



A Call to Arms Fleet Lists



Second Edition

Babylon 5 Created by J. Michael Straczynski

A CALL TO ARMS: SECOND EDITION FLEET LISTS

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INTRODUCTION

This book details all the ships available to the various races of the galaxy, as well as the fleet lists by which players can pick fair and balanced forces for the scenarios in the main rulebook. Though you are not restricted to using these fleet lists for your own games (you may want to re-enact a battle from the Babylon 5 TV show, for example), when using them you can be reasonably certain that every fleet in a game should have a reasonable chance of defeating any other.

Priority Levels

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

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

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

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

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

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

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

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

Fleet Allocation

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

Breaking Down Fleet Allocation Points

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

Fleet Allocation point Breakdowns

1 Armageddon point buys one of the following;

2 War
 1 War, 2 Battle
 1 War, 1 Battle, 2 Raid
 1 War, 1 Battle, 1 Raid, 2 Skirmish
 1 War, 1 Battle, 1 Raid, 1 Skirmish, 2 Patrol
 4 Battle
 3 Battle, 2 Raid
 3 Battle, 1 Raid, 2 Skirmish
 3 Battle, 1 Raid, 1 Skirmish, 2 Patrol
 8 Raid
 7 Raid, 2 Skirmish
 7 Raid, 1 Skirmish, 2 Patrol
 12 Skirmish
 11 Skirmish, 2 Patrol
 18 Patrol

1 Battle point buys;

2 Raid
 1 Raid, 2 Skirmish
 1 Raid, 1 Skirmish, 2 Patrol
 4 Skirmish
 3 Skirmish, 2 Patrol
 8 Patrol

In addition, an Armageddon ship costs either 18 Patrol points, or 12 Skirmish points, or 8 Raid points, or 4 Battle points, or 2 War points.

A War ship costs either 12 Patrol points, or 8 Skirmish points, or 4 Raid points, or 2 Battle points.

A Battle ship costs either 8 Patrol points, or 4 Skirmish points, or 2 Raid points.

A Raid ship costs either 2 Skirmish points, or 4 Patrol points.

1 War point buys;

2 Battle
 1 Battle, 2 Raid
 1 Battle, 1 Raid, 2 Skirmish
 1 Battle, 1 Raid, 1 Skirmish, 2 Patrol
 4 Raid
 3 Raid, 2 Skirmish
 3 Raid, 1 Skirmish, 2 Patrol
 8 Skirmish
 7 Skirmish, 2 Patrol
 12 Patrol

1 Raid point buys;

2 Skirmish
 1 Skirmish, 2 Patrol
 4 Patrol

1 Skirmish point buys;

2 Patrol

THE FLEET LISTS

Every fleet presented in this book comprises the following sections.

Advanced Rules

Some fleets have radically different rules that serve to make them unique in the galaxy. The Drazi, for example, are a very aggressive race whilst the Vorlons and Shadows have no crew score for their ships. In each case, the special rules for the fleets are given here.

Fleet Lists

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

Ship Descriptions

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

Advanced Options

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

Refits & Other Duties

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

Ship Variants

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

BEFORE BATTLE

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

Crew Quality

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

In Service Dates

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

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

Squadrons

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

COMBINED FLEETS OF THE NON-ALIGNED WORLDS

The League of Non-Aligned Worlds has now been split up, with each race being recognised as its own sovereign power in these new fleet lists. With this empowerment, each fleet has gained new ships, new technologies and new rules to reflect how they fight in space. However, some players may miss the combined League fleets and it is true that the races of the League do ally among themselves more than most, due to their less than high standing in the galaxy. Even Raiders are sometimes used, as paid mercenaries by the League at times.

You may choose to play an Allied League of Non-Aligned Worlds fleet by following the rules below.

