coffins with engines' and was seen as one of the worst ships in EarthForce. It was uncomfortable to live on for longer periods of time, and its weaponry required it to get dangerously close to the enemy to be effective. The heavy armour of the Artemis did little but attracted more concerted efforts from enemy admirals, and once the hard outer hull of the ship gave way to the onslaught it seemed to beg – the packed and concentrated internal workings came apart like paper. As it evolved into its current weapon arrangement, attempts were made to alleviate the range problem by introducing successful systems like the railgun. Arming the latest versions of the heavy frigate with six of the massive weapons, the Artemis gained a long-range bite, but the resulting ship cost EarthForce almost as much to build as the new and larger Hyperion.
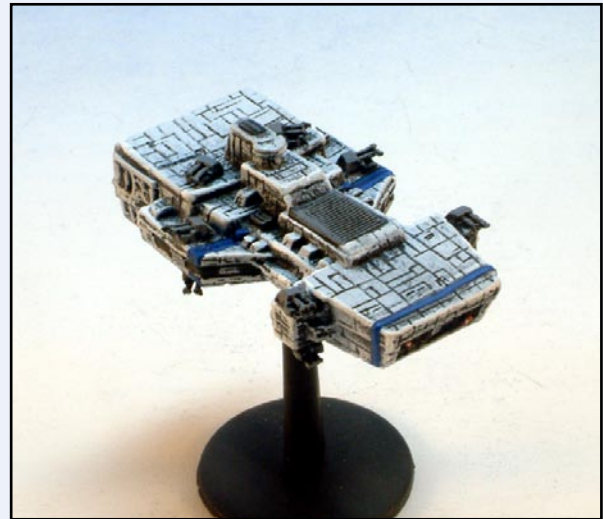
Speed: 10   **Damage:** 18/5   **Craft:** None
Turn: 2/45°   **Crew:** 22/6   **Special Rules:** Interceptors 2
Hull: 5   **Troops:** 2   **In Service:** 2190+

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

Artemis-class Escort Frigate (Variant)

A rarer variant of the Artemis, the Escort Frigate uses much of the pulse technology learned from so many salvaged Dilgar vessels. The new weapons lacked some of the range of the railgun-laden heavy frigate, but the firepower they were capable of in each salvo made up for the few seconds it took them to get into range. The Artemis as an escort ship was perfect for its heyday, but as Novas and Hyperions became mainstay vessels, it could not compete with the newer ships and often took on the role of a good system patrolling or diplomatic escort.

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

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

Avenger-class Heavy Carrier

Raid

The progression of the Starfury program after its success in the Dilgar War spurred EarthForce to create a better way to bring these new and improved fighters into battle. After many designs were broached and summarily discarded, the Avenger class appeared. Avengers were wedge-shaped craft designed like the hangar wings of Belt Alliance deployment cruisers, with rows of simple flip-door hangars, each capable of deploying or recovering a single Starfury fighter. Launching operations were straightforward and required almost no training, but recovery systems were difficult to say the least. Pilots had to match speeds manually and manoeuvre his fighter to link up with a small and fragile capture arm that would tow the vessel into the bay. Building true airlocks for each hangar and arm apparatus would have been costly, so the hangars were not pressurised at all, forcing a long waiting period while his fighter was passed through into the maintenance section of the ship before disembarking. This money-saving idea made combat landings slow and awkward, but also cost many pilots their lives as they waited to get to a pressurised area to get out of their damaged and potentially lethal fighter. The Avenger was designed to bring a massive number of Starfuries to the battle and protect itself from fast cruisers that might reach its location at the edges of a conflict, but every fighter pilot launching from one knows that it could jump away to escape battle – hoping that it stays nearby to rendezvous later.
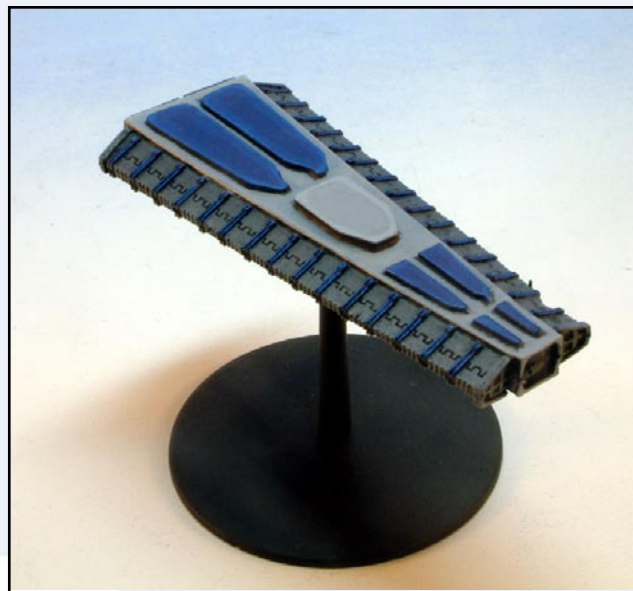
Speed: 7 **Damage:** 40/10 **Craft:** 8 Starfury Flights
Turn: 1/45° **Crew:** 50/12 **Special Rules:** Carrier 4, Command +1, Interceptors 1, Jump Point, Shuttles 2
Hull: 5 **Troops:** 6 **In Service:** 2240-2247

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

Breaching Pod

Patrol (Wing)

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy but a clever Admiral will balance the risk with the potential to keep an enemy on the back foot. Plasma cutters allow the breaching pod to cut through metres thick armour plating once latched onto the hull of a target, gaining entry for the troops carried on board. The use of heavily armed breaching marines during the Dilgar War brought many enemy ships under EarthForce control, and several technological advances can be directly attributed to their success.

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

Explorer-class Survey Ship Raid

These titanic vessels of the Earth Alliance are not truly military ships in the sense they were never designed to fight prolonged battles. At best they can hope to weather the storms of conflict long enough to escape. The Explorer survey ships were instead designed to roam unexplored regions of hyperspace, acting as the spearhead of other colonising craft as the boundaries of known space were pushed and stretched. Explorers plot positions of new star systems and preliminary build jump gates used by following surveyors, scientists and colonists to expand 'known space.' One of the few EarthForce ships capable of such a feat in this era; the command, control and personnel quarters fill a rotating centre section that grants artificial gravity. The fore contains the zero-gravity construction and launch facilities, while the aft is made up of mostly engines, supplies and storage. These ships are extremely expensive, not just for their massive size but their huge quantities of supporting supplies and Quantium-40 they must carry on them for their five-year long tours. Explorers are a rare sight, with fewer than a half-dozen ever being built, and only four in service during this time period. Many captains would not go out of their way to take these massive hulks on a standard tour of duty, but those that do have a lifetime of stories to tell afterwards.

Speed: 4   **Damage:** 140/40   **Craft:** 6 Starfury Flights
Turn: 1/45°   **Crew:** 65/15   **Special Rules:** Command +1, Interceptors 3, Jump Point
Hull: 4   **Troops:** 10   **In Service:** 2225+

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

Hermes-class Transport Patrol

The Hermes was created as a fleet tender, a military vessel intended to bring critical supplies and fresh personnel to the front lines of a combat. Armed with two missile racks, as well as several particle beams to defend against fighters, the Hermes can stand up against raiders and small piracy-driven vessels that often try to ambush it on the way to the battles. The ship carries a flight of the newest Starfury models for its own defence and to be used as replacements for other carriers, but also is fitted with the newest drives capable of opening its own jump point to and from hyperspace. It will be considered the smallest Earth Alliance vessel that can perform this feat for many decades to come. Unlike most EarthForce vessels, the Hermes was designed and constructed using civilian union shipyards, although its weapons were retrofitted at a fleet spacedock to protect military secrets. Becoming a huge success in the military sector made it an attractive choice for civilian firms as well, and it did not take long to see hundreds of them throughout the space lanes as commercial cargo haulers, trading escorts and passenger liners.

Speed: 12   **Damage:** 10/3   **Craft:** 1 Starfury Flight
Turn: 2/45°   **Crew:** 12/3   **Special Rules:** Interceptors 1, Jump Point
Hull: 4   **Troops:** 1   **In Service:** 2168+

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

Hyperion-class Cruiser

Raid

The Hyperion cruiser, launched in many forms and variants across the years, made its debut at the tail end of the Dilgar War in prototypical form. It was among the first vessels to use laser technology, and saw many revisions as it progressed through the years. It was the first real multi-role ship – covering the roles of escort, frontline offensive, tactical platform and even patrolling defender. There have several variants created of the Hyperion that focussed on different aspects of this solid cornerstone of EarthForce military, but the basic cruiser has been one of the most recognisable and well-versed vessels in Earth Alliance history.

Speed: 8   **Damage:** 28/6   **Craft:** 1 Starfury Flight
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point
Hull: 5   **Troops:** 3   **In Service:** 2246+ (current version)

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

Hyperion-class Assault Cruiser   (Variant)   Skirmish

Knowing the strengths of the Dilgar's 'Pentacon' flight formations, the Hyperion assault cruiser was designed to dive right through them. The assault cruiser used massive banks of pulse cannons to break through defensive formations and deliver ground troops to enemy-held worlds. The Dilgar were known for their atrocities planetside, and the Earth Alliance could not stand by and not try to stop them. When not deployed in this fashion, it rarely acts as a frontline ship, even though its upgraded plasma cannon does lend it the ability to deal significant amounts of damage at close range. The assault cruiser is a specialised vessel, and many captains would think twice before taking one as their assignment, as they know exactly what they will likely be responsible to do with it.

Speed: 8   **Damage:** 28/6   **Craft:** None
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point, Shuttles 2
Hull: 5   **Troops:** 6   **In Service:** 2230+

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

Hyperion-class Missile Cruiser (Variant)   Skirmish

Missiles were extremely effective during the Dilgar War, and fitting the popular Hyperion hull with several launching tubes to bring more of them to bear upon the enemy in short notice. While it will later be replaced by the dedicated Sagittarius, the Hyperion missile variant sent a significant number of Dilgar to the afterlife. The missile cruiser was cramped from limited space for the missile racks and could only use standard warheads due to the inability to refit in motion to fit new missiles as they were brought into service. If enemies survived the missile salvoes and closed range, the Hyperion was forced to rely on pulse cannon fire to defend itself. By the end of 2230, all of the remaining missile cruisers in service were either scrapped, converted or sent headlong into the Dilgar engagements to make use of their final years before decommissioning.

Speed: 8   **Damage:** 28/6   **Craft:** None
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point
Hull: 5   **Troops:** 1   **In Service:** 2217-2230

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

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

Hyperion-class Pulse Cruiser (Variant)   Raid

Never constructed in particularly high numbers and lacking the heavy punch of the laser systems of later models, the pulse cruiser was an admirable variant of the Hyperion that used the pulse weapon technology garnered at the end of the Dilgar War to great effect. It is a reliable and stalwart ship, and is the reason why pulse weaponry became so popular in EarthForce ships during the rebuilding after the Earth/Minbari War. The pulse cruiser can effectively remain on tour for many months at a time due to the simplicity and efficiency of its banks of pulse cannons, though its lack of artificial gravity makes common life on board taxing at best. In battle, it has performed as a short-ranged attack cruiser time and time again, knowing that there are few ships in its class that can withstand the hail of firepower it is capable of from an advantageous position.

Speed: 8   **Damage:** 28/6   **Craft:** 1 Starfury Flight
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point
Hull: 5   **Troops:** 3   **In Service:** 2240+

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

Hyperion-class Rail Cruiser (Variant)   Skirmish

Never seen as much of an upgrade from the aged Artemis, the rail cruiser was too expensive to construct in any large number and was not capable of much more firepower than the older ship. It was never able to outperform the ship it was trying replace, nor could it fill the duties that most Hyperions were so known to excel at. It was viewed on by many as a failure, but was too expensive to be simply decommissioned and pulled apart for components. Instead, when most of them were destroyed in the early stages of the Earth/Minbari War, they were never put into full production again –only a handful remain in EarthForce.

Speed: 8   **Damage:** 28/6   **Craft:** 1 Starfury Flight
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point
Hull: 5   **Troops:** 3   **In Service:** 2246+

Weapon	Range	Arc	AD	Special
Railguns	12	F	4	AP, Double Damage
Railguns	12	A	3	AP, Double Damage
Medium Pulse Cannon	10	P	6	
Medium Pulse Cannon	10	S	6	
Particle Beams	5	T	4	Anti-Fighter, Weak

Nova-class Dreadnought   Raid

The first Nova prototype vessels appeared in 2219, amidst many rumours and fears that the ship project – the first of its kind – would never work in any capacity. The Earthers' idea of massive arrays of turreted guns lining a truly enormous hull simply seemed like more than any power plant could safely handle. The first models were difficult to work properly, and the Nova project nearly dies with the first few examples to sputter out of spacedock. As new refinements were made, the ship proved not only functional, but to be one of the most deadly ships in the fleet. Even capable of bringing a large number of Starfuries to battle and protect them effectively, the Nova grew to be an EarthForce favourite. When working pulse cannons sprang from Dilgar research in 2240, EarthForce knew it had the perfect weapon they wanted for the Nova. The hybrid laser/pulse array was created and, even with several other variants that were experimented with in the 40s as well, it became the standard for the dreadnought. This resulted in a much more powerful and flexible warship, but the arrays quickly became high-maintenance items. Many maintenance repair crews cursed their jobs in Nova weapon bays, wishing the Alliance had

simply picked one weapon style over the other. The combination, while effective in battle, was a nightmare to repair and upkeep. The slow speed and poor manoeuvrability of the Nova is normally shadowed by slow-moving squadrons holding position, slowly turning to present their fearsome broadsides to the enemy.

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

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

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

Olympus-class Corvette

Skirmish

The Olympus served well for several decades until the Dilgar War, when the deep-striking attacks of the Earth Alliance caused many logistical problems to surface. The war effort already required an immense supply train to move constantly in and out of League territory, and the ammunition used for both railguns and missile systems became a heavy toll on fleet tenders coming and going to upkeep Olympus-laden fleets. Olympus Corvettes are terribly uncomfortable to live within, making them wholly unsuitable for long patrols or border defence missions. When not being sent to a battlefront, they are generally used as small system or planet monitors, left to guard bases or colonies that can cycle crew out to keep morale from slipping too low. The Earth/Minbari War saw many of the Olympus reduced to slag in seconds as the powerful elder ships sailed from colony to colony, and it is well-known that EarthForce is looking into a full re-design of the ship.

Speed: 8
Turn: 2/45°
Hull: 4
Damage: 28/6
Crew: 32/6
Troops: 3
Craft: None
Special Rules: Interceptors 1
In Service: 2202-2265

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

Olympus-class Gunship (Variant)

Raid

One of the frontline combatants throughout the Dilgar War, this Olympus variant gained a lot of favour among its crews, as its simplistic gunship design worked very well in the straight battles the Dilgar often engaged them in. The main reactors had to be heavily modified in order to support new laser cannons gained from new Abbai and Markab allies. This led to new problems which constantly needed maintenance, leading to the ship falling out of favour in EarthForce after the hustle of the Dilgar War had ceased. As it was never intended to be much more than a direct offensive tool, the Olympus gunship was understandably later supplanted by better multi-tasking ships such as the Hyperion and Nova.

Speed: 6
Turn: 2/45°
Hull: 4
Damage: 28/6
Crew: 32/6
Troops: 2
Craft: None
Special Rules: Interceptors 1
In Service: 2229-2248

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

Oracle-class Scout Cruiser   Skirmish

The Oracle was developed after the arrival of the Centauri, constructed specifically for the purpose of interstellar travel, and it was the most capable vessel of its kind in that time. Oracles were the first ships that braved hyperspace, replacing the much larger and older cryogenic exploration crafts that formed the Belt Alliance. Their mission was to locate systems for colonisation and perform survey missions that could open doors for the Earth Alliance to expand through. If no Oracles had ever launched from the facilities around Luna and Mars, there would be no Proxima, or Orion, or Deneb, or any of the other colonies outside of the Sol system. With no viable hyperspace expansion program, Earth would have become yet another member of the League of Non-Aligned Worlds – or a puppet of another, larger more advanced race. Used militarily as sensor-laden scouts when necessary, the Oracle performed as best it could in the secondary role, always under the scrutiny of the fleets they were assigned to. It was never intended to be in such a role, but it performed admirably considering the tough job it had to do.

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

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Super AP
Missile Rack	30	T	1	Precise, Slow Loading, Super AP
Particle Beams	5	F	2	Anti-Fighter, Weak
Particle Beams	5	A	2	Anti-Fighter, Weak
Particle Beams	5	P	2	Anti-Fighter, Weak
Particle Beams	5	S	2	Anti-Fighter, Weak

Orestes-class System Monitor   Battle

Originally intended to be the heavy-hitting hammer of the EarthForce's war on raiders, the Orestes' early role was to be the core of any Earth Alliance task force engaged in finding and destroying raider outposts. They were heavily armoured battleships capable of surviving serious amounts of firepower while unleashing some of the heaviest weapons that the Alliance had to offer. It was also extremely expensive to build and operate, and when raiders became less of a problem in Sol, many were mothballed. These Orestes became useful again after the Centauri made contact with the humans in the mid-22nd Century. Knowing then that there was a new way to bring the hulks to outer systems to protect other colonies from raiders, the Orestes graduated into the largest system monitors used in the galaxy. Besides a number of them used as system blockade ships at the end of the Dilgar War, the Orestes never again became an offensive tool except in certain situations.

Speed: 4 **Damage:** 48/10 **Craft:** 2 Starfury Flights
Turn: 1/45° **Crew:** 55/12 **Special Rules:** Interceptors 1
Hull: 6 **Troops:** 2 **In Service:** 2241+ (current version)

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

Orion Starbase
Battle

Using its own rotating motion to provide gravity the thousands of crewmen and fleet officers on board who keep the station's systems running, the Orion is the standard design of orbital installation found in many Earth Alliance territories. The Orion was built in orbit around many colonies, often watching over local jumpgates and monitoring traffic through Earth Alliance territories. Several missile racks give the Orion a long-range punch lacking on similarly-designed civilian installations, but it is the combination of railguns and heavy pulse cannons that sets it apart from lesser installations. Many Orions desperately tried to defend spacelanes, but were easily destroyed by the longer ranged weaponry of the elder race in the first attacks of the Earth/Minbari War.

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

| Weapon	Range	AD	Special
Heavy Pulse Cannon	24	8	Twin-Linked
Railguns	20	4	AP, Double Damage
Missile Racks	40	2	Precise, Slow-Loading, Super AP

Sagittarius-class Cruiser
Skirmish

The first attempt at a mobile artillery platform, the Sagittarius hull was a specialised design first seen in the early 23rd Century. The dawn of the Dilgar War gave EarthForce the perfect testing ground for new missile warheads and launch systems as they were produced, simply retrofitted or re-armed by trained crews between battles. The Dilgar were never known for their defensive measures, making them spectacular targets for new missile types and observation of their effect on solid impacts. As this experimentation progressed, larger and more stable hull systems were produced, eventually finding ways to mount eight missile racks on a lengthy cruiser hull without losing the ultimately necessary anti-fighter particle beam turrets. The ship was not particularly popular amongst fleet command, primarily because its complete dedication to the missile bombardment role left it little room for flexibility and drained extra resources due to the sheer amount of ammunition required to keep a Sagittarius in working order. Because of its specialised design, the Sagittarius was totally unsuitable for use in anything other than fleet support. Worse than that, the Sagittarius had little in the way of true defences, lacking even jump engines to make room for additional ammunition compartments and launch system reloading mechanisms. It did its job, did it well, and did not try to perform any other.