- 5 You may select ships from any and all of the following fleet lists: Abbai Matriarchy, Brakiri Syndicacy, Drazi Freehold, Gaim Intelligence, pak'ma'ra, Raiders, Vree Conglomerate, and selected vessels from the Other Ships chapter.
- 5 The overall Initiative of the fleet will be +0 unless any of the fleets used have a lower Initiative. If this is the case, use the lower Initiative.
- 5 Only the following fleet special rules are used and then only if at least one ship from the relevant fleet list is included in the Allied fleet: Comms Disruptors, Aggression (Drazi ships only), Sky Hook Catapult, Drones (Gaim fighters only), Assault Drones (Gaim ships only), Telepathy (Vree ships only), and Super Manoeuvrability (Vree ships only).
- 5 You may not place Fighters from one fleet list into the hangers of a ship from a different fleet list. The Brakiri Brokados, for example, cannot carry Drazi Sky Serpent fighters.
- 5 You may not purchase Fighters from a fleet list unless you have already chosen a ship from the same fleet list.
- 5 In campaign games, ships use the Refits and Other Duties tables from their own fleet lists.



THE EARTH ALLIANCE – THE EARLY YEARS

EARTH YEARS 2220-2249

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 moment, 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.

THE EARTH ALLIANCE FLEET LIST

The following forms the entire fleet list for the Earth Alliance for the Earth Years 2220-2249.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Nova Starfury Wing (5 flights)
Tethys-class cutter (2 ships)
Tethys-class missile boat (2 ships)

Hermes-class transport
Aurora Starfury Wing (4 flights)
Tethys-class laser boat (2 ships)
Tiger Starfury Wing (6 flights)

Priority Level: Skirmish

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

Artemis-class heavy frigate
Hyperion-class rail cruiser
Olympus-class gunship
Sagittarius-class cruiser

Priority Level: Raid

Avenger-class heavy carrier
Hyperion-class command cruiser
Hyperion-class missile cruiser
Nova-class dreadnought

Explorer-class survey ship
Hyperion-class heavy cruiser
Hyperion-class pulse cruiser

Priority Level: Battle

Orestes-class Battleship

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Starfury flights may replace all of them for any other type of Starfury, so long as you obey the In Service date of the scenario or campaign being played.

Any ship carrying one or more Starfury flights may also 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

Skirmish

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 frigates built in EarthForce spacedocks and carried an impressive amount of weaponry for close in-fighting.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 18/5
Crew: 22/6
Troops: 2

Craft: None
Special Rules: Anti-Fighter 4, Interceptors 2
In Service: 2190+

Weapon	Range	Arc	AD	Special
Railguns	12	F	4	AP, Double Damage
Railguns	12	A	2	AP, Double Damage
Railguns	12	P	5	AP, Double Damage
Railguns	12	S	5	AP, Double Damage



Artemis-class Escort Frigate (Variant)

Skirmish

A rarer variant of the Artemis, the Escort Frigate uses tried and tested plasma batteries. These 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 extra seconds it took them to get into range.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 18/5
Crew: 22/6
Troops: 2

Craft: None
Special Rules: Anti-Fighter 4, Escort, Interceptors 2
In Service: 2219-2242



Weapon	Range	Arc	AD	Special
Plasma Cannon	8	F	6	AP
Plasma Cannon	8	A	6	AP
Plasma Cannon	8	P	8	AP
Plasma Cannon	8	S	8	AP

Aurora 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 dogfights within seconds.

Speed: 14

Turn: SM

Hull: 5

In Service: 2237+

Damage: –

Crew: –

Troops: –

Dogfight: +2

Craft: –

Special Rules: Dodge 2+, Fighter

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

Patrol (Wing of Four Flights)



Avenger-class Heavy Carrier

Raid

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.

Speed: 7

Turn: 1/45°

Damage: 40/10

Crew: 50/12

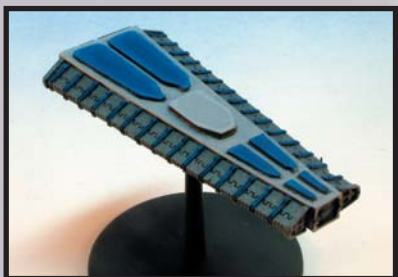
Hull: 5

Troops: 6

Craft: 8 Nova Starfury flights

Special Rules: Carrier 4, Command +1, Fleet Carrier, Interceptors 2, Jump Engine, Lumbering, Shuttles 2

In Service: 2238-2266



Weapon	Range	Arc	AD	Special
Plasma 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

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.