Speed: 6 **Damage:** 25/6 **Craft:** None
Turn: 1/45° **Crew:** 26/6 **Special Rules:** Interceptors 2
Hull: 5 **Troops:** 1 **In Service:** 2230+

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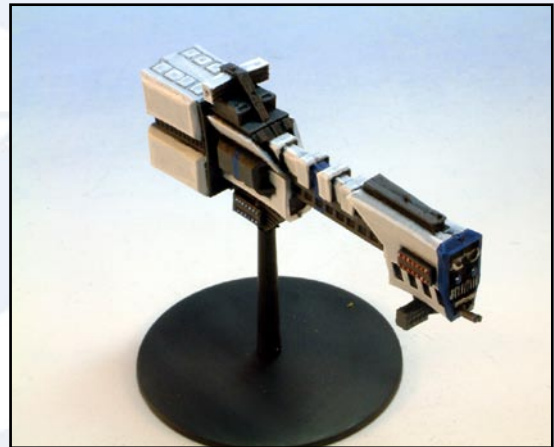
Starfury Flight

Seen as the first line of defence for most Earth Alliance installations and outposts, the Starfury has had a chequered past filled with revisions and upgrades throughout its service history. It still remains a frontline fighter capable of obtaining and retaining superiority in fighter skirmishes in seconds. Its unique X-foil design allows for superb agility, which was dramatically helpful when battling the extremely fast Thorun fighters of the Dilgar. With many of its earlier versions field tested for decades in the Belt Alliance, the Starfury came into the battles of the Earth Alliance ready for anything. They are agile, capable of delivering significant damage to even heavier vessels and outmanoeuvre many of their peers.

More than a match for almost any other fighter in production throughout this era, the Starfury will stay the mainstay for EarthForce for many decades to follow.

Speed: 12   **Troops:** -
Turn: SM   **Dogfight:** +2
Hull: 4   **Craft:** –
Damage: –   **Special Rules:** Afterburner, Dodge 2+, Fighter
Crew: –   **In Service:** 2244+ (current version)

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

Tethys-class Cutter

Small by most warship standards, the Tethys was originally intended as a police vessel. It has since been deployed for any variety of missions EarthForce is capable of assigning it. Often referred to as a police cutter when used by governmental agencies other than EarthForce, it is actually classified as a light frigate in military terms. It is small and cheap to build, making it the base of dozens of variant vessels throughout its lifetime. It is frequently used as a test hull for new or salvaged technologies, where its sturdy construction allows it to survive the rigors of field testing and constant retrofitting. It is among the more manoeuvrable Earth ships ever in production, and its extreme versatility was its greatest boon in the Dilgar War – as squadrons of Tethys patrolled the Omelos system to repel would-be escapees.

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

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

Tethys-class Laser Boat (Variant)   Patrol

The Dilgar War saw the creation of this unlikely but destined variant. The laser boat was an attempt to mount the most powerful weapons the Earth Alliance had at its disposal onto the favoured and utilitarian hull of the Tethys. The resulting creation opened the door for smaller ships to pack heavier weaponry, but was rather ineffectual in its own light. Never quite able to keep up with the power demands of the laser cannons purchased from the Abbai, the laser boat was a nice surprise when it worked but tended to get singled out by the cruel-hearted Dilgar – who enjoyed picking on the tiny ship when it was recharging.

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

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

Tethys-class Missile Boat (Variant)   Patrol

Another weapon variant of the Tethys cutter, the missile boat was designed to fill in as support for Sagittarius cruisers during long-ranged encounters. Where EarthForce hoped to make room for dozens of missile-laden Tethys swarming an enemy while the bombardment commenced from the larger cruisers, it was met only with limited success, as the tiny hull could not carry longer-ranged missiles to be an effective support ship. They made for good annoyances during the thick of a battle, dropping their missiles into an enemy moving after the larger target.

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

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

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

The Earth Alliance – Dawn of the Third Age

Earth Years 2248-2266

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

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

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

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

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

The Earth Alliance Fleet List

The following forms the entire fleet list for the Earth Alliance for the Earth Years 2248-2266.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Hermes-class transport
Starfury Wing (3 flights)
Thunderbolt Wing (3 flights)

Priority Level: Skirmish

Artemis-class heavy frigate
Hyperion-class assault cruiser
Olympus-class corvette
Oracle-class scout cruiser

Priority Level: Raid

Explorer-class survey ship
Hyperion-class heavy cruiser
Nova-class dreadnought

Priority Level: Battle

Avenger-class heavy carrier
Hyperion-class command cruiser
Omega-class destroyer
Omega-class pulse destroyer

Priority Level: War

Omega-class command destroyer
Poseidon-class super carrier

Priority Level: Armageddon

Shadow Omega-class advanced destroyer
Warlock-class advanced destroyer

Space Stations

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

Auxiliary Craft

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

Any ship carrying one or more Starfury flights may replace any number of them for Thunderbolts (so long as the scenario is set in 2259 or later) or Breaching Pods. Breaching Pods swapped in this way will carry a Troop from the ship – they do not include Troops of their own in the way Breaching Pod Wings do.

Earth Alliance Initiative: +1

Artemis-class Heavy Frigate   Skirmish

The Artemis was never produced in very high numbers after the Earth/Minbari War, the Earth Alliance choosing instead to put better efforts into new projects and time-tested hulls. There were a number of older frigates that never made it to the Battle of the Line, and so saw many long patrols and assignments while EarthForce rebuilt its fleet. Many captains were strangely happy to get into the small, heavily armoured shells, even knowing they might have to fight greater odds until more battleships could make it out of the spacedocks. Once the fleet had expanded to even bigger than before, the Artemis rapidly fell back into its former role as an expensive escort and defence vessel for colonies across Earth Alliance space.

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

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

Avenger-class Heavy Carrier   Battle

One of the most successful carriers in EarthForce history up to this era, the Avenger saw many upgrades and retrofits that solved its early fighter-regrouping and reclaiming issues, and deployed into a great deal of use during the early stages of the Earth Civil War. Its ability to bring dozens of Starfuries and the new Thunderbolts to a conflict without risking a much more expensive warship such as the Omega made it indispensable during the initial conflicts. The use of fighters to detain and blockade restricted jump routes to Babylon 5 by Clark's forces was far easier and less costly than using capital ship squadrons – and were much easier to replace if needed to be sacrificed as an example. After the Civil War, the Avenger took a back seat to the larger and more advanced Poseidon Supercarrier, but was never retired due to its overall usefulness. Although many destroyers and larger cruisers carried healthy fighter compliments the Avenger was still used as a time-tested and solid carrier to be added to many EarthForce fleets.
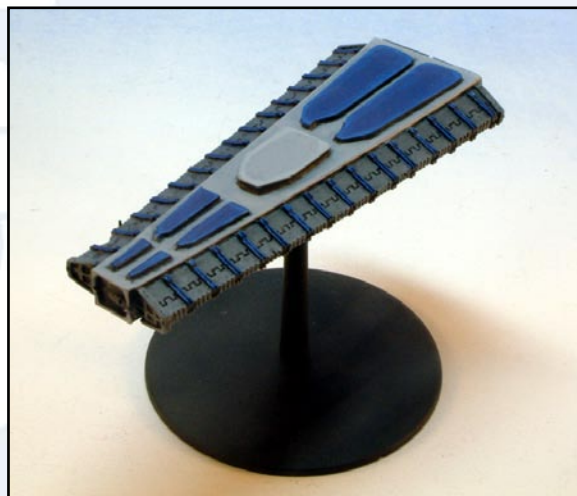
Speed: 7   **Damage:** 40/10   **Craft:** 8 Starfury Flights
Turn: 1/45°   **Crew:** 50/12   **Special Rules:** Carrier 4, Command +1, Fleet Carrier, Interceptors 2, Jump Point, Shuttles 2
Hull: 5   **Troops:** 6   **In Service:** 2248-2261

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

Babylon 5 Diplomatic Station (pre 2259)   Battle

The first Babylon station to survive the construction process without collapsing, exploding or disappearing, the Earth Alliance and its financial partners never intended to arm Babylon 5 heavily. It was always meant to be a diplomatic hub, and it was presumed that a lighter armament in concert with squadrons of Starfuries on-hand could properly defend the installation. If its weapon compliment not be enough to deter opportunistic attackers, heavier reinforcements from several allied governments could be mustered to face a determined assault in league with nearby EarthForce fleet forces. A small fleet or battle-group of well-prepared ships could likely overwhelm the station and its defence forces, but they are certainly a match for the haphazard Raider attack or aggressive diplomatic actions from unknown parties..

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

Weapon	Range	AD	Special
Quad Particle Beams	24	8	Twin-Linked
Particle Beams	5	6	

Babylon 5 Diplomatic Station (post 2259)   War

When General Franklin used Babylon 5 as a staging post for his GROPOS assault against the Sh'lassan rebels on Akdor in 2259, he brought with him new technologies designed for upgrading the station's defensive network. Using this to make the deal with Captain Sheridan in order to house his troops briefly, the station was fully upgraded in just a few weeks. Additional particle beams were fitted to bulkheads along with a much tighter fighter defence screen. The main offensive upgrade was the addition of long-ranged heavy pulse cannons which could enable Babylon 5 to deal with enemy warships if called upon to do so. Though still labelled a diplomatic station, the upgrade of Babylon 5 gave the on-looking galaxy a strong feeling that EarthForce was ready to defend the Earth Alliance against alien incursion if it were ever so needed. The newly upgraded Babylon station was just one of the first hints to the galaxy that there were many changes happening behind the veneer doors of the Earth Alliance.

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

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

Mine Launchers: Babylon 5 also has sophisticated mine launchers that can seed wide areas of space with intelligent explosive devices. After you have deployed his forces, you can nominate two 12" by 12" squares on the table – they may not overlap each other. An enemy ship will automatically suffer an AP attack of 4 AD during every End Phase in which it remains in these areas.

Breaching Pod
<div align="right">

Patrol (Wing)
</div>

Although impossible to use effectively during their involvement of the Shadow War, EarthForce employed many of these craft during the Earth Civil War on both sides of the conflict. Marines fighting up close and personal could far more easily distinguish friend from foe in the battles against their own people – and could hopefully spare more human lives in close fighting than with the particle cannons of a starship. The plasma cutters that allow the breaching pod to cut through metres of thick armour plating were augmented with chemical assisted seals designed to better link up with EarthForce vessels, a grim fact that cost dozens of humans their lives in that tragic war.

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

Explorer-class Survey Ship
<div align="right">

Raid
</div>

Never used as warships even the direst of circumstances before, Explorer ships were instead used as multi-billion credit guinea pigs during Clark's administration. Eager to find new alien technologies to get a hypocritical leg up on the very aliens he feared and hated, many Explorer ship transport routes around the Rim were diverted into unmapped areas of hyperspace specifically told to Clark and his cabinet by dark and sinister Shadow allies; most notable Mister Morden. At least two of these enormous ships were successfully reached and re-routed into these areas in search of ancient technologies instead of colonisable planets. One of these rare and massive ships, the EAS *Coronado*, never returned from its destination on the opposite end of Hyach space. Later, the mysterious 'Redhelms' would pour out of that sector and wage a sudden campaign of destruction that lead a path all the way to Babylon 5.

Speed: 4	**Damage:** 140/40	**Craft:** 6 Starfury Flights
Turn: 1/45°	**Crew:** 65/15	**Special Rules:** Command +1, Interceptors 3, Jump Point
Hull: 4	**Troops:** 10	**In Service:** 2225+

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

Hermes-class Transport Patrol

With so many Hermes dedicated to system patrolling and fleet tending back and forth from transfer points, it came as no surprise that dozens of the commonplace ship were ravaged by Raider forces during both the Earth Civil War and the later Drakh engagements. While the Earth Alliance had extremely limited assets and was all tied up with its own situations, the Hermes ships were buzzing around from battlefront to battlefront to supply depots and back – making them attractive targets to those wanting the pricey military cargoes within them. Fully replaced on front lines by more tactically sound vessels, the Hermes was almost wholly a supply and escort ship during this era, and was only rarely called upon to battle when no other option was available.

Speed: 12 **Damage:** 10/3 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 12/3 **Special Rules:** Interceptors 1, Jump Point
Hull: 4 **Troops:** 1 **In Service:** 2168+

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

Hyperion-class Cruiser Raid

Once the main ship of the line, the Hyperion was still a heavily used hull in many ways during the advancement of EarthForce technologies. Even though the classic Nova and new Omega were far more utilised across the scope of Earth Alliance engagements, the Hyperion remained omnipresent in most fleets in one form or another. Its solid ability and overall tenacity in a variety of roles lent it a good reputation in EarthForce crews, and it took several direct orders to upgrade to an Omega when that ship became the new flagships of the fleet. During the Shadow War, many Hyperions answered the call to duty. The Civil War found dozens of Hyperions, often crewed by older-minded EarthForce staff unwilling to adopt Clark's dark and vile tactics, flying on the side of Sheridan's revolution. By the time the Drakh came to Earth, several Hyperions were already assigned to system patrol and were mostly relegated to becoming support ships for the larger Omegas and the new prides of the fleet, the Warlocks.

Speed: 8 **Damage:** 28/6 **Craft:** 1 Starfury Flight
Turns: 2/45° **Crew:** 32/6 **Special Traits:** Interceptors 2, Jump Point
Hull: 5 **Troops:** 3 **In Service:** 2246+

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

Hyperion-class Assault Cruiser   (Variant)   Skirmish

Gaining a reputation as one of the finest ground assault organisers in the EarthForce fleet, the assault cruiser was used relatively unchanged from its days back in the Dilgar War. When Clark needed a colony pacified and did not want to resort to bombing runs as of yet, parking a pair of Hyperion assault cruisers above the site filled with Nightwatch marines was many times enough to keep the fearful peace below. Several assault cruisers were held in high regard after the Drakh virus bombing of 2266, where over a hundred marines willingly launched in their shuttles down onto the infected planet in the hope of keeping destruction and panic to a minimum. Those who died quickly from the contagion or riots have been heralded posthumously as heroes of that dark day.

Speed: 8	**Damage:** 28/6	**Craft:** None
Turns: 2/45°	**Crew:** 32/6	**Special Traits:** Interceptors 2, Jump Point, Shuttles 2
Hull: 5	**Troops:** 6	**In Service:** 2230+

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

Hyperion-class Command Cruiser (Variant)   Battle

First launched at the tail end of the Earth/Minbari War in a futile attempt to coordinate fleets in a losing battle, the command cruiser was the most advanced vessel in the EarthForce fleet and the first Hyperion variation to mount Narn-purchased heavy lasers as a standard fitting. Along with a nose-fitted heavy pulse cannon, this variant can unleash a significant volley for a vessel of its size. It can rarely go toe-to-toe with larger warships due to its comparatively fragile internal structure, but can dish out damage like one if brought to bear properly. Its superior sensor and communication network allowed it to monitor fleet movements and provide a commanding officer with the resources to fully orchestrate allied ships from the bridge. In this role it was replaced by the Omega command destroyer due to the larger ship's survivability, but in smaller battles it was still a valued ship to serve as fleet command.

Speed: 8	**Damage:** 32/6	**Craft:** 1 Starfury Flight
Turns: 2/45°	**Crew:** 36/6	**Special Traits:** Command +1, Interceptors 3, Jump Point
Hull: 5	**Troops:** 4	**In Service:** 2246+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	18	B (a)	2	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	B	8	Twin-Linked
Medium Pulse Cannon	10	F	6	
Medium Pulse Cannon	10	A	6	
Medium Pulse Cannon	10	P	6	
Medium Pulse Cannon	10	S	6	
Particle Beams	5	T	5	Anti-Fighter, Weak

Nova-class Dreadnought

One of the simplest and most underestimated ships to ever prove its worth during the Earth/Minbari War, the Nova was just too solid of a vessel to ever sit back and be retired by newer 'fancier' ships. The steady stream of particle and laser fire that a Nova broadside was capable of had become infamous in the minds of Earth's enemies, and it was one of the most feared ships to face during the Earth Civil War. The proven laser/pulse arrays were designed to overwhelm enemy defence networks, and every EarthForce captain knew that when a hostile Nova began the slow turn to give them the brunt of them. Even during battles against highly advanced vessels such as Drakh destroyers in 2266, the traditional hailstorm of fire ripped the Shadowtech vessels apart just as they did the Dilgar thirty-five years earlier!

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

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

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

Olympus-class Corvette

Truthfully only still used by defence forces and as a method to punish less-than-spectacular crewmen, the Olympus is one of the least used and least cared for ships in the EarthForce fleet at this time. It has been almost been completely supplanted by the many versions of the Hyperion and the Nova in nearly every capacity. A few Olympus were called upon by Clark's command staff to be used as blockade ships in routes that would be too dangerous for more costly ships, and were expected to be nothing more than slowing obstacles against Sheridan's march toward Earth. The aged ship still could work well in minor civilian-minded missions, but was treated as an obsolete relic until the last of them was decommissioned in 2265.

Speed: 8   **Damage:** 28/6   **Craft:** None
Turn: 2/45°   **Crew:** 32/6   **Special Rules:** Interceptors 1
Hull: 4   **Troops:** 3   **In Service:** 2202-2265

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

Omega-class Destroyer   Battle

The Omega heavy destroyer is the premier warship of EarthForce, created as a direct development of lessons learned during the Earth/Minbari War. The tragic conflict that nearly eliminated humanity opened the Alliance's eyes to the need for an advanced warship. They sought something capable of standing stalwart against the heavy cruisers of the other races, and while the Omega is by no means an equal to the Minbari Sharlin, it is a capable ship held in most other lights. Much larger than the Hyperion, the Omega can ferry two full squadrons of Starfuries to a battle. Using a heavier weapons load and a rotating ship segment that generates artificial gravity, the heavy destroyer is designed for prolonged assignments and lengthy tours of duty. Living space is simple and cramped, but its sizeable bridge and commons areas allow for a greater degree of pleasantries. Crews much prefer to serve on an Omega than a Hyperion, as it tends to be far more tolerable for increasingly longer deployments becoming more common to the EarthForce of this era. These ships have become the flagship and iconic symbol of the Earth Alliance navy, and they will likely be the root of EarthForce ship designs for a time to come.

Speed: 7	**Damage:** 48/10	**Craft:** 4 Starfury Flights	
Turn: 1/45°	**Crew:** 62/14	**Special Rules:** Interceptors 3, Jump Point	
Hull: 6	**Troops:** 4	**In Service:** 2250+	

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B (a)	2	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	10	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Medium Pulse Cannon	10	P	6	Twin-Linked
Medium Pulse Cannon	10	S	6	Twin-Linked
Particle Beams	5	P	4	Anti-Fighter
Particle Beams	5	S	4	Anti-Fighter

Omega-class Command Cruiser (Variant)   War

The most advanced ship in the EarthForce fleet to use wholly human-made technologies, the command cruiser is a mobile fortress and headquarters. Even though the command destroyer has been harried by design and maintenance problems throughout its career, it showed its prowess in both the Earth Civil War and the Drakh conflict expertly. Omega command ships are prized members of any battle formation, leaving a good impression on both friend and foe when they are committed to the violence of warfare. Not only do they have complete control over the movements of allied vessels, but the weapon layout of the ship allows it to 'lead by example.' The damage potential of the forward heavy lasers had been doubled over the standard Omega, using refinements in energy allocation and power delivery systems researched while reverse-engineering alien technologies for the top-secret projects of Clark's regime. The heavy pulse cannons have also been upgraded, along with all rear facing weaponry, to patch up any weaknesses seen in its predecessors. While not as fully advanced on the backing of alien technology such as the Warlock, the command cruiser is a proud symbol of EarthForce nonetheless.

Speed: 7	**Damage:** 48/12	**Craft:** 4 Starfury Flights	
Turn: 1/45°	**Crew:** 68/16	**Special Rules:** Command +2, Interceptors 4, Jump Point	
Hull: 6	**Troops:** 6	**In Service:** 2259+	

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

Omega-class Pulse Cruiser (Variant)

Battle

Lacking the heavy laser emitters of the standard Omega, the pulse destroyer is a devastating flashback to the scores of pulsar fire used by the Dilgar. While a good rake from a heavy laser can be deadly, this Omega variant rips layers of deckplate and armour off its targets with a veritable deluge of heavy particle pulse fire. Regardless of its shorter effective attack range than its predecessor, the pulse cruiser is incredibly versatile. It has been proven able to engage almost any enemy with a fair chance of victory, crippling an enemy rapidly after the battle is fully engaged and range is closed. The lack of expensive heavy lasers makes it easier and less costly to service and maintain, turning the pulse destroyer into the true inheritor of the design theory behind the Hyperion pulse variant – a ship that is seen as the perfect complimentary fleetmate.

Speed: 7   **Damage:** 48/12   **Craft:** 4 Starfury Flights
Turn: 1/45°   **Crew:** 66/16   **Special Rules:** Interceptors 3, Jump Point
Hull: 6   **Troops:** 4   **In Service:** 2255+

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

Oracle-class Scout Cruiser

Skirmish

After discovering the deadly effect of being unable to lock onto their targets during the Earth/Minbari War, the role of the Oracle changed from territory-scanning scout to electronic warfare emplacement. Pouring resources into the Oracle in an effort to make it far more combat worthy after seeing how effective advanced sensor sweeps and enhanced targeting systems truly were to stealthy or jammer-reliant vessels, EarthForce saw the dawn of battlefield scouts in starship form. Although such ideas were commonplace across the galaxy in other races' navies, the deployment of Oracles in a battlefield assistance role revolutionised the Earthers' views on space combat. This showed in the sheer number of Oracles that were put into production after 2248.

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

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Super AP
Missile Rack	30	T	1	Precise, Slow Loading, Super AP
Particle Beams	5	F	2	Anti-Fighter, Weak
Particle Beams	5	A	2	Anti-Fighter, Weak
Particle Beams	5	P	2	Anti-Fighter, Weak
Particle Beams	5	S	2	Anti-Fighter, Weak

Orion Starbase   Battle

Rebuilding many of the destroyed starbases after the end of the war in 2247, the Earth Alliance was stricter in their placement. The Orion was used solely at transfer points and jump gate locations that would also be easy to reinforce with additional forces in case another superior foe would try and claim them as the Minbari did so effectively during the war. Many Orions were wracked with internal squabbles between Sheridan-friendly and Clark-supporting Earth Alliance members, making each Orion its own powder keg of possible violence. Several starbases were put under immediate martial law as soon as open conflict occurred, but few saw anything more violent than rioting during the Civil War – saving President Luchenko billions in repairs once Clark was removed from office.
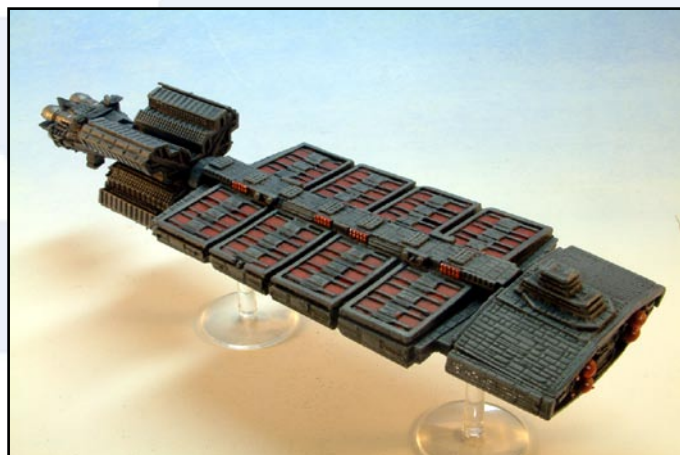
Speed: –   **Damage:** 600/300/150   **Craft:** 8 Starfury Flights
Turn: –   **Crew:** –   **Special Rules:** Carrier 2, Command +1, Defence Network 6, Immobile, Interceptors 8, Space Station, Targets 3
Hull: 5   **Troops:** 35   **In Service:** 2240+

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

Poseidon-class Super Carrier   War

The premier fightercraft carrier in the galaxy, the Poseidon has access to the best defences and escorts available to the Earth Alliance wherever they go. Their enormous, flat arrays of Cobra-style fighter bays are capable of launching its entire fleet of advanced fighters in a matter of minutes. Able to recover them quickly too, the Poseidon is the space equivalent to the North American aquatic navy's aircraft carriers of Earth. The first Poseidon, the EAS *Wright*, was launched in 2247 but was quickly overcome and destroyed in the Earth/Minbari War. Only few have been built since, knowing that there is a rare market for super carriers in common warfare. The most recent Poseidon designs incorporate expanded bays to allow use of the Thunderbolt, even thought the first models could only employ regular Starfuries. Using much of the same electronic bridge equipment that the Hyperion command cruiser incorporates, the Poseidon is not only a heavy carrier but also a fleet organiser. Some larger EarthForce battle fleets are constructed around the Poseidon to take advantage of this. Advanced communication and control gear used to co-ordinate the swarm of fighters routed through its command consoles permits any force headed by a Poseidon to benefit from the improved tactical control. Poseidons, while not designed to be offensive powers in any capacity other than its ability to vomit clouds of fightercraft, possess huge arrays of defensive weaponry and are deployed with escorts at all times.

Speed: 5   **Damage:** 95/25   **Craft:** 16 Starfury Flights
Turn: 1/45°   **Crew:** 120/30   **Special Rules:** Carrier 8, Command +3, Fleet Carrier, Interceptors 6, Jump Point, Shuttles 2
Hull: 4   **Troops:** 10   **In Service:** 2255+

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

Shadow Omega-class Advanced Destroyer   Armageddon

Created in highly secret development programmes initiated by President Clark during his reign, Earth opened its doors to dangerously advanced Shadow technology. Using basic Omega hulls that were to be iconic representations of Clark's power, Shadow agents still upset with their masters' defeat during the Shadow War converted the ships into advanced destroyers. It was to give President Clark a weapon that would be immeasurably superior to anything Captain Sheridan and his alien allies could come up with. The resulting marvel was the Shadow Omega, also known by its designator *Omega-X*, a ship that heralded awesome potential but was irrevocably tainted by the treachery and villainy of President Clark and his Shadow allies. Wiped out by the White Star Fleet headed by Susan Ivanova and Marcus Cole at great cost, they were sure to have destroyed all fully functional prototypes. Some partially complete Omega-Xs that survived the liberation of earth were quickly dismantled after the war by the Earth Alliance, using what they had learned as components for another warship program – the Nemesis Project.

Speed: 8   **Damage:** 75/12   **Craft:** 4 Thunderbolt Flights
Turns: 1/45   **Crew:** 65/10   **Special Rules:** Advanced Jump Point, Flight Computer, Interceptors 6, Self-Repairing 2d6
Hull: 6   **Troops:** 3   **In Service:** 2261 only

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	40	B	6	Beam, Super AP, Triple Damage
Heavy Phasing Pulse Cannon	12	F	12	AP, Double Damage
Heavy Phasing Pulse Cannon	12	A	8	AP, Double Damage
Light Multi-Phased Cutter	10	P	10	AP, Mini-Beam, Twin-Linked
Particle Beams	10	S	10	AP, Mini-Beam, Twin-Linked

Using the Shadow Omega

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

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

Starfury Flight   Patrol (Wing)

One of the iconic representations of Earth's ingenuity in starship design, the Aurora Starfury remained the simple most used fightercraft in EarthForce fleets ever since its creation. Newer versions like the Thunderbolt might be more attractive to some, but the faithful Starfury persevered through dozens of attempts to replace it. During the Earth Civil war the Starfury was obviously omnipresent on both sides, with many conflicts looking like a maddened dance of brothers-in-arms as the distinguished fighters darted around one another in clouds of ion trails and uni-cannon fire. Always seen originally as its only lacking, the fact that the Starfury squadrons launched during the Drakh virus-bombing of Earth could not dip below the atmosphere to try and stop the dropping deployment pods saved the lives of the one hundred and seventeen pilots in their Starfuries at the time the attack occurred.

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

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

Thunderbolt Flight   Patrol (Wing)

The next phase of fighter advancement developed along the ongoing Starfury program, the Thunderbolt is the first atmospheric Aurora. As older variants were phased out, the Thunderbolt, or T-bolt as it is frequently called, some feared it may have taken on the overall Starfury name. However, this seemed highly unlikely, as the larger frame of the T-bolt lacked the grace of the Starfury and could never fully replace it in the minds of most pilots. Thunderbolts do possess several improvements over the basic Starfury, such as advances in thrust, armour, and staying power. The T-bolt also mounts a more compact gatling pulse cannon that occupies less space in the fuselage, leaving room for additional firing controls to fire wing-based missile racks. The Thunderbolt may not be the replacement for the Starfury as it was planned, but it is unquestionably its equal in many ways.

Speed: 10   **Troops:** -
Turn: SM   **Dogfight:** +1
Hull: 5   **Craft:** –
Damage: –   **Special Rules:** Afterburner, Atmospheric, Dodge 2+, Fighter
Crew: –   **In Service:** 2259+

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

Warlock-class Advanced Destroyer   Armageddon

Just as the Omega was the bastard child of the Earth/Minbari War, the Earth Alliance's latest warship is a by-product of the Earth Civil War. Seeing the effects many of the alien warships had on their planet's own defence network EarthForce decided it needed a new breed of starship; one capable of extended space conflicts. The Warlock is unequivocally the most devastating war machine produced in Earth history to date. Using the first 'gifts' from their enrolment in the Interstellar Alliance, it had a true artificial gravity system, extremely powerful weaponry and the toughest armour possible at that time. Plundered technologies from many advanced races taken during Clark's reign were used, but the most prevalent (and controversial) is the use of Shadow bio-organic technology. The design had only been laid out in secret during the Earth Civil War, but was never completed in time to possibly stop Sheridan. The Warlock did lend some of its advanced technological design to the Omega-X class destroyer that was briefly employed during this conflict, however. Immediately after the Earth Civil War, the new Warlock-class destroyers began their initial field tests and shortly there after went into active service.

Speed: 8   **Damage:** 95/18   **Craft:** 4 Starfury Flights
Turns: 1/45   **Crew:** 99/25   **Special Rules:** Advanced Jump Point, Command +2, Flight Computer, Interceptors 6
Hull: 6   **Troops:** 8   **In Service:** 2261+

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	35	B	6	Beam, Super AP, Triple damage
Railgun	20	F	8	AP, Double Damage
Railgun	20	A	4	AP, Double Damage
Laser/Pulse Array	15	F	10	Twin-Linked
Laser/Pulse Array	15	A	10	Twin-Linked
Laser/Pulse Array	15	P	10	Twin-Linked
Laser/Pulse Array	15	S	10	Twin-Linked
Missile Rack	30	F	6	Precise, Slow Loading, Super AP
Particle Beams	6	T	6	Anti-Fighter

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

The Crusade Era

Earth Years 2267 and Beyond

EARTH HAD SEEN its share of tragedy in the past, but the virus bombing by the Drakh in 2266 was possibly the most devastating blow ever felt on the human homeworld. Given a short five years to either find a cure or relocate the centre of the Earth Alliance, the galaxy collectively looked upon Earth with mixed emotions. Some, like the Abbai, felt sadness for the loss and anger at the Drakh. Others, like the Drazi and Gaim, turned away in an effort to ensure they were not infected by the doomed race. Even with the assistance of several other species, it seemed the best hope for a cure rested on the shoulders of the newly assigned EarthForce crew of the ISA *Excalibur* – the surviving prototype Victory-class destroyer being sent into the void in search of a cure before time would run out.

While riots and chaos ruled over much of Earth's quarantined surface, a sight that the Drakh knew would have made their Shadow masters proud, the rest of the Earth Alliance did their best to continue stronger than ever. Even though EarthDome, most of the senate, and the President were infected and likely doomed – they had to move on. If they did not, they might show weakness to the rest of the galaxy and invite possible attacks from old enemies or new ones yet to be discovered.

To dissuade all onlookers, the Earth Alliance governmental body focussed much of their resources on their fleet. Not only to keep a strong arm in the matters of space around them, but also to enforce the strict quarantine over Earth. More than a few infected vessels were vaporised by advanced cruisers and a fully rebuilt and strengthened defence grid trying to escape Earth's orbit. Billions of humans were still thriving on dozens of colonies, outposts and installations throughout Alliance space – they had to be protected from any kind of spread of the bio-engineered plague.

Vengeance against the Drakh and anyone who would shelter them after what they did was the driving goal for most humans during this time. The initial sadness that filled an entire species in 2266 turned rapidly into rage – and as it has been seen countless times in their history, humans are capable of nearly anything when blinded by their fury.

The Earth Alliance Fleet List

The following forms the entire fleet list for the Earth Alliance for the Earth Years 2267 and beyond.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Hermes-class transport
Starfury Wing (3 flights)
Thunderbolt Wing (3 flights)

Priority Level: Skirmish

Hyperion-class assault cruiser

Priority Level: Raid

Chronos-class attack frigate
Delphi-class advanced scout

Explorer-class survey ship
Hyperion-class heavy cruiser

Priority Level: Battle

Apollo-class bombardment cruiser
Marathon-class advanced cruiser
Omega-class destroyer

Priority Level: War

Omega-class command destroyer
Poseidon-class super carrier

Priority Level: Armageddon

Nemesis-class advanced destroyer
Warlock-class advanced destroyer

Space Stations

Babylon 5   War
Orion Starbase   Battle

Auxiliary Craft

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

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

Earth Alliance Initiative: +2

Apollo-class Bombardment Cruiser   Battle

Created as the perfect replacement for the Sagittarius in a new wave of redesigned EarthForce hulls, the Apollo mixes what was learned over a century of trial and error with new advancements in technology. Adding superior armour and speed to the Sagittarius' style and shape, the Apollo unveils a new generation of advanced missile racks capable of launching and reloading warheads with far greater efficiency, using magnetic ammunition rails and gravity-assisted launching tubes. The Apollo is far more independent in utility than its predecessor and the sheer degree of firepower it is capable of focussing on a single target makes it a model bombardment cruiser.

Speed: 7
Turn: 1/45°
Hull: 6

Damage: 38/8
Crew: 46/9
Troops: 2

Craft: None
Special Rules: Interceptors 3, Jump Point
In Service: 2267+

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

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

Babylon 5 Diplomatic Station (post 2259)   War

With so much of the Earth Alliance's governmental body relocated to extra-Solar colonies and installations, Babylon 5 seemed a likely place to send the majority of uninfected senators and officials. However, in an attempt to keep up the image of overall neutrality, *none* were relocated to the famous diplomatic station. Possibly a nod to the Interstellar Alliance's choice to move the capitol to Minbar, the Earth Alliance chose to leave Babylon 5 as it was before the Drakh tragedy. Many planning meetings and war-room conferences reminiscent of the ones Sheridan held during the Shadow War have taken place on Babylon 5 due to its defensibility and central location, but it generally remains free of Earth Alliance brass – when at all possible.

Speed: –
Turn: –
Hull: 4

Damage: 800/400/200
Crew: –
Troops: 40

Craft: 12 Starfury Flights
Special Rules: Carrier 4, Command +2, Defence Network 10, Immobile, Interceptors 14, Space Station, Targets 5
In Service: 2259-2281

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

Mine Launchers: Babylon 5 also has sophisticated mine launchers that can seed wide areas of space with intelligent explosive devices. After you have deployed his forces, you can nominate two 12" by 12" squares on the table – they may not overlap each other. An enemy ship will automatically suffer an AP attack of 4 AD during every End Phase in which it remains in these areas.

Breaching Pod   Patrol (Wing)

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy, but became highly useful during the tracking down and hopeful capture of Drakh ships. Drakh warships were not known for their high number of capable defenders amidst their crews, and EarthForce sent in marines by the dozen whenever possible. If they could capture a science vessel or technician to bring them closer to discovering a cure, it would be worth the risk every time.

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

Chronos-class Attack Frigate   Raid

The replacement of the aged and decommissioned Olympus, the Chronos was the answer to many problems the corvette faced during its lengthy deployment. This advanced frigate was designed with the highest Earth technologies to effectively engage hostiles at shorter ranges and overwhelm them with withering amounts of firepower for its size. Counterattacks were shrugged off by new polymer-based hull plating that was expensive to produce, but absorbed much more damage than older silicon-rooted armour. It undertakes its duties admirably with a complement of streamlined railguns and heavy pulse cannons, all mounted within metres of thick polymer armour. The Chronos more than fills the role it was designed for, and has become an EarthForce favourite for fast-attack fleets.

Speed: 8   **Damage:** 20/5   **Craft:** None
Turn: 2/45°   **Crew:** 18/5   **Special Rules:** Interceptors 3
Hull: 6   **Troops:** 4   **In Service:** 2268+

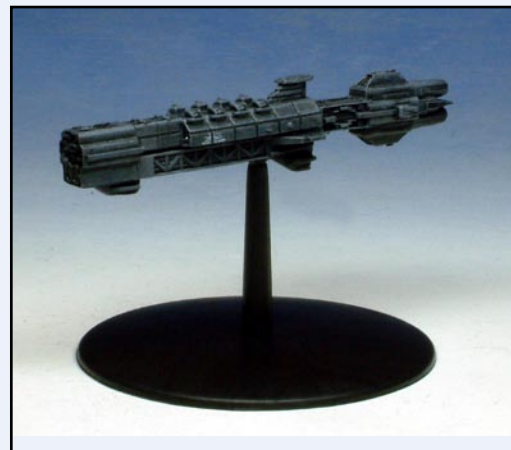| Weapon	Range	Arc	AD	Special
Railgun	12	T	6	AP, Double Damage
Heavy Pulse Cannon	12	F	8	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Heavy Pulse Cannon	12	P	6	Twin-Linked
Heavy Pulse Cannon	12	S	6	Twin-Linked
Particle Beams	5	P	4	Anti-Fighter, Weak
Particle Beams	5	S	4	Anti-Fighter, Weak
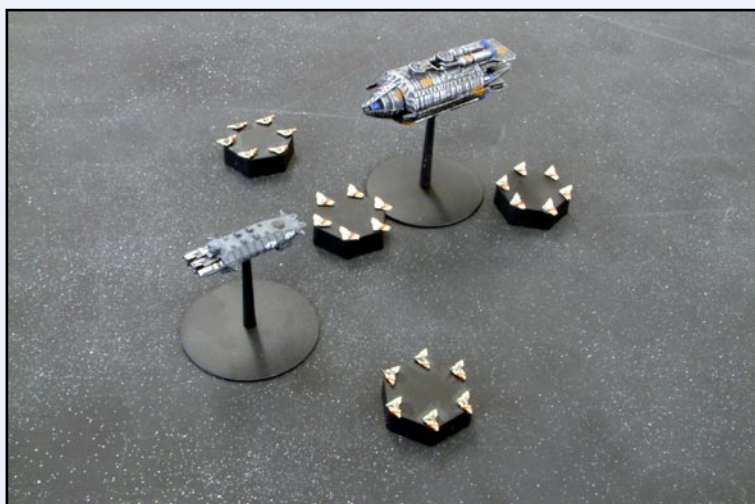
Delphi-class Advanced Scout   Raid

The Oracle saw upgrade after upgrade throughout its long service with EarthForce, but like making copies from copies, it soon became stretched too thin to support its fleetmates. The electronic systems in many of the ships it was supposedly supporting were *better* than that of the Oracle! The requirement for a more advanced scout was all too apparent as the hunt for the enigmatic Drakh began. The Delphi is lightly armed for many of this era's warships but carries the most sophisticated sensory and scanning equipment developed by the Earth Alliance. Using a few things reverse-engineered from the jamming suites of Minbari cruisers, the Delphi uses dozens of wavelengths of previously untouched radiation to home in on enemy vessels tens of thousands of kilometres away from their position, allowing it to use electronic warfare at staggering ranges, keeping it safe from hostile ships.

Speed: 12 **Damage:** 18/5 **Craft:** 1 Starfury Flight
Turn: 2/45° **Crew:** 22/6 **Special Rules:** Interceptors 2, Jump Point, Scout *, Stealth 5+
Hull: 5 **Troops:** 0 **In Service:** 2268+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Super AP
Medium Pulse Cannon	10	F	4	
Medium Pulse Cannon	10	A	4	
Particle Beams	5	P	6	Anti-Fighter, Weak
Particle Beams	5	S	6	Anti-Fighter, Weak

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

Explorer-class Survey Ship   Raid

Where the Explorers were once used to map out space for colonisation, they were later used to search for alien technology under Clark, then once again were given new orders – to join in the search for advanced civilisations that might have a cure for the deadly Drakh Plague devouring the human homeworld. Not designed to withstand any battles they may incur, all Explorers were fitted with powerful emergency transmitters that would leave a beacon-esque call to the *Excalibur* should they find something of some great importance but would be forced away. It would be better to simply drop the nearly invisible transmitter into space, jump into hyperspace for safety, and hope that Captain Gideon and the *Excalibur* would arrive to research the find. Explorers are too expensive to risk waiting around, when so much more of the galaxy and beyond might hold the answer to Earth's survival.