Speed: 6

Turn: SM

Hull: 5

In Service: 2203+

Damage: –

Crew: –

Troops: 1

Dogfight: –

Craft: –

Special Rules: Breaching Pod, Dodge 4+

Patrol (Wing of Four Flights)



Explorer-class Survey Ship

Raid

The Explorer survey ships were 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 build preliminary jump gates used by following surveyors, scientists and colonists to expand 'known space.'

Speed: 4
Turn: 1/45°

Damage: 140/40
Crew: 65/15

Craft: 6 Tiger Starfury flights

Special Rules: Anti-Fighter 6, Command +1, Interceptors 3, Jump Engine, Lumbering, Scout

In Service: 2225+

Hull: 4
Troops: 10



Weapon	Range	Arc	AD	Special
Plasma Cannon	8	F	6	AP, Twin-Linked
Light Plasma Cannon	5	F	6	AP
Light Plasma Cannon	5	A	6	AP
Light Plasma Cannon	5	P	6	AP
Light Plasma Cannon	5	S	6	AP

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 plasma cannon, the Hermes can stand up against raiders and small piracy-driven vessels that often try to ambush it on the way to the battles.

Speed: 12
Turn: 2/45°
Hull: 4

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

Craft: 1 Tiger Starfury flight

Special Rules: Interceptors 1, Jump Engine

In Service: 2168+

Weapon	Range	Arc	AD	Special
Missile Rack	20	F	2	Precise, Slow-Loading, Super AP
Plasma Cannon	8	F	4	AP



Missile Variants: The Hermes Transport may not use the missile variants detailed on page 15.

Hyperion-class Cruiser

Raid

The Hyperion cruiser, launched in many forms and variants across the years, made its debut during the Dilgar War. 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.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 3

Craft: 1 Tiger Starfury Flight

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

In Service: 2230+



Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage
Heavy Laser Cannon	18	B (a)	2	Beam, Double Damage
Plasma Cannon	8	F	4	AP, Twin-Linked
Plasma Cannon	8	A	2	AP
Plasma Cannon	8	P	6	AP
Plasma Cannon	8	S	6	AP

Hyperion-class Assault Cruiser (Variant)

Skirmish

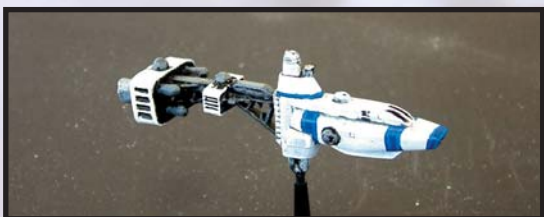
Knowing the strengths of the Dilgar's 'Pentacorn' flight formations, the Hyperion assault cruiser was designed to dive right through them. The assault cruiser used massive banks of plasma cannon to break through defensive formations and deliver ground troops to enemy-held worlds.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 6

Craft: None

Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine, Shuttles 2
In Service: 2230+



Weapon	Range	Arc	AD	Special
Plasma Cannon	8	F	6	AP, Twin-Linked
Plasma Cannon	8	A	2	AP
Plasma Cannon	8	P	6	AP
Plasma Cannon	8	S	6	AP

Hyperion-class Command Cruiser (Variant)

Raid

First launched during the Earth/Minbari War in a futile attempt to coordinate fleets in a losing battle, this cruiser was the most advanced vessel in the EarthForce fleet and the first Hyperion variation to be fitted with a full-spectrum command and control arrays.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 36/6
Troops: 4

Craft: 1 Tiger Starfury Flight

Special Traits: Anti-Fighter 4, Command +2, Interceptors 3, Jump Engine
In Service: 2241+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	18	B	4	Beam, Double Damage
Medium Pulse Cannon	10	F	4	—
Medium Pulse Cannon	10	A	2	—
Medium Pulse Cannon	10	P	8	—
Medium Pulse Cannon	10	S	8	—



Hyperion-class Missile Cruiser (Variant)

Raid

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.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 1

Craft: None

Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine
In Service: 2230-2236



Weapon	Range	Arc	AD	Special
Laser Cannon	12	B	4	Beam, Double Damage
Missile Racks	30	F	2	Precise, Slow-Loading, Super AP
Missile Racks	30	P	4	Precise, Slow-Loading, Super AP
Missile Racks	30	S	4	Precise, Slow-Loading, Super AP
Plasma Cannon	8	P	6	AP
Plasma Cannon	8	S	6	AP



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.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 3

Craft: 1 Tiger Starfury Flight
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine
In Service: 2238+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	10	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Medium Pulse Cannon	10	F	4	—
Medium Pulse Cannon	10	A	2	—
Medium Pulse Cannon	10	P	8	—
Medium Pulse Cannon	10	S	8	—
Plasma Cannon	8	F	4	AP, Twin-Linked

Hyperion-class Rail Cruiser (Variant)

Skirmish

The rail cruiser was viewed 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
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 3

Craft: 1 Tiger Starfury Flight
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine
In Service: 2232-2236

Weapon	Range	Arc	AD	Special
Railguns	12	F	6	AP, Double Damage
Railguns	12	A	4	AP, Double Damage
Plasma Cannon	8	P	6	AP
Plasma Cannon	8	S	6	AP



Nova-class Dreadnought

Raid

Capable of bringing a large number of Starfuries to battle and protect them effectively, the Nova grew to be an EarthForce favourite. Initially fitted with plasma weaponry, it became the standard for the dreadnought. In battle, Novas normally hold position, slowly turning to present their fearsome broadsides to the enemy.

Speed: 6
Turn: 1/45°
Hull: 5

Damage: 36/9
Crew: 45/12
Troops: 2

Craft: 4 Nova Starfury flights
Special Rules: Interceptors 2, Jump Engine, Lumbering
In Service: 2227+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	12	F	6	AP, Double Damage
Heavy Plasma Cannon	12	A	4	AP, Double Damage
Heavy Plasma Cannon	12	P	8	AP, Double Damage
Heavy Plasma Cannon	12	S	8	AP, Double Damage



Nova Starfury Flight

Patrol (Wing of Five Flights)

The direct forerunner of the Aurora, the Nova was an early appearance of the now iconic hull, though it had avionics and weapon systems that soon proved too basic for serious frontline warfare. However, this was the genesis of the Starfury as it is known today.

Speed: 10 **Damage:** – **Dogfighting:** +1
Turns: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Dodge 2+, Fighter
In Service: 2229-2246



Weapon	Range	Arc	AD	Special
Mini-Pulse Cannon	2	T	2	—

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.

Speed: 8 **Damage:** 18/4 **Craft:** None
Turn: 2/45° **Crew:** 20/4 **Special Rules:** Interceptors 1
Hull: 5 **Troops:** 1 **In Service:** 2202-2265



Weapon	Range	Arc	AD	Special
Railguns	12	T	4	AP, Double Damage
Plasma Cannon	8	F	6	AP
Plasma Cannon	8	P	4	AP
Plasma Cannon	8	S	4	AP
Missile Rack	30	T	2	Precise, Slow-Loading, Super AP

Olympus-class Gunship (Variant)

Skirmish

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. As it was never intended to be more than a direct offensive tool, the Olympus gunship was later supplanted by better multi-role ships such as the Hyperion and Nova.

Speed: 6 **Damage:** 18/4 **Craft:** None
Turn: 2/45° **Crew:** 20/4 **Special Rules:** Anti-Fighter 1, Interceptors 1
Hull: 5 **Troops:** 1 **In Service:** 2229-2248

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	18	B	4	Beam, Double Damage





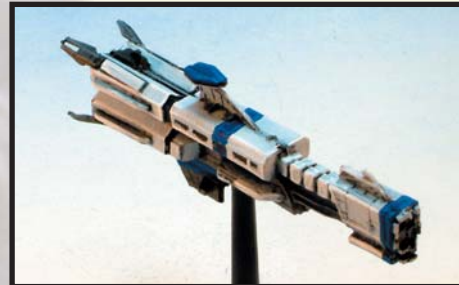
Oracle-class Scout Cruiser

Skirmish

Oracles were the first Earth Alliance 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. Used militarily as a sensor-laden scout, the Oracle performed admirably.