Speed: 4 **Damage:** 140/40 **Craft:** 6 Starfury Flights
Turn: 1/45° **Crew:** 65/15 **Special Rules:** Command +1, Interceptors 3, Jump Point
Hull: 4 **Troops:** 10 **In Service:** 2225+

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

Hermes-class Transport   Patrol

The Hermes had always been the primary battle-capable tender vessel throughout its history, but after the quarantine of Earth it became much, much more. Not only did the transports ferry supplies, but they also became the best way to send what was left of the Earth Alliance governmental personnel to their destinations safely. It was fast, jump capable and numerous. Dozens of the transports were so old and outdated as far as the technologies available that EarthForce saw a valuable resource to be sacrificed. These old vessels could be used without loss to send things to Earth. Infected pilots from the surface would be ferried up by shuttle, under the watchful eye of blockade commanders and their weapons officers, to then take the old Hermes to the planet. Filled with supplies and cures to be tested, these ships were never intended for atmospheric use and would never again fly once landed. This was simply viewed as a useful way of decommissioning them, and helped those still on Earth.

Speed: 12	**Damage:** 10/3	**Craft:** 1 Starfury Flight
Turn: 2/45°	**Crew:** 12/3	**Special Rules:** Interceptors 1, Jump Point
Hull: 4	**Troops:** 1	**In Service:** 2168+

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

Hyperion-class Cruiser   Raid

The last of the old traditional warships from EarthForce's first conflicts, the Hyperion picked up where the Nova and several other older models left off. Almost as much a piece of history as warship, the classic Hyperion has become the fleet support ship of choice for Omegas and Warlocks across Earth Alliance territory. It is rarely used as a primary battleship any longer, but is still constructed and deployed in large numbers. Numerous patrol routes are under the control of Hyperion battle groups, but they are never far from a reinforcement point of Omegas or even more advanced destroyers. Where they were once the pride of any engagement they are now the foot soldiers, eager to go to war next to newer vessels that they can look upon like proud fathers would look upon their children.

Speed: 8	**Damage:** 28/6	**Craft:** 1 Starfury Flight
Turns: 2/45°	**Crew:** 32/6	**Special Traits:** Interceptors 2, Jump Point
Hull: 5	**Troops:** 3	**In Service:** 2246+

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

Hyperion-class Assault Cruiser   (Variant)   Skirmish

Even with the decline of the common Hyperion, the dawning of so much planetary exploration in search of cures and Drakh science facilities saw an extended life for the premier assault cruiser of the Earth Alliance. With nearly every science vessel already dedicated to the galaxy-wide scouring, the assault cruisers were recalled from battlefront duties in order to add a military element to the constant searching. Still effective in battles when an enemy would be discovered, these old Hyperions looked as though they would see their last days in service to the greatest campaign to save human lives since the Battle of the Line over twenty years earlier.

Speed: 8   **Damage:** 28/6   **Craft:** None
Turns: 2/45°   **Crew:** 32/6   **Special Traits:** Interceptors 2, Jump Point, Shuttles 2
Hull: 5   **Troops:** 6   **In Service:** 2230+

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

Marathon-class Advanced Cruiser   Battle

The Marathon cruiser was created using a mix of some of the most advanced technologies that Earthside R&D have been able to glean from several varied alien technologies – including Drakh, Shadowtech and even Minbari. Pushed forward to replace the Hyperion after the Drakh attack in 2266, the Marathon was never fully tested before being thrown into field service. It still contains several experimental systems whose testing facilities were still on Earth when the quarantine was put into effect, making it very hard to work out any bugs they might find. The ship, even though it might have a few quirks that are constantly bothersome to its crew, is actually very powerful in its own right. Tough, fast, manoeuvrable and fitted with hull-slicing neutron cannons, the Marathon is a match for ships twice its size. It uses a very intuitive artificial intelligence to keep its many opposed technologies in synch as best it can, but of the dozen or so Marathons that left the spacedocks in 2266 and '67, no crew can report that their ship's brain has functioned perfectly.

Speed: 12   **Damage:** 40/12   **Craft:** 2 Starfury Flights
Turns: 2/45   **Crew:** 45/14   **Special Rules:** Advanced Jump Point, Flight Computer, Interceptors 4
Hull: 6   **Troops:** 4   **In Service:** 2266+

Weapon	Range	Arc	AD	Special
Medium Neutron Cannon	25	B	4	Beam, Super AP, Triple Damage
Medium Neutron Cannon	25	B (a)	2	Beam, Super AP, Triple Damage
Laser/Pulse Array	15	F	6	Twin-Linked
Laser/Pulse Array	15	A	4	Twin-Linked
Laser/Pulse Array	15	P	6	Twin-Linked
Laser/Pulse Array	15	S	6	Twin-Linked
Particle Beams	6	T	4	Anti-Fighter

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

Nemesis-class Advanced Destroyer — Armageddon

Using the remnants of the non-deployed Omega-X destroyers to add even more Shadowtech to the Warlock hull, the Nemesis is a devoted technological masterpiece. Where the Shadow Omegas that were destroyed in 2261 had many root problems from the hastily integrated Shadow components, the Nemesis is utterly at home with its bio-mechanical systems and uses them to extreme efficiency. The ship is a nightmare of pseudo-living segments working with advanced human technology, and is more than a match for nearly any other vessel flying in the galaxy. Using an experimental 'hyperspace echo-location' tracking system – or HEL-track for short – to locate their targets, there is not a ship that can hide from the Nemesis' hull-splitting firepower. Even the jamming suites of the Minbari are useless against HEL-track, and should it come to it, the Nemesis would likely decimate the advanced Minbari fleets, much as they did to Earth's ships thirty-five years earlier. The Earth Alliance denies having ignored the ISA's request to avoid Shadowtech.

Speed: 9 **Damage:** 95/18 **Craft:** 4 Thunderbolt Flights
Turns: 1/45 **Crew:** 85/16 **Special Rules:** Advanced Jump Point, Flight Computer, Interceptors 6, Self-Repairing 1d6
Hull: 6 **Troops:** 3 **In Service:** 2268+

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	40	B	6	Beam, Super AP, Triple Damage
Heavy Phasing Pulse	12	F	10	AP, Double Damage
Light Multi-Phased Cutter	10	A	8	AP, Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	P	8	AP, Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	S	8	AP, Mini-Beam, Twin-Linked
Missile Rack	30	F	6	Precise, Slow-Loading **, Super AP

* The Nemesis gains a +1 bonus to all attempts to break through a target's Stealth.
** This weapon ignores the Slow-Loading trait unless the Nemesis is Crippled.

Omega-class Destroyer — Battle

Still seen as the icon of the EarthForce fleet, the Omega remains one of the most deployed vessels in the navy as a whole. Although more expensive than the Hyperions and nowhere near as powerful as the Marathons and Warlocks that are growing in number around them, the Omega is a solid cornerstone of EarthForce fleet tactics and is unlikely to fall into disfavour or disuse anytime soon. Their signature revolving sections, the last of the Earth Alliance ships to need them to generate artificial gravity, will still be seen in fleet engagements for many years to come, in one role or another.

Speed: 7 **Damage:** 48/10 **Craft:** 4 Starfury Flights
Turn: 1/45° **Crew:** 62/14 **Special Rules:** Interceptors 3, Jump Point
Hull: 6 **Troops:** 4 **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B (a)	2	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	10	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Medium Pulse Cannon	10	P	6	Twin-Linked
Medium Pulse Cannon	10	S	6	Twin-Linked
Particle Beams	5	P	4	Anti-Fighter
Particle Beams	5	S	4	Anti-Fighter

Omega-class Command Cruiser (Variant) War

Once seen as the gem of any fleet, the Omega command cruiser is still the leading co-ordination vessel used in EarthForce battle groups. The command bridge of the Omega may not have half the advanced technologies found in the Warlock or a fraction of that found on board the Nemesis, but it was the training model for fleet admirals for fifteen years – making it nigh impossible to transition away from. In the wake of the Drakh attack of 2266, the Earth Alliance does not have the manpower or willpower to completely re-invent the fleet training procedures, and must turn out as many officers and pilots as it can in order to succeed in saving Earth. The result is a number of command Omegas in charge of fleets filled with ships superior to them in every way, but the officers on those command bridges don't seem to mind whenever their best laid plans hold to fruition time and time again.
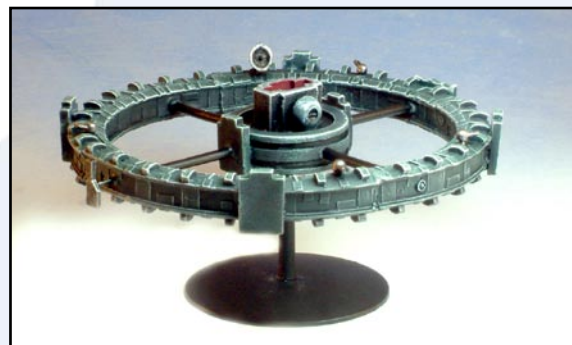
Speed: 7 **Damage:** 48/12 **Craft:** 4 Starfury Flights
Turn: 1/45° **Crew:** 68/16 **Special Rules:** Command +2, Interceptors 4, Jump Point
Hull: 6 **Troops:** 6 **In Service:** 2259+

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

Orion Starbase Battle

Turning from military outposts to makeshift research hubs, the Orions across much of Earth Alliance territory have been changed into waypoints for the missions at hand – to find the Drakh and the cure. Starbases that once held only military personnel now house science crews of several dozen and have new protocols put into place to accept travelling ships. Like a chain of oasis in a vast desert, the Orion starbases are being used as a lifeline back to central Earth Alliance planets for all those fleets out in the void. The search must go on, and the Orion starbases are a good resource to aid in it.
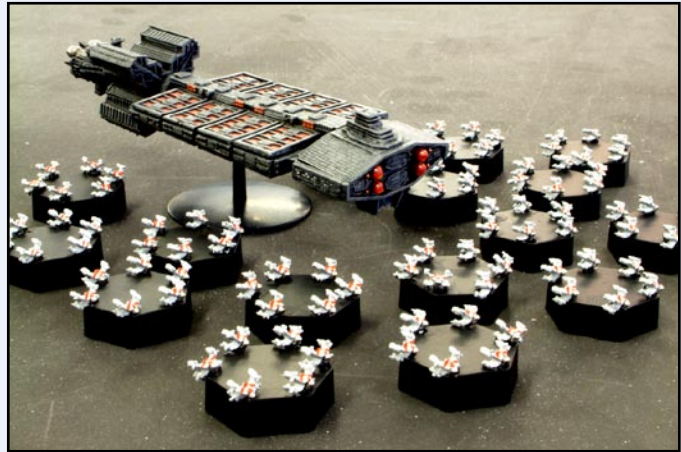
Speed: – **Damage:** 600/300/150 **Craft:** 8 Starfury Flights
Turn: – **Crew:** – **Special Rules:** Carrier 2, Command +1, Defence Network 6, Immobile, Interceptors 8, Space Station, Targets 3
Hull: 5 **Troops:** 35 **In Service:** 2240+

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

Poseidon-class Super Carrier

Due to the sheer number of crewmen that were on each Poseidon at the time of the Drakh bombing in 2266, they saved tens of thousands of lives from being infected. Always used as mobile command fortress in the past, the dangerous crusade to save Earth has reinforced that role by a thousand percent. Making room for large medical facilities and using their massive fighter compliments to sweep large areas for signs of Drakh, the Poseidon super carriers are the spearheads of huge war fleets looking to fall upon the would-be murderers of the human homeworld with a vengeance. Should one of these massive attack fleets ever discover the base of operations of the vile Drakh or any of their allies, the retribution would be swift, wholesale and bloody.

Speed: 5 **Damage:** 95/25 **Craft:** 16 Starfury Flights
Turn: 1/45° **Crew:** 120/30 **Special Rules:** Carrier 8, Command +3, Fleet Carrier, Interceptors 6, Jump Point, Shuttles 2
Hull: 4 **Troops:** 10 **In Service:** 2255+

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

Starfury Flight

The ever-popular Starfury has recently taken a step out of the limelight, pushed aside by the atmospheric-capable Thunderbolt. Although flights of the common fighter can be seen sailing silently throughout space occupied by any fleet, installation or Earth Alliance colony, their inability to go low and scan unknown moons and planets that have an atmosphere has made them less necessary to the fleets searching for a cure. Even so, the Starfury is a staple of EarthForce fleet tactics and remains used by most commanders in a mix of tradition and utility.

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

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

Thunderbolt Flight   Patrol (Wing)

Finding its role in the galaxy-wide search for the cure, Thunderbolts dive into unknown planets' skies to perform advanced scans. Should they find clues they will send for a science team, but if they find the enemy – they loose their rockets and send them to their afterlives. The Thunderbolt, due to the increased usefulness of its atmospheric versatility, has become the standard for newer advanced ships. The hangar bays for Warlocks and Nemesis destroyers are fitted with T-bolt clamps instead of Starfury Cobra bays, and pilots have been required to train on atmospheric missions as a standard since 2268.

Speed: 10   **Troops:** –
Turn: SM   **Dogfight:** +1
Hull: 5   **Craft:** –
Damage: –   **Special Rules:** Afterburner, Atmospheric, Dodge 2+, Fighter
Crew: –   **In Service:** 2259+

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

Warlock-class Advanced Destroyer   Armageddon

Now the signature for the capabilities of the EarthForce navy, the Warlock can be found in attack fleets and in defence of Earth Alliance colonies all over the galaxy. The advanced destroyer proved its potential during the Drakh attack of 2266; with only three of them present and one – the EAS *Merlin* – scoring a killing stroke on one of the massive Mothership just after it had deployed the virus bombs. Word of how comfortable living in true artificial gravity rather than what is created by a rotating section spread through EarthForce crews quickly, and spending long months on the hunt for enemies of the Earth Alliance on board one of these marvels became a juicy assignment. Although living comfortably is rarely a consolation for always being on call for war, as every Warlock is ultimately ready to be pulled to the fray when EarthForce sets the rally point. When it is time to strike a killing blow, the Earth Alliance will group all of their advanced destroyers together for the ensuing reckoning.

Speed: 8   **Damage:** 95/18   **Craft:** 4 Starfury Flights
Turns: 1/45   **Crew:** 99/25   **Special Rules:** Advanced Jump Point, Command +2, Flight Computer, Interceptors 6
Hull: 6   **Troops:** 8   **In Service:** 2261+

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	35	B	6	Beam, Super AP, Triple Damage
Railgun	20	F	8	AP, Double Damage
Railgun	20	A	4	AP, Double Damage
Laser/Pulse Array	15	F	10	Twin-Linked
Laser/Pulse Array	15	A	10	Twin-Linked
Laser/Pulse Array	15	P	10	Twin-Linked
Laser/Pulse Array	15	S	10	Anti-Fighter
Missile Rack	30	F	6	Precise, Slow Loading, Super AP
Particle Beams	6	T	6	Anti-Fighter

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

MINIATURES IN A CALL TO ARMS

Raiders are often used by various governments in order to wage an undeclared war on perceived enemy's trade routes. Here a Narn Ka'Bin'Tak joins up with two raider ships on their way to attack a well protected convoy.

The Narn had met with the Traveller, one of the ancients, early on in their expansion into space. Here a pair of T'Rakk first meet the enigmatic aliens, an encounter that would prove fatal for the crews of the Narn ships!

The graceful lines of the Neroon class heavy war cruiser above contrast with the far more utilitarian Narn approach to ship building, as exemplified by the Ka'Bin'Tak below. Although the sheer firepower of the Narn ship is incredible, the stealth capabilities and large fighter contingent of Neroon make any engagement between the two a close run thing.

The Lordship and Triumviron fight side by side in the final battle against the Shadows.

A powerful Earthforce flotilla of Crusade era vessels makes its way through space.

A combined League fleet with a Vree Z'Takk coordinating the assortment of other ships.

The Ancients race towards the final confrontation with the Shadows and Vorlons, being led by a White Star crewed by Commander Ivanova and Lorien.
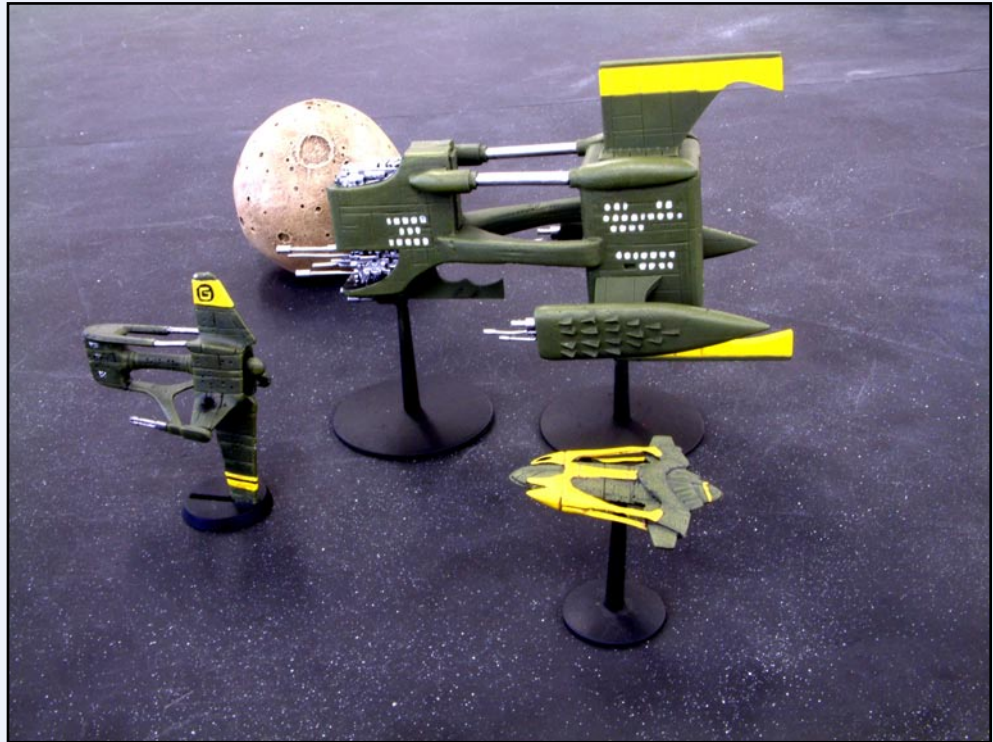
Abbai and Drazi ships clash over possession of a mineral rich planetoid. Drazi bullheadedness is no match for the firepower of the Brivoki warship.

Three Centauri vorchans encounter the Dark Knife, before it slips away into hyperspace.

A Barkiri task force hunting down raiders investigates a planetoid whilst searching for a hidden pirate base.

A rogue Earthforce captain leads his flotilla into action against a Neroon warship, 'a pre-emptive strike against future Minbari aggression.'

The traditional Drazi approach to shipbuilding. More of the same only bigger than last time....

In contrast the Centauri Adira is a full of innovative improvements on what had gone before and an excellent vessel for the Emperor to use to project his power.

A White Star gunship engages a Drakh mothership as the ISA continues to hunt down the Shadow servants in the years after the attack on Earth.

The Ancients ship Thoughtforce waits deep within an asteroid field.
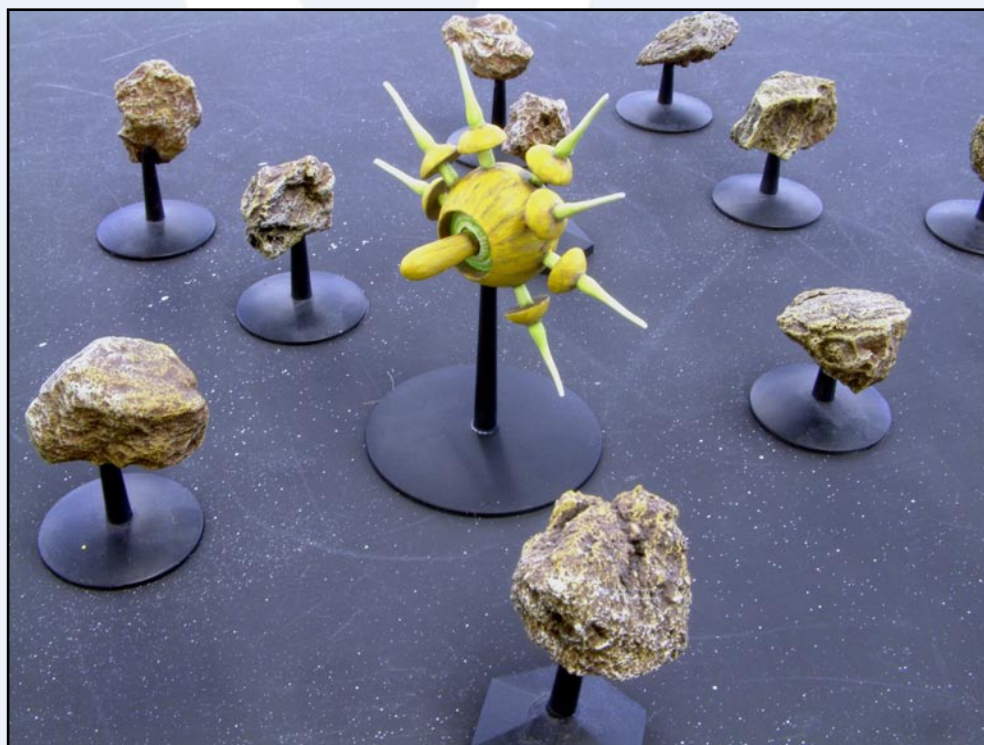
A pair of Drakh ships underestimate (albeit very briefly) the threat posed by a Z'Takk Command Saucer.

A Nemesis destroyer investigates a newly discovered planetoid.

Miniatures

A trio of antiquated Vorchans vainly try to flee as a Narn G'Vrahn fast cruiser emerges in ambush from an asteroid field to engage them.

A powerful ISA fleet consisting of the different White Star classes with a carrier acting as the flagship. Powerful task forces like this are capable of handling almost any foe.

SHIPS OF THE CRUSADE ERA

Ships of the Crusade Era

THOUGH THE PEOPLE of Earth were threatened with a Drakh Plague that seemed certain to wipe out their entire population, for the rest of the galaxy, life went on, even in other parts of the Earth Alliance. New trade treaties were signed, new weapons developed and the regular business of espionage between rival governments persisted as it always had. The great stabilising influence, however, was the new Interstellar Alliance, headed initially by President John Sheridan. Under his leadership, governments (sometimes grudgingly), began to co-operate with one another.

Threats still remained in the galaxy, of course. The Drakh had by now made themselves known and many races began to wonder whether they would be selected as a target for attack, given their membership of the ISA. The Centauri Republic, though battered and bruised, still retained a huge military and many saw it as a dark cancer waiting in its corner of the galaxy, making ready for another bid to stretch its hand across the galaxy once again. The governments of the former League of Non-Aligned Worlds bickered and connived as they had always done, though always under the watchful eye of the ISA. And throughout the Earth Alliance, a new force was making itself ready, biding its time to launch a new wave of terror among nearby worlds.

The Minbari Federation

By the Earth Year 2267, the technological superiority of the Minbari Federation has been largely eroded. They may retain some distance from other races in the areas of crystalline power sources and Gravitic drives but every year a new warship is launched in another region of the galaxy that is every bit the equal of the legendary Sharlin. The Earth Alliance especially, for all its problems with the Drakh plague on its homeworld, has surged towards the technical prowess of the Minbari and though the latter are still producing new ship designs, many in Earthdome believe this is the last gasp of a dying race.

The Centauri Republic

There are many throughout the galaxy ready to dismiss the Centauri and the role they may play in the future of the galaxy but many more look in fear towards the Republic's borders, wondering just what plans of empire are still harboured within the Royal Court. The Centauri are an embittered and nearly broken people but there are some within the Noble Houses who still harbour a deep seated need for revenge against the Narn and Drazi who bombarded Centauri Prime, as well as their new enemy – the Interstellar Alliance. Though resources are scarce,

the Republic as a whole still has a large and experienced military and new ship designs clearly show the influence of an influx of new technology.

The Narn Regime

As the Earth Year 2270 fast approaches, the Narn are currently riding high, both in technology and morale. The Regime is gaining much from its membership to the ISA and now have a war machine that is, in many ways, as sophisticated as that of Earth. The eternal question regarding Narn, however, is that of their intentions. Will they remain content with the prosperity they enjoy from the ISA, or will old dreams of conquest and revenge against the Centauri override good sense and once again spark off a new galactic war?

The Interstellar Alliance

Though well supported by the Minbari Federation and some elements of EarthGov, the ISA has a hard road ahead of it and few truly believe Sheridan's alliance of worlds will hold firm throughout the coming years, despite the best efforts of the Anla'Shok. Whereas governments have the resources of entire worlds to draw upon, the ISA has never been a wealthy organisation and relies on the goodwill

of its member states to contribute to their own defence. However, the ISA still retains a technological edge against those it must fight from time to time and the training of its ship crews, drawn from the best and the brightest across the galaxy, is second to none. Thus far, this has been enough but Sheridan is all too aware that one large battle could wreck his entire fleet and effectively end the dominance of the ISA.

The Former League of Non-Aligned Worlds

Things change and things remain the same – perhaps this has never been truer than with the governments who once formed the League of Non-Aligned Worlds. The rivalries and competition between these governments is open for all to see and the ISA is forced to

concentrate much of its diplomatic and military efforts in this region of space in a desperate effort to keep its alliance intact. It was Sheridan's fond hope that the trade and technology sharing granted by the ISA would encourage the former League worlds to work together but this has rarely proved to be the case. Instead, governments have developed a tendency to horde the new technologies, turning inwards as they continue to aspire to become greater than their neighbours.

The Raiders

Someone always profits from war, and various Raiders groups are now enjoying a new freedom and influx of both men and machines as the dust settles from the latest conflicts in the galaxy. Governments are quick to discard broken or obsolete hulls and these are quickly snapped up by canny raider captains who use the expertise of their crews to refit the weaponry and discard any sophisticated hardware

that cannot be easily maintained. New recruits are also easier to find these days, as many have lost their homes and families in the various struggles of the past and raiding can prove to be a lucrative career if luck is not pushed to harshly.

New Ships

The latest developments in fleet design of the Earth Alliance have already been covered in the last chapter. Here, we take a look at the most recent ships to be launched by the other races of the galaxy, from the former League to the combined forces of the ISA. These ships may be added to the existing fleet lists as they are shown.

It should be noted that, with the introduction of the Armageddon Priority Level, some ships have been re-jigged to better fit their abilities as shown on the TV screen. The rosters of these ships, presented in this chapter, now replace those found in Sky Full of Stars – enjoy them, for they are now a lot more powerful!
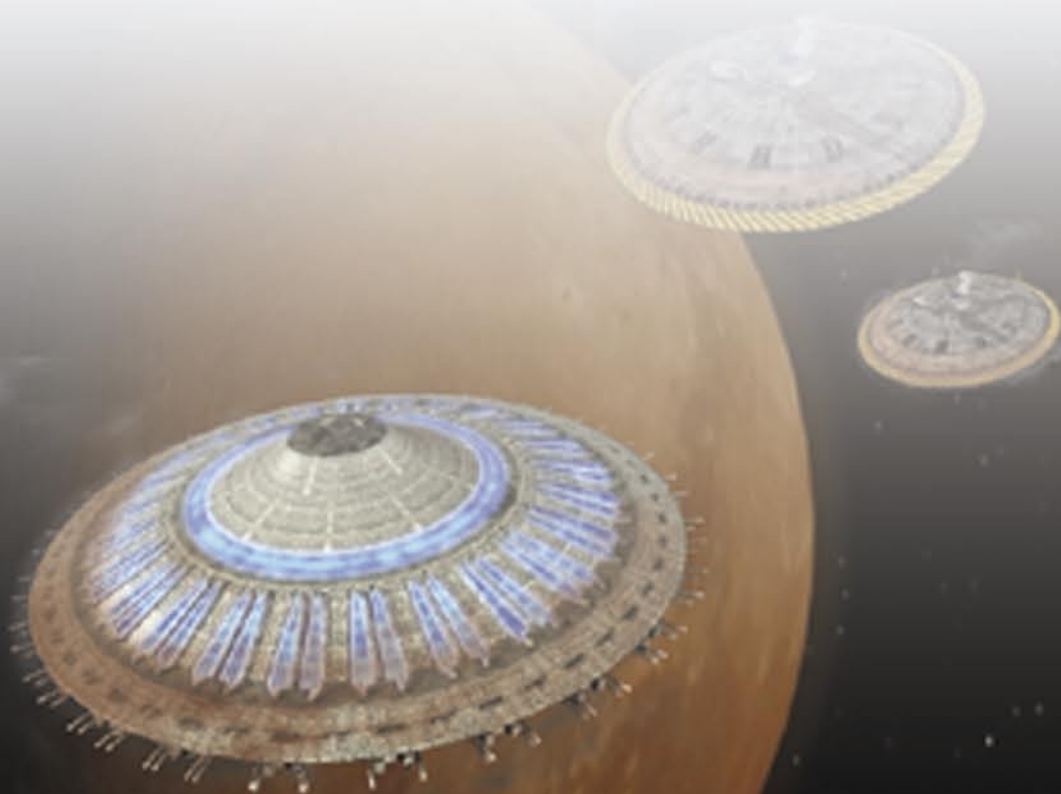
Adira-class Royal Battleship   Armageddon

Though constantly updated with each new hull launched, there was always a theoretical limit as to what could be achieved with the mighty Octurion, and with the rise of the Republic's enemies it soon became clear that an all new design would be required. Commissioned and named by the Emperor himself, the Adira-class royal battleship was intended to meet the sophisticated Victory of the ISA – and win. Though these two ships have yet to meet, analysts predict that the two are well-suited, with the Adira falling short of the Republic's expectations of a clear win. However, it is apparent that the initial design approved by Emperor Mollari has been perverted with the introduction of a new technology that has so far been operating unseen within the Republic.

Speed: 5   **Damage:** 120/32   **Craft:** 6 Rutarian Flights
Turns: 1/45   **Crew:** 135/35   **Special Rules:** Advanced Jump Point,
                                                  Carrier 2, Command +3, Flight Computer,
                                                  Gravitic Energy Grid 3

Hull: 6   **Troops:** 10   **In Service:** 2269+

Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	25	F	8	Beam, Double Damage, Precise, Super AP
Matter Cannon	12	F	12	AP, Double Damage
Matter Cannon	12	A	6	AP, Double Damage
Matter Cannon	12	P	8	AP, Double Damage
Matter Cannon	12	S	8	AP, Double Damage
Twin Particle Array	10	F	20	Twin-Linked
Twin Particle Array	10	A	10	Twin-Linked
Twin Particle Array	10	P	12	Twin-Linked
Twin Particle Array	10	S	12	Twin-Linked

Brivoki-class Advanced Warship   Armageddon

Sheridan's dreams of a united ISA, with member states working together to fund new and expensive projects, has so far been limited mainly to a few commercial ventures. The Brivoki is the only outward sign of co-operation on a large military scale, a collaboration between the Brakiri Syndicracy and the Abbai Matriarchy (a combination of available wealth and political will, respectively). Though the Brivoki is the most powerful warship to have emerged from the former League, it also represents an act of almost incredible over reaching by such governments. Consuming far more resources than initially predicted, the Brivoki project went hideously over budget, promises of sales to other former League governments evaporated and the projected requirements of both the Brakiri and Abbai shrunk from more than 80 to just 6.

Speed: 6   **Damage:** 120/28   **Craft:** 6 Kotha (Abbai) or Falkosi (Brakiri) Flights
Turns: 1/45   **Crew:** 125/29   **Special Rules:** Carrier 2, Interceptors 10, Jump Point
Hull: 6   **Troops:** 4   **In Service:** 2264+

Weapon	Range	Arc	AD	Special
Advanced Graviton Beam	24	F	8	AP, Beam, Slow-Loading, Triple Damage
Heavy Combat Laser	20	F	8	Beam, Double Damage, Precise, Super AP
Graviton Shifter	10	F	-	Gravitic Shifter
Quad Particle Array	8	F	16	Twin-Linked
Quad Particle Array	8	A	12	Twin-Linked
Quad Particle Array	8	P	12	Twin-Linked
Quad Particle Array	8	S	12	Twin-Linked
Gravitic Bolt	3	T	6	Anti-Fighter, Weak

Delta-V2 Flight   Patrol (3 wings)

Delta Industries made untold profits with their widely known and recognised Delta-V, no matter the notorious reputation it acquired from its primary purchasers or its knack for coming apart under the slightest amount of fire. It was affordable and available to all—that was its strength. After seeing dockside modifications such as the Double-V, the company knew there was a market for a new design. They surprised the galaxy and unveiled a new and improved model in 2260 for the public. At nearly double the cost of its predecessor the V2 is actually a well-made and well-armed combat fighter. Larger than the Delta-V, the V2 is a much needed revamping to the old chassis. Keeping its signature 'chip fighter' look and the ability to use the same launching and docking methods of the older model, the V2 is superior in almost every regard. Stronger weaponry, faster thrusters, more condensed armour plating and superior manoeuvrability sets the V2 apart as a new era for raiders—at least those who can afford them.

Speed: 12 **Troops:** -
Turns: SM **Dogfight:** +1
Hull: 4 **Craft:** -
Damage: - **Special Rules:** Atmospheric, Dodge 2+, Fighter
Crew: - **In Service:** 2260+

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	3	

* Up to six existing Delta-V flights housed in hangers of ships may be replaced by Delta-V2 flights as a single Patrol choice.

Fireraptor-class Battleship   War

The Fireraptor is a far more typical use of the influx of technology from the ISA that the governments of the former League have planned. This ship is, without a doubt, the most advanced to have emerged from the Drazi Freehold. However, while it sports the latest artificial gravity and enhanced systems the ISA has been able to provide, it is painfully clear to any fleet analyst that the Drazi have not learned a damned thing. Rather than developing an 'all-rounder' that might be better suited to military operations in the current climate of the galaxy, the Drazi have simply developed a larger and more powerful version of their existing craft, concentrating on speed and agility with weapons focussed forwards. Even anti-fighter weapons have been neglected on this expensive vessel, with the Drazi preferring to rely instead on their fighters, following tactics that have not been changed in decades.

Speed: 8   **Damage:** 62/15   **Craft:** 1 Sky Serpent Flight, 4 Star Snake Flights
Turns: 2/45   **Crew:** 75/20   **Special Rules:** Carrier 2, Jump Point
Hull: 6   **Troops:** 6   **In Service:** 2269+

Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	6	Beam, Triple Damage, Slow Loading, Super AP
Particle Cannon	15	B	8	Beam, Super AP
Heavy Particle Blaster	8	F	10	Double Damage
Particle Repeater	12	F	10	Twin-Linked

G'Vrahn-class Fast Cruiser   War

Though this ship was originally designed more than thirty years before it was launched, by the legendary Narn ship designer it was named after, the Regime's technology at the time could simply not support the radical new ideas that combined speed and thick armour with a large hull and advanced weaponry. With the influx of technology from the ISA, these ideas became possible and so, years after G'Vrahn's death, engineers polished off his design, added new systems to deal with the environment of modern space combat, and then launched a ship capable of tackling almost any threat to the Narn. It is potentially one of the most balanced ships in space, capable of dealing with any threat it meets, with advanced energy mines that have a longer reach than any other weapon yet fielded, combined with cavernous hangers and an effective defence screen.

Speed: 8   **Damage:** 80/15   **Craft:** 5 Frazi Flights
Turns: 2/45   **Crew:** 90/16   **Special Rules:** Advanced Jump Point, Command +2, Flight Computer, Interceptors 4
Hull: 6   **Troops:** 6   **In Service:** 2266+

Weapon	Range	Arc	AD	Special
Advanced Mag Gun	25	F	3	Beam, Super AP, Triple Damage
Heavy Laser Cannon	30	B	6	Beam, Double Damage, Super AP
Advanced Energy Mine	45	F	8	Energy Mine
Ion Torpedo	30	F	4	Precise, Super AP
Pulse Cannon	10	F	10	
Pulse Cannon	10	A	4	
Pulse Cannon	10	P	10	
Pulse Cannon	10	S	10	

Ka'Bin'Tak-class Super Dreadnought   Armageddon

With the Regime enjoying the fruits of both membership to the ISA as well as being on the winning side in two recent wars (three, if you count their limited support during Earth's Civil War), it was inevitable that certain members of the Kha'Ri would push their military to develop a warship that proclaimed this success to every other fleet in the galaxy. The result is the Ka'Bin'Tak, an extensive reworking of the original dreadnought and a heavyweight, even among the most advanced designs of other races. Drawing from elements of the G'Vrahn project, the Ka'Bin'Tak is potentially the most powerful warship to have been launched since the disappearance of the Ancients.

Speed: 4   **Damage:** 140/28   **Craft:** 6 Frazi Flights
Turns: 1/45   **Crew:** 150/36   **Special Rules:** Carrier 2, Command +2, Jump Point, Shuttles 4
Hull: 6   **Troops:** 12   **In Service:** 2268+

Weapon	Range	Arc	AD	Special
Advanced Mag Gun	25	F	4	Beam, Super AP, Triple Damage
Heavy Laser Cannon	30	B	6	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B (a)	6	Beam, Double Damage, Super AP
Advanced Energy Mine	45	F	10	Energy Mine
Ion Torpedo	30	T	4	Precise, Super AP
Twin Particle Array	8	F	8	Twin-Linked
Twin Particle Array	8	A	4	Twin-Linked
Twin Particle Array	8	P	6	Twin-Linked
Twin Particle Array	8	S	6	Twin-Linked
Pulse Cannon	10	F	16	
Pulse Cannon	10	A	8	
Pulse Cannon	10	P	10	
Pulse Cannon	10	S	10	

Liati-class Advanced Cruiser War

Though the huge Adira was aimed at defeating the Victory advanced destroyer of the ISA, the Liati was, in its own way, a far more important project. This advanced cruiser was designed with a single, simple purpose – the rapid and efficient destruction of the White Star fleet. The principles required were well understood by the Republic's engineers and their experience with fast and hard-hitting designs such as the Vorchan stood them in good stead as they approached the development of the Liati. The Liati masses far more than the typical White Star but can easily keep up with its targets in both speed and manoeuvrability. Its weapon systems have advanced targeting relays that allow them to track and destroy fast-moving targets, leaving a White Star captain nowhere to run if cornered. It is only unfortunate that while the Republic was working on the Liati, the ISA was making itself ready to unveil the White Star gunship, a vessel that can match it in every arena.

Speed: 14   **Damage:** 36/18   **Craft:** 2 Rutarian Flights
Turns: 2/90   **Crew:** 40/20   **Special Rules:** Advanced Jump Point, Dodge 5+, Flight Computer
Hull: 6   **Troops:** 1   **In Service:** 2265+

Weapon	Range	Arc	AD	Special
Advanced Battle Laser	12	F	4	Anti-Fighter, Beam, Super AP, Triple Damage
Plasma Accelerator	12	F	6	Anti-fighter, AP, Double Damage
Twin Particle Array	6	T	5	Anti-Fighter, Twin-Linked

Neroon-class Heavy War Cruiser   Armageddon

After their failed bid to assume control of the entire Federation, the Warrior Caste endured the political wilderness for several years. The changing galaxy forced the dominant Worker Caste to reconsider their own prejudices, and they soon bowed to subtle pressure to give the Warriors what they had always wanted – a dedicated warship, designed to their own parameters, much as the White Star had been designed to fulfil the wishes of the Religious Caste. The Neroon, however, was to be much, much larger. Despite its size and obvious capabilities, it is felt that some within the Warrior Caste became to greedy in the specifications of this ship so that while it is well-rounded and capable of defending itself against the best other races have to offer, it performs no single role well. This means the Neroon is rarely allowed to venture into space unescorted and, if separated from its fleet, the potential remains for an enemy to find a weakness and exploit it.