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

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam
Missile Rack	30	T	1	Precise, Slow-Loading, Super AP
Light Plasma Cannon	5	F	2	AP
Light Plasma Cannon	5	P	2	AP
Light Plasma Cannon	5	S	2	AP



Orestes-class Battleship

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. It was a heavily armoured battleship capable of surviving serious amounts of firepower while unleashing some of the heaviest weapons the Alliance had to offer.

Speed: 6 **Damage:** 48/10 **Craft:** 2 Tiger Starfury flights
Turn: 1/45° **Crew:** 55/12 **Special Rules:** Anti-Fighter 2, Interceptors 1, Lumbering
Hull: 6 **Troops:** 2 **In Service:** 2228+



Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	25	B	6	Beam, Double Damage
Medium Laser Cannon	15	B (a)	2	Beam
Railguns	12	F	6	AP, Double Damage
Plasma Cannon	8	P	10	AP, Twin-Linked
Plasma Cannon	8	S	10	AP, Twin-Linked

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.

Speed: 6 **Damage:** 23/6 **Craft:** None
Turn: 1/45° **Crew:** 24/6 **Special Rules:** Anti-Fighter 1, Interceptors 2
Hull: 4 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Missile Rack	30	F	2	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



Tethys-class Cutter

Patrol (Two Ships)

Small by most warship standards, the Tethys was originally intended as a police vessel. It is small and cheap to build, making the Tethys the base of dozens of variant vessels throughout its lifetime, and 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.

Speed: 10
Turn: 2/45°
Hull: 4

Damage: 6/2
Crew: 8/2
Troops: –

Craft: None
Special Rules: Interceptors 1
In Service: 2230+



Weapon	Range	Arc	AD	Special
Plasma Cannon	8	F	4	AP
Light Plasma Cannon	6	F	2	AP
Light Plasma Cannon	6	P	1	AP
Light Plasma Cannon	6	S	1	AP

* You may purchase two Tethys Cutters for one Patrol slot.

Tethys-class Laser Boat (Variant)

Patrol (Two Ships)

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.

Speed: 8
Turn: 2/45°
Hull: 4

Damage: 6/2
Crew: 8/2
Troops: –

Craft: None
Special Rules: Interceptors 1
In Service: 2232+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Double Damage, Slow-Loading
Light Plasma Cannon	6	F	2	AP

* You may purchase two Tethys Laser Boats for one Patrol slot.



Tethys-class Missile Boat (Variant)

Patrol (Two Ships)

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.

Speed: 8
Turn: 2/45°
Hull: 4

Damage: 6/2
Crew: 8/2
Troops: –

Craft: None
Special Rules: Interceptors 1
In Service: 2231+

Weapon	Range	Arc	AD	Special
Missile Rack	20	F	2	AP, Precise, Slow-Loading
Light Plasma Cannon	6	F	2	AP
Light Plasma Cannon	6	P	1	AP
Light Plasma Cannon	6	S	1	AP

* You may purchase two Tethys Missile Boats for one Patrol slot.



Missile Variants: The Tethys Missile Boat may not use the missile variants detailed on page 15. 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.



Tiger Starfury Flight

Patrol (Wing of Six Flights)

The first of the 'true' Starfuries, when it was first built the Tiger represented a significant shift in fighter design philosophy for the Earth Alliance, incorporating features, such as the manoeuvre jets on an x-foil wing section, that would remain common to Starfuries for many years into the future.