Speed: 5   **Damage:** 72/24   **Craft:** 8 Nial Flights, 2 Flyer Flights

Turns: 1/45   **Crew:** 50/25   **Special Rules:** Advanced Jump Point, Carrier 4, Command +1, Fleet Carrier, Flight Computer, Stealth 5+

Hull: 5   **Troops:** 8   **In Service:** 2271+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	36	F	4	Beam, Precise, Super AP, Triple Damage
Improved Neutron Laser	36	A	2	Beam, Precise, Super AP, Triple Damage
Improved Neutron Laser	36	P	2	Beam, Precise, Super AP, Triple Damage
Improved Neutron Laser	36	S	2	Beam, Precise, Super AP, Triple Damage
Fusion Cannon	18	F	12	AP, Mini-Beam
Fusion Cannon	18	A	12	AP, Mini-Beam
Fusion Cannon	18	P	12	AP, Mini-Beam
Fusion Cannon	18	S	12	AP, Mini-Beam

Raiders Nova Dreadnought · Battle

With discarded hulls of older military ships being relatively easy to locate for an established raider, it was inevitable that the most successful groups would be in a position to greatly increase their firepower. Though out of the reach of any pirate who has managed to gather together a few Delta-Vs, refurbished dreadnoughts such as this Nova, often built by combining the hulls of two ships, are eminently possible for more sophisticated raiders who will have already established support systems, maintenance stations and may even have an in-road to friendly governments. The presence of these large vessels, able to completely outmatch any civilian or commercial craft, are a constant danger to shipping lanes and will keep the White Star fleet busy for many years.

Speed: 4 **Damage:** 60/20 **Craft:** 6 Delta-V Flights
Turns: 1/45 **Crew:** 85/25 **Special Rules:** Carrier 2, Interceptors 4, Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2262+

Weapon	Range	Arc	AD	Special
Combat Laser	18	B	6	AP, Beam
Laser/Pulse Array	12	F	12	Twin-Linked
Laser/Pulse Array	12	A	12	Twin-Linked
Laser/Pulse Array	12	P	12	Twin-Linked
Laser/Pulse Array	12	S	12	Twin-Linked

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

Victory-class Destroyer   Armageddon

Until the sovereign governments caught up with their own large warships, the Victory destroyer remained the most advanced military vessel in the galaxy. A joint co-operation between the Earth Alliance and Minbari Federation, this class of warship was instrumental in the defence of Earth against the Drakh (though it was ultimately unsuccessful in stopping the Plague from being released) and the Excalibur currently leads the search for a cure to the disaster on Earth. It is perhaps most famous for its legendary lightning cannon, a weapon created from studying Vorlon technology. Said to be the most powerful weapon in space, the lightning cannon requires all available power the ship can generate, leaving it vulnerable to attack should anything survive the terrific blast of energy.

Speed: 10   **Damage:** 100/16   **Craft:** 3 Starfury Flights, 3 Thunderbolt Flights

Turns: 1/45   **Crew:** 110/20   **Special Rules:** Adaptive Armour, Advanced Jump Point, Afterburner, Carrier 2, Command +1, Flight Computer, Interceptors 6

Hull: 6   **Troops:** 6   **In Service:** 2266+

Weapon	Range	Arc	AD	Special
Lightning Cannon *	20	B	10	Beam, Precise, Super AP, Triple Damage
Neutron Laser	30	F	6	Beam, Double Damage, Precise, Super AP
Neutron Laser	30	A	4	Beam, Double Damage, Precise, Super AP
Heavy Pulse Cannon	12	T	20	Twin-Linked
Fusion Cannon	18	T	10	AP, Mini-Beam

* If the Lightning Cannon is fired, the Victory may not fire any other weapons and will be moved forward 4" next turn. However, it then cannot do *anything* else (except take damage) until after the End Phase of the next turn. Nothing. Nadda. Zilch.

White Star Carrier   War

The largest of the White Star class of ships yet built, the carrier probably represents the limit of this technology. It lacks the raw agility of its predecessors but the more stable platform grants its weapons a greater range. This warship was designed as a strike carrier, flying into a disputed system to launch its cargo of White Star fighters, then either fight or retreat, as required. In terms of fighting, the carrier is an effective combat vessel and, when supported by its fighters, nearly unstoppable.

Speed: 12   **Damage:** 36/6   **Craft:** 8 White Star Fighters
Turns: 2/45   **Crew:** 48/12   **Special Rules:** Adaptive Armour, Advanced Jump Point,
                                        Carrier 4, Dodge 5+, Fleet Carrier, Flight Computer, Self-Repairing 1d6
Hull: 5   **Troops:** 1   **In Service:** 2270+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	24	F	2	Beam, Precise, Super AP, Triple Damage
Molecular Pulsar	15	F	6	AP, Double Damage, Precise
Molecular Pulsar	15	A	6	AP, Double Damage, Precise
Molecular Pulsar	15	P	6	AP, Double Damage, Precise
Molecular Pulsar	15	S	6	AP, Double Damage, Precise

White Star Gunship   War

Where the carrier pushed White Star technology to the limit in creating a large hull that could remain agile, the gunship reaches as far as possible in terms of raw firepower. Expensive to produce, the ISA must still rely on the original White Star fleet for the majority of its operations but the ability to field gunships allows Sheridan to add a heavy punch to any task force assigned to fight an enemy of greater firepower without resorting to the even rarer Victory destroyers.

Speed: 12   **Damage:** 24/5   **Craft:** 1 White Star Fighter
Turns: 2/90   **Crew:** 15/5   **Special Rules:** Adaptive Armour, Advanced Jump Point, Dodge 5+,
                                                   Flight Computer, Self-Repairing 1d6
Hull: 5   **Troops:** 1   **In Service:** 2271+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	4	Beam, Precise, Super AP, Triple Damage
Molecular Pulsar	10	F	8	Anti-Fighter, AP, Double Damage, Precise
Missile Racks	30	F	4	Precise, Slow Loading, Super AP

White Star Fighter

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Skirmish (1 wing)

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Rumours of the development of a White Star fighter had been circulating for many years before this craft was finally unveiled to a waiting galaxy. It suffered much initial criticism for, oddly, the ISA had elected to follow the heavy fighter approach, a type of craft similar in size to the Drazi Sky Serpent. Such fighters tend to lose all the benefits of agility of a smaller craft and yet lack the durability of heavier vessels. The White Star fighter has a good pedigree,. However, and though it has yet to be used in a major war, its Anla'Shok pilots report superior handling and the ability to give almost any class of ship a bloody nose. If it proves successful on board White Star carriers, it is likely the ISA will eventually replace all the Nials in its fleets with these craft.

Speed: 16
Turns: SM
Hull: 5
Damage: -
Crew: -

Troops: -
Dogfight: +3
Craft: -
Special Rules: Advanced Jump Point, Atmospheric, Dodge 4+, Fighter
In Service: 2270+

Weapon	Range	Arc	AD	Special
Molecular Pulsar	2	T	3	AP, Double Damage, Precise

Z'Takk-class Command Saucer

Only the combined trading guilds of the Vree could have countenanced building this warship. Though it compromises on what was ultimately possible, unlike the combined efforts of the Abbai and Brakiri with the Brivoki, the Z'Takk command saucer is still a formidable vessel. It had long been believed that Vree technology was beginning to stagnate with few significant developments taking place in recent years but the trade treaties of the ISA have been embraced whole-heartedly by the trading guilds and it has been the Vree who have benefited from the resulting influx of money as a result. This alone made the Z'Takk possible, a huge saucer with integrated hangers and multiple banks of weapon bays, all combined into a design that retains the Vree's noted agility.

Speed: 8   **Damage:** 72/14   **Craft:** 4 Tzymm Flights
Turns: 1/90   **Crew:** 50/9   **Special Rules:** Command +2, Jump Point
Hull: 6   **Troops:** 3   **In Service:** 2268+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	30	T	8	Double Damage, Precise, Slow Loading, Super AP
Antimatter Cannon	10	T	16	Super AP
Antimatter Shredder	20	T	10	Double Damage, Super AP
Antiproton Gun	8	F	8	Anti-Fighter, Twin-Linked
Antiproton Gun	8	A	8	Anti-Fighter, Twin-Linked
Antiproton Gun	8	P	8	Anti-Fighter, Twin-Linked
Antiproton Gun	8	S	8	Anti-Fighter, Twin-Linked

THE ANCIENTS

The Ancients

ALSO KNOWN AS the First Ones, the Ancients were beings of incalculable power, the first sentient beings to grace the galaxy. Throughout the aeons, they watched the younger races grow and evolve, and gradually retreated from known space to pursue their own, unfathomable goals. Long-lived to the point of being virtually immortal, very few Ancients ever existed, with some races numbering only a dozen individual beings. Though they herald from the same era as the Shadows and Vorlons, the true Ancients rarely involved themselves with the constant bickering and power play as Order battled Chaos across the millennia. The level of technology attained by the Ancients is incomprehensible to the younger races and its like may not be seen in the galaxy for a million years.

Towards the end of the Shadow War, Captain John Sheridan, with the aid of *the* First One, Lorien, gathered the Ancients for one final confrontation between the Shadows and Vorlons at Corianna 6. They were instrumental in destroying the Vorlon's Planet Killer ship, an immense vessel intended to destroy populated world of Corianna and the Shadow base upon it. After the battle, Lorien led the Ancients, along with the Shadows and Vorlons, from the galaxy to beyond the Rim, leaving the younger races to find their own destiny without interference from older powers.

Using the Ancients

The ships of the Ancients represent the most powerful vessels available in A

Call to Arms, with each able to crush even the new Armageddon level ships found in this book. They do not form a standard fleet but instead should be used for special scenarios and one-off battles. Each is unique – there is literally only one example of each type of Ancients ship in the galaxy, and all five disappear in the early part of the Earth Year 2261.

Be warned – just one of the Ancients is a daunting prospect for even the largest fleet and you can expect a real mauling whenever facing them in battle!

Priority Level

The Ancients effectively use a Priority Level above Armageddon, with each ship being considered to be Priority Level: Ancient. The table below shows how many ships may be purchased for each Ancient ship a fleet faces. Fleet Allocation Points may be split as normal.

Ship's Priority Level	No. of Ships per Ancient
Ancient	1
Armageddon	2
War	3
Battle	6
Raid	12
Skirmish	24
Patrol	48

Initiative

Fleets consisting of Ancients have an Initiative score of +4.

Crew Quality

All Ancients are considered to have a Crew Quality score of 7.

Stealth Penetration

The weak technologies of the younger races are no barrier to the might of the Ancients. They ignore the Stealth of any target.

Redundant Systems

With ships constructed using neither purely mechanical nor purely bio-mechanical technologies, the Ancients use vessels of an almost otherworldly construction, possessing many strange abilities. They are extremely hard to damage and can repair themselves very quickly.

Ancients take damage as normal but critical hits are automatically repaired in the End Phase of the turn after which they are inflicted. Critical hits to Vital Systems are also repaired at this time.

Crew

The Ancients cannot be boarded, nor can they initiate boarding actions. They are completely immune to any critical hits that effects that affect crew, and have no Crew or Troops score.

Charged Energy Pulse

All Ancients possess power sources of immeasurable capacity and light craft that stray too close are often annihilated by their mere presence. Every Auxiliary Craft that moves within 4" of an Ancient will automatically suffer a 2 AD Anti-Fighter attack every turn. This occurs at the end of the movement phase.

The Dark Knife

Paranoid about alerting the younger races to their presence and thus altering the course of history, the race known as the Torvalus constructed a ship using a shading field that made them all but invisible. This ship, known as the Dark Knife, is highly agile, its large size belying its manoeuvrability. Though relatively underpowered compared to ships of other Ancients, the Dark Knife enjoys advanced defences through the use of the shading field.

Speed: 10   **Damage:** 200/20   **Craft:** None

Turns: SM   **Crew:** -   **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 2d6, Stealth 5+

Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Power Laser	30	F	8	Beam, Precise, Super AP, Triple Damage
Volley Laser	20	F	12	Double Damage, Super AP

The Lordship

Built by the Kirishiac, this warship was constructed to resemble an asteroid and spent aeons hidden among other floating rocks in a remote system until the Shadow War descended upon the galaxy. When made ready for battle, this ship throws out smaller segments armed with anti-gravity beams that slowly revolve around the main hull. The weapons carried by this ship are utterly lethal to fighters while the hyper graviton blaster of the main ship is capable of ripping through the hull of any vessel of the younger races.

Speed: 8   **Damage:** 225/25   **Craft:** None
Turns: 2/45   **Crew:** -   **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2D6
Hull: 6   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Hyper Grabiton Blaster	20	F	12	Beam, Precise, Super AP, Triple Damage
Anti-Gravity Beam	12	F	2	Mini-Beam, Precise, Super AP
Anti-Gravity Beam	12	A	2	Mini-Beam, Precise, Super AP
Anti-Gravity Beam	12	P	2	Mini-Beam, Precise, Super AP
Anti-Gravity Beam	12	S	2	Mini-Beam, Precise, Super AP

Thoughtforce

Serving primarily as a vessel for the life energies of the Mindriders, the Thoughtforce is controlled purely through the mental wishes of its incorporeal crew. Together, they are able to combine their psychic energies to create a thought shield, an energy barrier of massive potential. This shielding effectively diverts and disperses the energy of incoming attacks, rendering all but the most sustained assaults useless. When combined with the inherent self-repairing abilities of the Ancients, the thought shield can make this vessel all but invulnerable.

Speed: 4   **Damage:** 250/30   **Craft:** None

Turns: 1/45   **Crew:** -   **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 2D6

Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Ultra Pulse Cannon	15	T	20	AP, Precise, Triple damage
Trioptic Pulsar	12	F	4	Beam, Double Damage, Precise, Super AP
Trioptic Pulsar	12	A	4	Beam, Double Damage, Precise, Super AP
Trioptic Pulsar	12	P	4	Beam, Double Damage, Precise, Super AP
Trioptic Pulsar	12	S	4	Beam, Double Damage, Precise, Super AP

Thought Shield: Thoughtforce ignores the first 10 points of damage it takes every turn.

The Traveller

The only Ancient to reveal itself to the younger races in the years before the Shadow War, and then only to an unlucky few, the Traveller is piloted by the Walkers. For reasons known only to the Ancients, much of their business was conducted around the world of Sigma 957, where it made rare appearances. If the ships of the younger races were present during those visits, they would find their power systems drained by the Traveller's mere presence, often sending them plummeting into the nearby planet. The Narn, in particular, were well aware of the potential dangers around Sigma 957.

Speed: 6   **Damage:** 200/20   **Craft:** None

Turns: 1/45   **Crew:** -   **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 2D6

Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Lightning Array	30	F	12	Beam, Precise, Super AP, Triple damage
Chromatic Pulse Driver	10	F	20	AP, Double Damage
Chromatic Pulse Driver	10	P	20	AP, Double Damage
Chromatic Pulse Driver	10	S	20	AP, Double Damage

Power Drain Field: Any ship approaching within 10" of the Traveller will immediately begin acting as if it were Crippled and Skeleton Crewed (including rolling to see if traits are lost). All effects are immediately reversed as soon as the ship moves further than 10" away from the Traveller.

The Triumviron

Not a ship in the true sense, the Triumviron is actually a mental construct made solid by a race known as the Triad. Though it can potentially take on many different forms, the three-pronged claw design has remained stable for several millennia. The Triumviron is one of the most heavily armoured of all the Ancients but this is further reinforced by the vessel's ability to repair even heavy damage almost instantly.

Speed: 8   **Damage:** 150/15   **Craft:** None

Turns: 2/45   **Crew:** -   **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 4D6

Hull: 6   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Hyperplasma Cutter	25	F	6	Beam, Precise, Super AP, Triple Damage
Hyperplasma Cutter	25	F	6	Beam, Precise, Super AP, Triple Damage
Hyperplasma Cutter	25	F	6	Beam, Precise, Super AP, Triple Damage

Hyperplasma Cutters: For each Hyperplasma Cutter that attacks the same target in a turn, add 2 AD.

Hyperspace Mastery: The Triumviron may enter realspace form hyperspace at any point, without risk of deviation. It can move, attack and otherwise act normally during the turn it leaves hyperspace, and no jump point counter is placed. The Triumviron must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table. Instead, the Triumviron is simply removed into hyperspace at the beginning of its next turn.

Shadows and Vorlons

There has been much debate within the Call to Arms community over the relative strengths of the Shadows and Vorlons in comparison with other fleets. The consensus seems to be that both fleets should be a lot more fearsome in the game, something to terrify the younger races when they take to the space lanes. Fortunately, with the new Armageddon Priority Level, the Shadows and Vorlons now have the perfect vehicle with which to dominate the universe.

Though other races also have access to Armageddon level ships, they do not receive them until the Crusade Era which means, if you are using In Service dates for your scenarios, the Shadows and Vorlons will have a noticeable power advantage by using the rules in this chapter. Alternatively, if you tend to play general scenarios without much regard of who was fighting what and when (a perfectly valid way to play!), then you will find that while other races do have ships to equal the Shadows and Vorlons, they will only be the very latest designs, which fits in perfectly with the progression of technology in the Babylon 5 universe.

The Shadows

The following changes should be made to the Shadows fleet list in Sky Full of Stars.

Auxiliary Craft

Any ship that has Fighter Dispersal Tubes automatically comes equipped with a full complement of Shadow Fighters for free. They no longer have to be paid for with separate Fleet Allocation Points. In addition, these fighters may be deployed with the rest of the Shadow fleet, regardless of normal scenario restrictions.

Shadow Cloud   Armageddon

Speed: -   **Damage:** 1,000/500/250   **Craft:** 16 Shadow Fighter Flights
Turn: -   **Crew:** -   **Special Rules:** Carrier 4, Defence Network 8, Immobile *, Interceptors 14,
                                                  Space Station, Targets 6
Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	24	-	4	Beam, Precise, Super AP, Triple Damage
Thermonuclear Missiles	30	-	8	Precise, Super AP, Triple Damage

* In most scenarios, the Shadow Cloud will be at rest, immovable as the work of the Shadows nears completion. When attacking in Planetary Assault scenarios, the Shadow Cloud will automatically move 6" towards the target planet in every End Phase. Once it has been in contact with the planet for three consecutive turns, its missiles will have disrupted the planet's core enough for all life to have been wiped out on its surface. The scenario will be a victory for the Shadows.

Shadow Fighter Flight   Patrol (Wing)

Speed: 12   **Troops:** -
Turn: SM   **Dogfight**: +0
Hull: 4   **Craft:** -
Damage: -   **Special Rules:** Advanced Jump Point, Atmospheric, Dodge 3+, Fighter
Crew: -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Polarity Cannon	2	T	2	AP, Double Damage

Shadow Hunter

Speed: 7   **Damage:** 175   **Craft:** 4 Shadow Fighter Flights
Turn: SM   **Crew:** -   **Special Rules:** Advanced Jump Point, Flight Computer, Self-Repairing 3d6
Hull: 6   **Troops:** -   **In Service:** Unknown

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	15	F	6	Beam, Precise, Super AP, Triple Damage
Fighter Dispersal Tube	3	F	-	

Shadow Scout

Speed: 9   **Damage:** 75   **Craft:** None
Turn: SM   **Crew:** -   **Special Rules:** Advanced Jump Point,
Flight Computer, Scout, Self-Repairing 1d6, Stealth 4+
Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Phasing Pulse Cannon	8	F	6	Anti-Fighter, Double Damage, Super AP

Shadow Ship

Speed: 6   **Damage:** 250   **Craft:** 6 Shadow Fighter Flights
Turn: SM   **Crew:** -   **Special Rules:** Advanced Jump Point,
Flight Computer, Self-Repairing 4d6
Hull: 6   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	18	F	8	Beam, Precise, Super AP, Triple Damage
Jump Point Disruptor	18	F	-	
Fighter Dispersal Tube	30	F	-	

The Vorlons

The following changes should be made to the Vorlons fleet list in Sky Full of Stars.

Charged Energy Pulse: All Vorlon ships possess power sources of great capacity, and light craft that stray too close are often annihilated by their mere presence. Every Auxiliary Craft that moves within 2" of a Vorlon ship that is not performing a Special Action will automatically suffer a 1 AD Anti-Fighter attack every turn. This occurs at the end of the Movement Phase. Vorlon and Shadow Fighters are both immune to the Charged Energy Pulse.

Vorlon Destroyer

Speed: 7   **Damage:** 120   **Craft:** None
Turn: 1/90º   **Crew:** -   **Special Rules:** Adaptive Armour,
Advanced Jump Point, Flight Computer,
Self Repairing 3d6
Hull: 5   **Troops:** -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Discharge Gun	18	F	8	AP, Beam, Double Damage, Precise

Vorlon Fighter Flight   Patrol (Wing)

Speed: 9   **Troops:** -
Turn: SM   **Dogfight:** +0
Hull: 5   **Craft:** -
Damage: -   **Special Rules:** Atmospheric, Dodge 3+, Fighter
Crew: -   **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Discharge Gun	3	T	2	Anti-Fighter, AP, Beam, Precise

Vorlon Heavy Cruiser   Armageddon

Speed: 5   **Damage:** 300   **Craft:** None
Turn: 1/45°   **Crew:** -   **Special Rules:** Adaptive Armour, Advanced Jump Point, Flight Computer,
Hull: 5   **Troops:** -   Self-Repairing 5d6
                                           In Service: Until 2261

Weapon	Range	Arc	AD	Special
Lightning Cannon	30	F	8	Beam, Precise, Super AP, Triple Damage
Discharge Gun	18	F	10	AP, Beam, Double Damage, Precise

Vorlon Light Cruiser   War

Speed: 6   **Damage:** 200   **Craft:** None
Turn: 2/45°   **Crew:** -   **Special Rules:** Adaptive Armour, Advanced Jump Point, Computer,
Hull: 6   **Troops:** -   Self-Repairing 4d6
                                           In Service: Until 2261

Weapon	Range	Arc	AD	Special
Lightning Cannon	20	F	6	Beam, Precise, Super AP, Triple Damage

Vorlon Transport   Raid

Speed: 8   **Damage:** 80   **Craft:** None
Turn: 1/90°   **Crew:** -   **Special Rules:** Adaptive armour, Advanced Jump Point, Flight Computer,
Hull: 5   **Troops:** -   Self-Repaiting 2d6
                                           In Service: Until 2261

Weapon	Range	Arc	AD	Special
Discharge Gun	12	F	4	AP, Beam, Double Damage, Precise

SCENARIOS
& FAQ

Scenarios

Planetary Assault

This scenario depicts a showdown between two fleets. The defender has been hammered in past battles and been forced to retreat to a strategic strongpoint. The planet it is defending can be considered either a mere staging outpost or its very homeworld, depending on the Priority Level of the battle. The attacker has a tough fight ahead as planets are typically well defended but the ultimate prize of real territory lies ahead. . .

Fleets: Players have 5 Fleet Allocation points and choose their fleets freely. The defender also gains extra defences, as described in the Planetary Assault rules in Sky Full of Stars.

Pre-Battle Preparation: The defender sets up in his deployment zone first. The attacker moves on from his short table edge in the first turn. The attacker is permitted to keep all but one of his ships in hyperspace, so long as he has at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

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

Game Length: Until victory conditions are met.

Victory and Defeat: This scenario focuses on the planet rather than the fleets themselves. Planets are exceptionally important strategic targets and it would be worth the death of an entire fleet in order to capture or retain hold of one. The game continues until either the defender has no Troops left on the planet or the attacker has no Troops left to deploy. If, at this point, the defender still holds the planet with Troops, he has won (but may be in for a long blockade if his fleet has been wiped out). If the attacker has Troops on the planet but the defender does not, he gains victory. If the defender has Troops on the planet but no Emplacements, the fight is a draw.

If a Shadow Cloud is being used by the attacking force, it merely needs to move onto the planet for a full three turns in order to claim victory. By the end of this time, there will be no life left on the planet's surface.
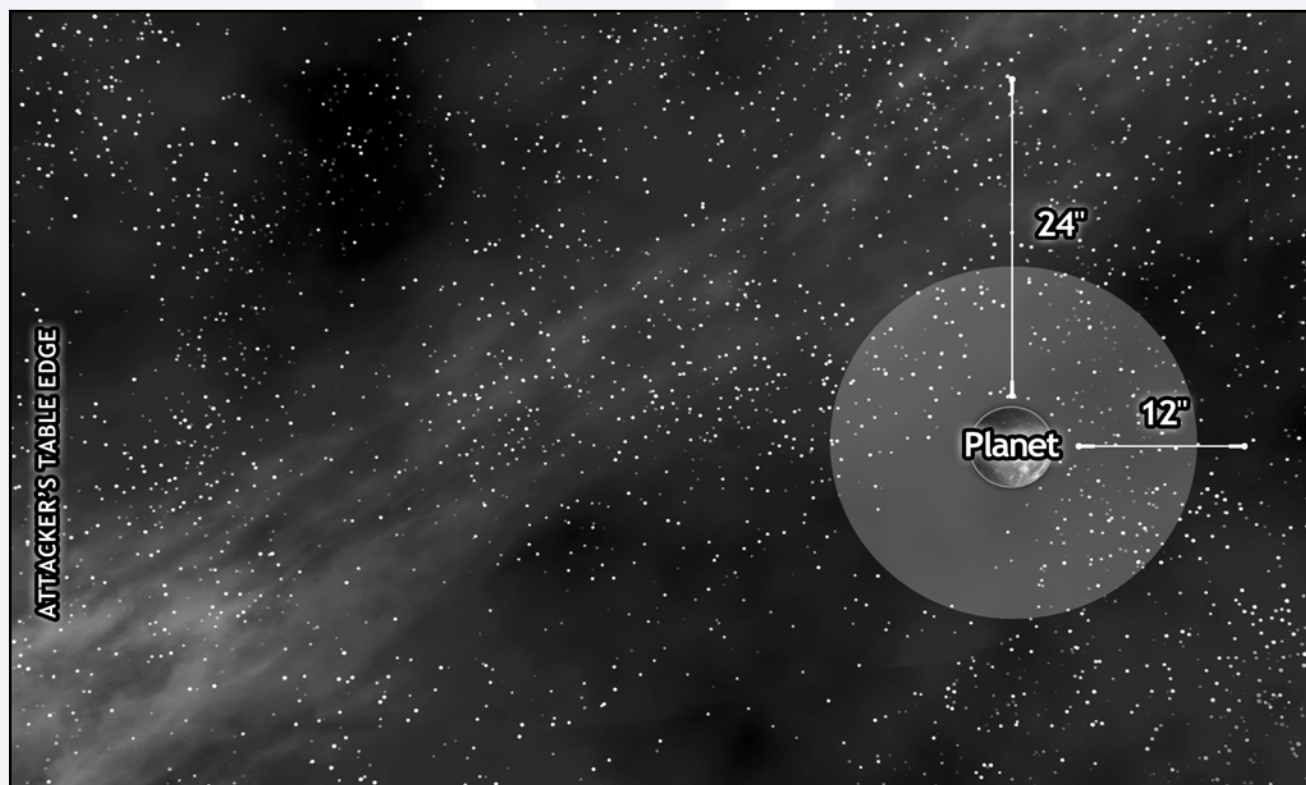
Refight at Proxima

Though the eyes of the galaxy followed Sheridan's Army of Light all the way to Earth during Clark's tyrannical reign, there were many smaller engagements fought throughout the colonies of the Earth Alliance during 2261. When Proxima 3 fell to Sheridan's forces, Clark ordered a retaliatory strike aimed to retake the colony and punish its inhabitants. Fortunately, Sheridan had prepared defences and when Clark's ships jumped in system, they were met with stiff resistance.

Historical Note: Clark's fleet was destroyed with just a single destroyer managing to escape without being crippled. The defending fleet, enjoying high morale and a prepared position, out-manoeuvred the attackers with a combination of well-timed flanking attacks and a small number of available White Stars.

Army of Light Fleet: 4 White Stars (Crew Quality 5), 1 Omega Destroyer (*EAS Furies*, Crew Quality 5), 4 flights of Thunderbolts.

Clark's Fleet: 2 Omega Destroyers (*EAS Vixen* and *Rameses*, Crew Quality 4), 2 Hyperion Cruisers (*EAS Rocksville* and *Studgart*, Crew Quality 4).

Pre-Battle Preparation: The planet is placed by the Army of Light player, anywhere on the table. The Clark player then places one or two jump points anywhere on the table, deviating randomly as normal. The Army of Light player than deploys his entire force anywhere within 10" of the planet. He may deploy all of his fighters. The Clark player moves all his ships in from one or both jump points on turn one. Only four fighter flights may be deployed at the start of the first turn.

Scenario Rules: No special rules are used.

Game Length: Until victory conditions are met.

Victory and Defeat: The battle continues until one fleet has been destroyed or is forced to flee. The winner is the fleet with at least one ship remaining on the table.

The Drakh Plague

Hungry to make the cradle of Sheridan's Interstellar Alliance pay for the destruction of their own homeworld and former masters, the Drakh launched a daring attack on Earth in the year 2266. Gathering their forces, the Drakh managed to launch a two-pronged strike, bringing a Shadow Cloud to the fight that had been hidden from the prying eyes of the ISA until it was ready to be unleashed. Unbeknownst to EarthForce, the Shadow Cloud was but one component of the Drakh attack and several ships were also found to be carrying a deadly Plague that was capable of infecting the whole planet. Fortunately, the ISA was able to bring two of the latest Victory-class destroyers to what would become a classic battle.

Historical Note: Though the Shadow Cloud was destroyed by a desperate ramming manoeuvre from the *EAS Victory*, the Drakh used it primarily as a feint, distracting the defence from the Plague ships that seeded the Earth's atmosphere. Though the Drakh suffered heavy losses, their attack on Earth was an undisputed success.

EarthForce Fleet: 2 Victory Destroyers (*EAS Victory* and *Excalibur*, Crew Quality 6, Sheridan is on the *Excalibur*), 6 White Stars (Crew Quality 5), 10 Omega Destroyers (Crew Quality 4), 4 Hyperion Cruisers (Crew Quality 4), 1 Olympus Corvette (Crew Quality 3), 3 Sharlin Warcruisers (Crew Quality 5), 2 Avioki Heavy Cruisers (Crew Quality 3), and 2 Xill Battle Saucers (Crew Quality 4).

Drakh Fleet: 1 Carrier, 4 Cruisers, 10 Fast Destroyers, 24 Heavy Raiders, 6 Light Cruisers, 24 Light Raiders, 1 Mothership, 8 Drakh Scouts, and 1 Shadow Cloud. All Drakh ships have Crew Quality 4.

Pre-Battle Preparation: The Drakh player secretly notes down four Scouts that are carrying the Drakh Plague. The EarthForce player deploys his fleet first – he may deploy all of his fighters on the table. The Drakh fleet moves on from its table edge during turn one.

Scenario Rules: No special rules are used.

Game Length: Until victory conditions are met.

Victory and Defeat: The EarthForce player wins if the Drakh fleet is destroyed or withdraws. The Drakh fleet wins if either the Shadow Cloud moves onto Earth for three consecutive turns or if the Plague carrying Drakh Scouts spend a total of 6 turns on Earth (this can be three Scouts on Earth for two turns each, one Scout on Earth for six turns or any combination).
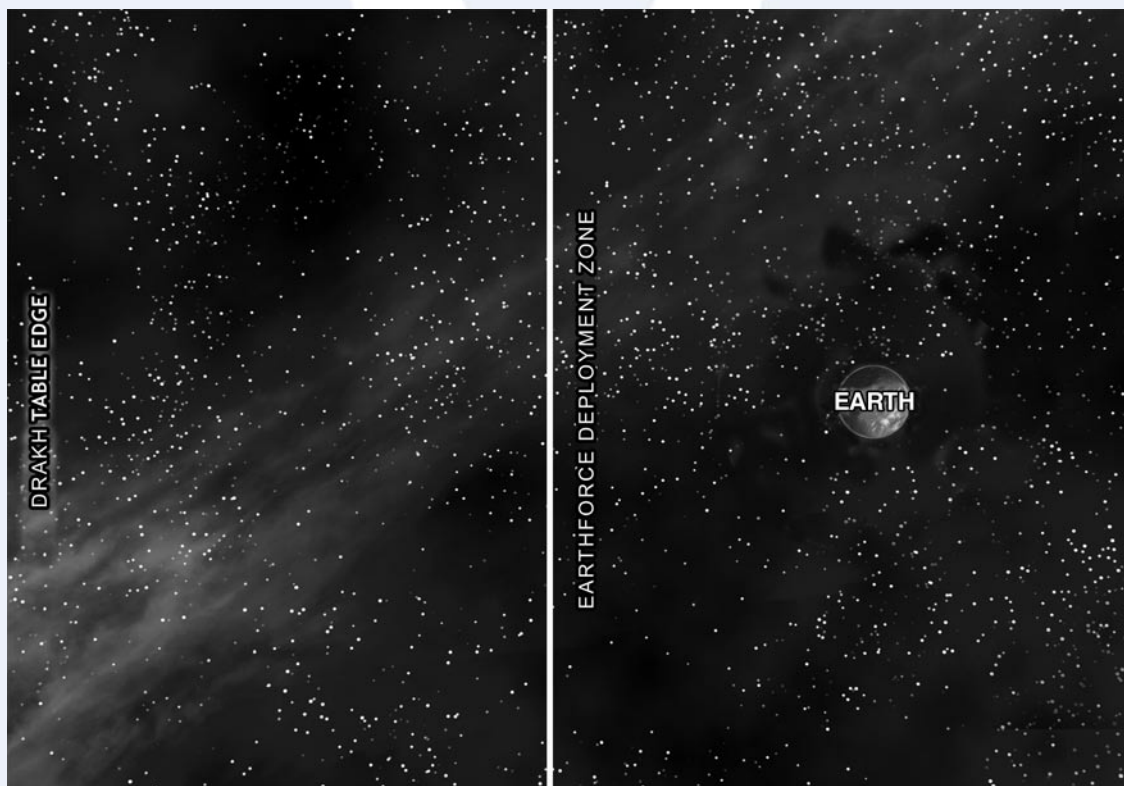
Border Dispute

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

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

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

Pre-Battle Preparation: Roll for Initiative before deployment. The loser deploys his entire fleet first. The winner then deploys his entire fleet. Only fighters bought as separate wings may be deployed at the start of the battle.

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

Game Length: Ten turns.

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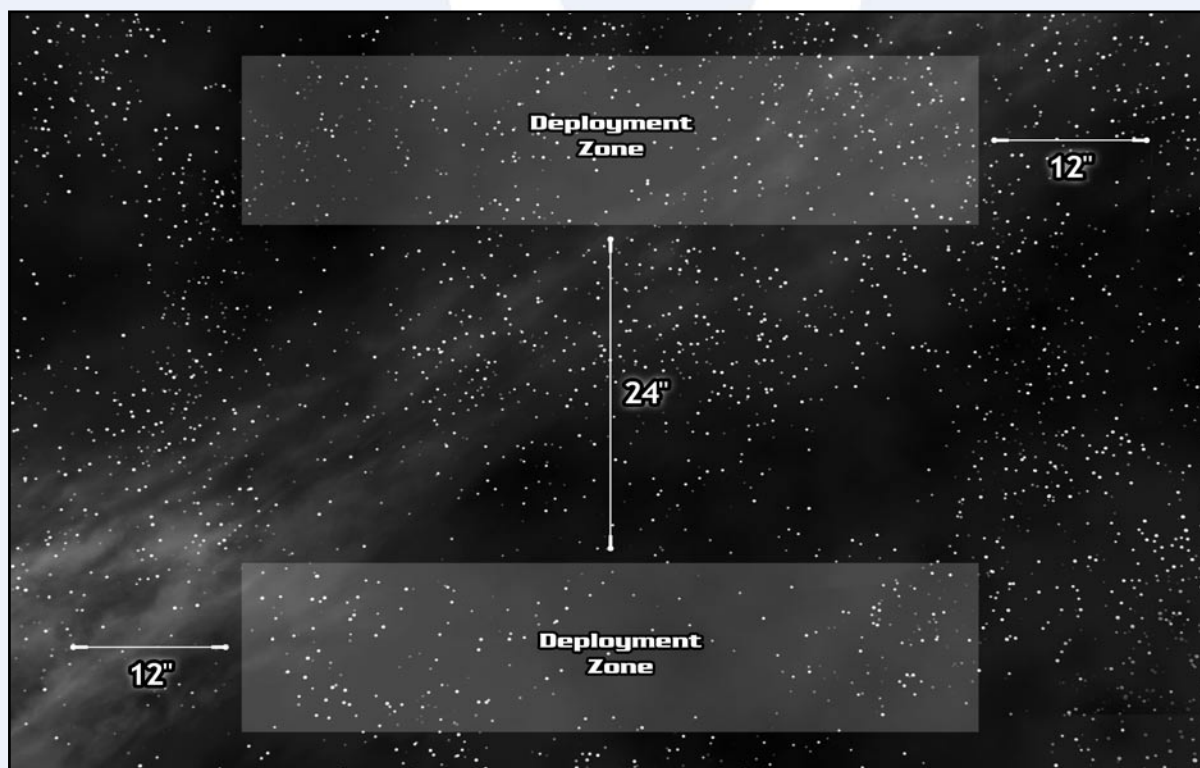
Hunting the Hunters

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

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

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

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

Scenario Rules: No special rules are used.

Game Length: Until victory conditions are met.

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

EXIT EDGE

18"

12"

Defender's Deployment Zone

18"
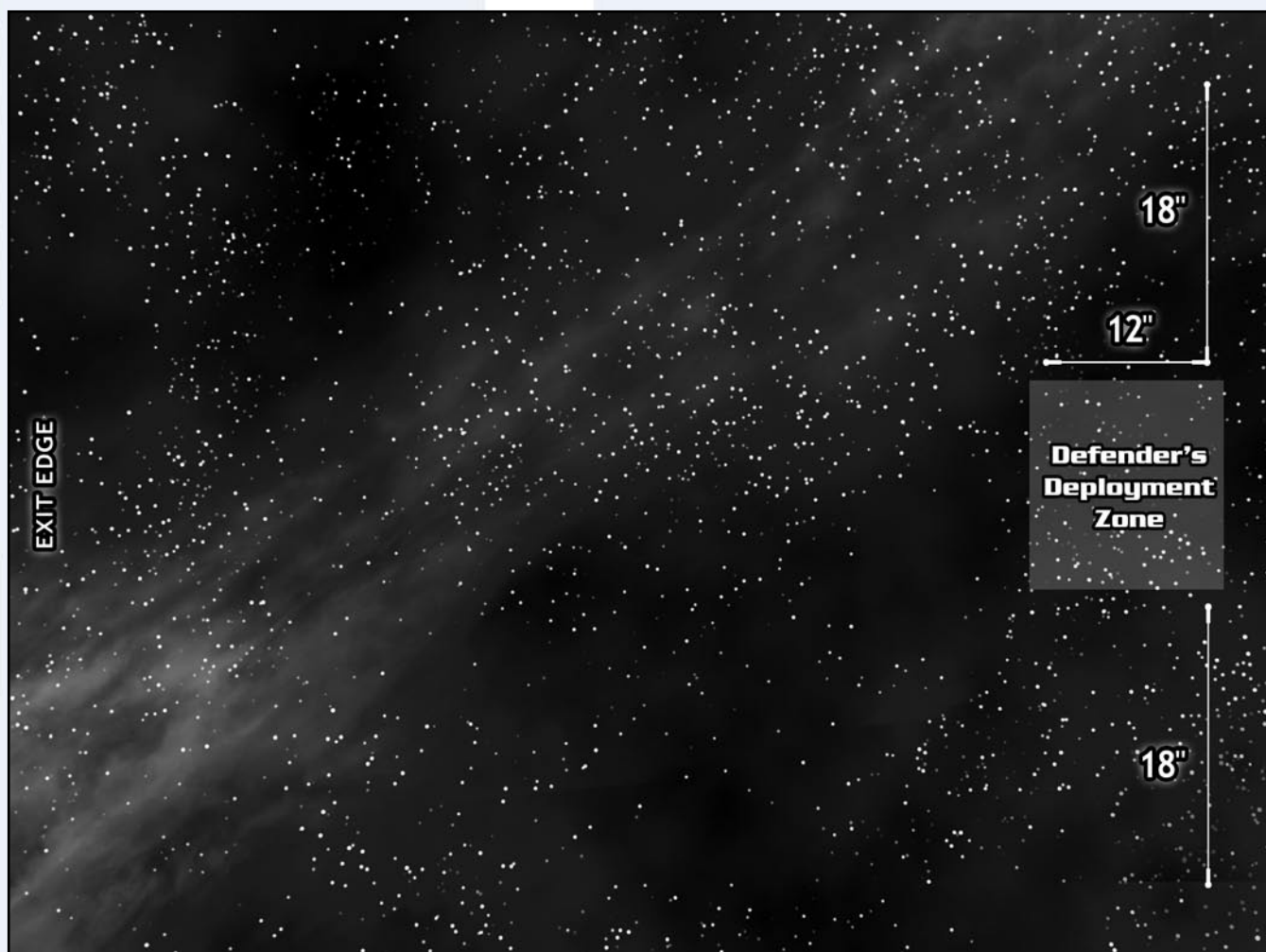
FAQ

THIS SECTION TAKES a look at some of the most frequently asked questions about the rules in A Call to Arms, and attempts to give some guiding answers!

Movement Phase
Turning

A ship's Speed is always equal to its original score, minus any penalties it is currently suffering. This also affects the minimum distance required to move before it may turn. So, for example, a ship with a Speed of 8 that suffers a –2 penalty, is now considered to have a Speed of 6 and must move at least 3" before it may turn, rather than the original 4".

A ship must move at least 2" before making a second or third turn under the normal rules. Ships may move only 1" before making a turn if using the special Starter Edition of A Call to Arms.

'Stacking' Ships

If a ship is forced to end its movement on top of another, simply place it at the first point along it's projected movement path before the obstruction.

Attack Phase
Boresight Arc

This has no 'width'. It is literally a single straight line.

Resolving Random Fire

The method of determining random fire arcs is just a suggestion, the main way we adopted here at Mongoose Hall. It is, of course, possible for a ship to have more than six fire arcs – in this case, we would suggest picking up a D8 or D10!

Critical Hits

Ships reduced to Speed 0 do not drift.

Crippled Ships

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

Traits & Special Actions

Concentrate All Firepower

Super-Manoeuvrable ships use this Special Action normally. They may only travel forward in a straight line while doing so or not moving at all.

Manoeuvre to Shield Them

A ship using Manoeuvre to Shield Them cannot benefit from either the Stealth or Dodge traits.

Breaching Pods

These use the normal dogfighting rules and so only one can be destroyed in every dogfight, no matter how many are contacted by an attacking flight.

Dodge

Rolls for Dodges are always made before those for Interceptors.

Flight Computer

A ship that has been Crippled but is using a Flight Computer can indeed order another ship to Stand Down and Prepare to be Boarded. Remember, it is not the Flight Computer doing this but the remaining crew. The Flight Computer just allows the few survivors to use the ship as if it had a full crew.

Scout

Scout ships may combine their trait with Auxiliary Craft using Scanners to Full! for a total –2 penalty to a target's Stealth score.

When redirecting fire of other ships, each dice may only be re-rolled once – even Beam weapons! You may only ever re-roll a dice once, no matter how many special rules apply. However, every ship in your fleet may benefit from a single Scout if they all target the same ship.

Slow-Loading

Such weapons will count as having been fired if targeting a Stealth ship but failing the Stealth roll.

Advanced Rules
Auxiliary Craft

Auxiliary Craft may not initiate dogfights on the turn they are launched, but can fight normally if an enemy Auxiliary Craft engages them.

Auxiliary Craft may engage more than one enemy in a dogfight, if they are able to make contact.

Ships that fail a Crew Quality check for a Special Action may still launch Auxiliary Craft.

Supporting Ships

If an escorting Auxiliary Craft flight engages an enemy, it must be moved

back onto the ship's base before it is considered to be escorting once more.

Jump Gates

The penalties of half movement, no attacks and no Special Actions apply to ships entering the table via a jump gate as well as those leaving the table.

Jump Points

No ship (even those with Advanced Jump Points) may use Special Actions on the turn they enter the table via a jump point they created themselves. The jump point was created using the Initiate Jump Point Special Action, even if the ship were in hyperspace, so another Special Action may not be chosen. A Special Action may be used by a ship with Advanced Jump Point if it entered the table via a jump point created by another ship or a jump gate.

Auxiliary Craft may use jump points and jump gates with the same restrictions as ships, such as half movement and no attacks.

Ships in hyperspace may only take a turn in the Initiative order (acting as what some players call 'Initiative sinks') if they perform the Initiate Jump Point Special Action. Otherwise, they are ignored.

If a jump point is held open for more than one turn, the Initiate Jump Point Special Action must be used in each turn by the ship that created it.

Jump points can be placed anywhere on the table, not just in friendly deployment zones – this is the benefit of using hyperpsace!

Squadrons

It is possible for a squadron to be broken 'involuntarily', such as by a ship suffering a critical hit that affects Speed. In this case, any ship unable to keep within 6" of the rest of the squadron is automatically considered to have left the squadron and is now on its own.

All fire in a squadron must be declared before any attacks take place. These attacks are not done on a ship by ship basis as normal.

Planets

It is possible to take advantage of more than one gravity well in a single turn. However, this should be a very rare instance, as you need to manoeuvre very carefully to do so, and there should rarely be more than one planet or moon on the table at any one time.

Any part of the planet may be in a ship's forward arc in order to take advantage of its gravity well, not just the centre point of the planet.

Two ships cannot hide from one another by having one on top of the planet counter and one below – it is impossible to be 'below' a counter!

A ship reduced to Speed 0 may use a gravity well normally, gaining the extra turn and move.

Scenarios
Victory Points

A ship that has been boarded, has had its Troops wiped out and then successfully performs a Tactical Withdrawal is still considered to be captured, earning twice the normal number of Victory Points. It is not captured if any friendly troops remain.

Ships reduced to 0 Crew count as having been destroyed and earn Victory Points as normal.

Destroyed Shadow Fighters give Victory Points as normal (one point per flight).

Recon Run

Auxiliary Craft may not scan ships in this scenario. Note the use of the term 'ship', which never applies to Auxiliary Craft.

Campaigns
Refits and Other Duties

For Turbo Weapons, halve the Attack Dice, then round up, then add one. So, if a weapon system has 7 AD, this will be halved to 3.5 (rounding up to 4), then have one added, for a total of 5.

Shadow Technology will reduce a ship's Troops score to 0.

Experience

Auxiliary Craft do not earn XP Dice for their carriers.

Sky Full of Stars
Boarding Actions

Breaching Pods must make contact with a ship's centre point or base stem in order to conduct a boarding action. They are removed once the boarding action has been initiated.

Skin Dancing

The Tishat may also use the Skin Dancing rules.

White Stars can use the Skin Dancing rules even on ships smaller than themselves – consider this to be a special kind of dogfight that utilises the White Star's extreme agility.

Scenarios

The maps for Shadow Dancing and Into the Fire should be reversed.

Fleet Lists

The following changes should be made to the ships in the fleet lists within Sky Full of Stars.

Chronos Attack Frigate: Both Particle Beams should be reduced to 5" range.

Hyperion Missile Cruiser: The Port Missile Rack should have 2 AD.

Orion Space Station: The Missile Racks may not be upgraded to use variants warheads.

Esharan Anti-Fighter Frigate: The Starboard Fusion Cannon should have 4 AD.

Shantavi Heavy Battle Frigate: The Fusion Cannon should have a Fore fire arc, not Port.

Centauri Colony Station: Should have 10 Sentri flights.

Secundus Battlecruiser: Should have the Shuttles 2 trait.

Vorchat War Raider: The Battle Laser is actually a Plasma Accelerator. The stats remain unchanged.

Var'Nic Long Range Destroyer: The Ion Torpedo should have the Precise trait.

White Star: Should have Dodge 4+ and no Precise trait on the Molecular Pulsar. In addition, the Molecular Pulsar should have 4 AD.

Brikorta Light Carrier: The Medium Laser Cannon should have the AP, Beam and Double Damage traits (not Precise and Super AP). Much cheering from Brakiri players will be heard!

The Earth/ Minbari War

Jeffrey Sinclair's Alpha Flight in A Call to Arms

To include Sinclair's Alpha Flight in a scenario, use the following information.

Fleet Lists
Sinclair's Alpha Flight may be used with an EarthForce fleet in any game set between 2244 and 2251.

Sinclair's Alpha Flight may either replace three flights (one wing) of Starfury Fighters from one ship's Craft Rating at the cost of an additional Patrol level, or cause an additional wing of Starfury Fighters to be chosen for one higher Priority level (Skirmish instead of Patrol).

Sinclair's Alpha Flight in Battle
Sinclair's Alpha Flight gains the following benefits in battle.

Fighter Aces: Sinclair's Alpha Flight have a Crew Quality of 5.

Hard Target: Sinclair's Alpha Flight and any other friendly fighters within 2 inches, are decidedly harder to destroy. These fighters can re-roll their failed Dodge dice once and can take a single Dodge roll against weapons normally disallowing Dodges (anti-fighter weaponry, e-mines, etc.).

General Robert Lefcourt in A Call to Arms

To include General Robert Lefcourt in a scenario, use the following information.

Fleet Lists
General Robert Lefcourt may be used with an Earth Alliance fleet in any game set after 2216.

When placed in a ship, General Lefcourt raises its Priority Level by one. A Raid level ship will become a Battle level ship, a Battle level ship will become a War level ship, and so on. A War level ship will also cost an additional Raid Priority level.

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

Earth Alliance
Avenger-class heavy carrier
Hyperion-class command cruiser
Nova-class dreadnought
Omega-class command destroyer

Lefcourt in Battle
A ship with Lefcourt as its captain gains the following benefits in battle.

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 rolls. Against other Earth Alliance fleets this bonus is doubled to +4. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

Crew Expectations: Any ship Lefcourt is placed upon must have at least a Crew Quality of 5 or higher, if this is not the case the existing Crew will receive a +2 on all Crew Quality checks to make up for their lack of overall experience.

Learned 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. Lefcourt'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.

Ingata Star Riders War Cruiser (Unique Sharlin Variant)

<div align="right">

War

</div>

The flagship of the Star Riders clan, a Warrior Caste clan dedicated to superior fighter piloting and the efficiency of its crew, the Ingata was designed to carry extra fighters into battle. A mixture of a carrier and a long-ranged support versus capital ships, it is a powerful combination. Using the support from its numerous Nial fighters it lays heavy neutron laser fire into the enemy, preferably into the vessels that could cause the most harm to its fighter compliment. The Ingata saw a great many battles during the War and was never destroyed or recalled from service by the Grey Council until its primary captain – Shai Alyt Branmer – died in 2258. After that it became a touring reminder of the Warrior Caste's diligence and a symbol that true warriors are never forgotten.

Speed: 8   **Damage:** 60/8   **Craft:** 1 Flyer Flight, 6 Nial Flights*

Turn: 1/45°   **Crew:** 66/9, **Crew Quality:** 5   **Special Rules:** Advanced Jump Point, Carrier 2, Flight Computer, Stealth 5+

Hull: 5   **Troops:** 6   **In Service:** 2003+

* These craft may NOT be exchanged, upgraded or swapped in any way

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

Moutshin Star Riders Carrier (Unique Morshin Variant)

<div align="right">

Battle

</div>

The single most dedicated carrier vessel at the disposal of the Star Riders clan, the Moutshin – meaning 'fire mother' in the Warrior Caste's tongue – is a combination carrier and assault vessel. It brings a staggering number of trained Star Riders pilots and Warrior Caste soldiers to a conflict, hoping to be able to disgorge them all into a conflict with speed and efficiency. Many engagements were won at the hands of the Star Riders and this massive carrier was undoubtedly nearby. It was not until the Battle of the Line where the Moutshin was massively damaged by a ramming Earth cruiser, turning both ships into spiraling balls of flame – putting even more focus on the Shai Alyt Branmer and his Ingata in the years to follow.

Speed: 8   **Damage:** 40/6   **Craft:** 1 Flyer Flight, 8 Nial Flights*

Turn: 2/45°   **Crew:** 36/7, **Crew Quality:** 5   **Special Rules:** Advanced Jump Point, Carrier 4, Fleet Carrier, Flight Computer, Shuttles 3, Stealth 5+

Hull: 4   **Troops:** 6   **In Service:** 2013+

* These craft may NOT be exchanged, upgraded or swapped in any way

Weapon	Range	Arc	AD	Special
Fusion Cannon	18	F	4	AP, Mini-Beam
Fusion Cannon	18	A	4	AP, Mini-Beam
Fusion Cannon	18	P	3	AP, Mini-Beam
Fusion Cannon	18	S	3	AP, Mini-Beam

Campaigns: Refits and Other Duties

Minbari Federation (2245-47) Fleets use the following tables for Refits and Other Duties when playing campaign games. As always, if a certain refit or duty cannot be applied to a specific ship for any reason, re-roll the result. Unless otherwise stated, multiple results of the same type can be applied to the same ship. So, for example, if a ship rolls Hardened Structure twice, it will reduce its Damage threshold number by 4 points.

Minbari Federation (2245–47) Refits

2d6	Refit
2	**Focused Neutron Generators:** One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	**Powerful Sensor Arrays:** The ship gains up-rated sensor arrays that are so powerful that they can almost blind enemy ships. No enemy ship within 10” may opt to use any Special Action in its turn.
4	**Point Defence:** The ship gains a small weapon system designed to destroy close in attackers. This is a Light Fusion Cannon with a Range of 8, a Turret fire arc, 1 AD and the AP and Mini-Beam traits.
5	**Silent and Stealthy:** Once per battle, you may force an enemy to re-roll his Stealth roll in order to target this ship.
6	**Long Range Targeting Systems:** Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	**Additional Weapons Fitted:** Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	**Superior Helm Control:** Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	**Hardened Structure:** The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
10	**Advanced Gravitic Drive:** The ship gains a +1 bonus to its Speed score.
11	**Extra Hanger:** The ship immediately gains a flight of craft (or an extra flight if it already possesses some) of the same type it currently carries (or any non-clan specific flight if it does not).
12	**Silent Runner:** The ship is modified to be super stealthy but this comes at the expense of energy output. Increase the ship's Stealth score by one but reduce its Speed by –2.

Minbari Federation (2245–47) Other Duties

2d6	Other Duty
2	**Minbari Protectorate Volunteers:** You gain the assistance of a group from the Minbari Protectorate after having completed a diplomatic mission in this war zone. You may immediately add a wing of Nials or Flyers to your fleet roster.
3	**New Alyt:** A new Alyt of the Warrior Caste takes command of the vessel – a highly decorated, even legendary Alyt. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	**Blooded Commando:** This ship has been used to transport a veteran Warrior Caste commando who has seen a great deal of combat recently. He has valuable intelligence on the activities of the other fleets, granting you a +2 bonus to your Initiative for the next Campaign Turn.
5	**Telepaths of the Religious Caste:** A group of Religious Caste telepaths join your ship's crew. Stretching forward with their minds, they strain to divine the intentions of the enemy. Once per battle, you may automatically win the Initiative for the turn. This may be declared after your have rolled dice for Initiative.
6	**Skin Dancers:** A squadron of highly trained Warrior Caste pilots volunteer to serve on your ship. When Nials or Tishat flights launched from this ship attack another vessel, they may not be intercepted by escorting fighters.
7	**Dutiful Worker Caste:** The ship ferries Minbari of the Worker Caste to the rest of the fleet. Immediately repair 3d6 points of Damage on any ships in the fleet.
8	**Warrior Caste Saboteur:** A willing member of the Warrior Caste has flown undetected deep into the heart of an enemy fleet, sacrificing himself to cause untold mayhem and destruction on their ships. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
9	**Call to Holy War:** The ship carries a messenger of the Grey Council itself who relays specific instructions for the entire fleet. In the next campaign turn, you will attack any Strategic Target of one randomly determined fleet. This will automatically be a Battle-level mission using the Annihilation scenario and will be nominated before any Initiative is rolled for. This battle will be your go for the turn. If you win the battle, any RR points gained in the next campaign turn will be doubled.
10	**Elite Warrior Caste Training:** A visiting dignitary of the Warrior Caste shakes your ship's crew into line. If you already have Crew Quality 5, increase it immediately to 6. If you have a different Crew Quality, roll again.
11	**Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	**Ambush:** Using its superior Jump Engines, this ship launches a surprise attack on an enemy ship travelling through the war zone. Pick an enemy fleet. You will cause 1d6 critical hits at Triple Damage on one random enemy vessel.

Dusk Coutari
(Centauri Republic, Unique Demos Variant) — **Battle**

One of the finest imperial vessels to leave the shipyards of the Ventari System, the Dusk Coutari was a highly advanced test variant of the already powerful Demos heavy warship. Created using bits of Centauri ingenuity mixed liberally with unearthed technologies from a long dead world that only House Hessius might remember, it was a gift to House Mollari from the Emperor himself for important services rendered at several conflict points all along the 'Narn Hostility Zone.' It uses similar weapon systems found on its predecessors, but augmented with strange alien power sources and an amazingly intuitive targeting system. Powerful sensors and early cloaking technologies (which are later installed on the Rutarian Strike Fighter) make it a lone gunman that stalked the borders until needed. The Dusk Coutari was more than a match for vessels twice its size and was only ever used for extremely sensitive missions—such as the disruption of a human/Minbari peace meeting sponsored by the Narn in Epsilon System. The deadly ship was eventually retired from service after it was discovered that her unstable technologies were giving off fatal levels of hazardous radiation, but rumours spoke of it still remaining in a secret storage facility for later use if the situation ever called for it.

Speed: 10 **Damage:** 22/9 **Craft:** None
Turn: 2/45° **Crew:** 28/10, **Crew Quality:** 6 **Special Rules:** Advanced Jump Point, Flight Computer, Interceptors 2, Stealth 4+
Hull: 5 **Troops:** None **In Service:** 2243+

Weapon	Range	Arc	AD	Special
Meta-Plasma Accelerator	15	F	6	AP, Double Damage, Precise
Meta-Heavy Array	12	F	8	Double Damage, Precise
Meta-Ballistic Torpedoes	18	F	2	Super AP, Triple Damage, Precise

G'Koth Transport Cruiser
(Narn Regime, G'Quan Variant) — **Raid**

An early attempt at the later G'Quan heavy cruiser, the G'Koth is built along the same frame and hull design and uses nearly identical engine systems and electronics. Once thought to be used as a diplomatic transport for Kha'Ri members and important dignitaries, the G'Koth focused on lighter defensive weaponry and speed rather than reinforced bulkheads and massive weapon systems. Only a few hundred were ever built, and most were later rebuilt into fully functional G'Quans as the warship became a reality. There may still be a handful of G'Koth transports in circulation in the 2260s, but most would be relics in comparison to the models that came after it.

Speed: 4 **Damage:** 40/11 **Craft:** 1 Gorith Flight
Turn: 1/45° **Crew:** 45/12 **Special Rules:** Jump Point
Hull: 5 **Troops:** 2 **In Service:** 2236+

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

The Dilgar Imperium

Pentacons

A Pentacon will retain its special benefits, even if reduced to 4 ships or less. All that is necessary is that it is formed as a Pentacon before the battle starts.

Orbital Bombs

These may be used against either Troops and Emplacements on a planet's surface, as the attacker chooses.

Thorun Dartfighter

Should also have the Atmospheric trait.

Babylon 5: Armageddon

'It was the dream that the new Interstellar Alliance would bring a new age of peace and prosperity to the stars. Instead, the galaxy became a far more dangerous place. . .'

Welcome to *Babylon 5: Armageddon*, the latest supplement for *A Call to Arms*. This is a major update to the game, packed full of new rules, ships and some tweaks. You will find *Babylon 5: Armageddon* brings new excitement to your games, as well as some truly powerful ships.

This supplement adds the Armageddon Priority Level, allowing you to field the most powerful ships yet seen. There are also new rules for Stealth, Energy Mines and Auxiliary Craft.

The Earth Alliance is blessed with an abundance of ship designs. In order to get the fleet list down to more manageable levels, we have split the Earth Alliance into three time periods, spread across the Babylon 5 timeline. Each is a viable fleet list with its own selection of ships.

The other fleets of the game have not been forgotten either. From the powerful Narn Ka'Bin'Tak to a re-jigged Victory, you will find a host of new ships to take advantage of the new Armageddon Priority Level. Also included are new lists for the Shadows and Vorlons and full rules for using the ships of the Ancients – be warned, they can crush entire fleets!

We have also included a selection of new scenarios for you to test your tactical mettle, in addition to the entire *A Call to Arms* FAQ.

Both *A Call to Arms Revised Edition* or *Sky Full of Stars* is required to use this supplement.

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Babylon 5 Space Combat