Speed: 8 **Damage:** – **Dogfighting:** +1
Turns: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** – **Special Rules:** Dodge 3+, Fighter
In Service: 2205-2244

Weapon	Range	Arc	AD	Special
Burst Plasma Cannon	2	T	1	Weak
Missile Rack	4	T	1	AP



MISSILE VARIANTS

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

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

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

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

Standard Anti-Ship Missile

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

Range	Special	In Service
30	Precise, Super AP	2165+

Flash Missile

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

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

Heavy Missile

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

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

Anti-Fighter Missile

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

This missile has a 15" range and will destroy a flight of Fighters with a single successful attack roll, with no dodge roll allowed. It has an In Service date of 2237+.

Range	Special	In Service
15	—	2237+

Long-Range Missile

The tactical counterpart to the Heavy Missile, this variant has a relatively small warhead but mounts several long-ranged boosters to its frame, greatly increasing its striking distance. Often used for long-ranged bombardment, this missile is also useful for whittling away an enemy's strength at incredible distances, long before the real battle begins.

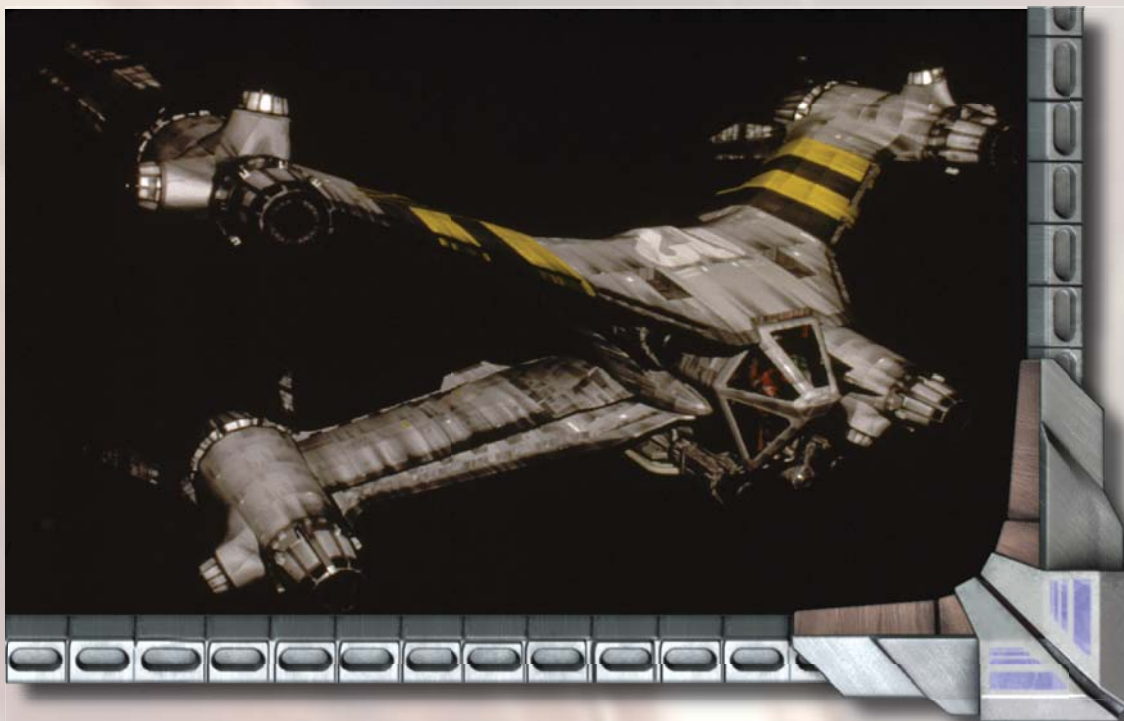
Range	Special	In Service
40	AP, Precise	2225+

HARM Missile

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

If a HARM missile successfully hits a target, it will deal no damage. Instead, it forces the enemy crew to make a Crew Quality check with a target of 10. If they do not succeed, they fail to overcome the effect of the electromagnetic burst from the missile. This ship will count every target it attacks as having Stealth 3+ until the end of the next turn. The effects of multiple HARM attacks on a single ship are not cumulative.

Range	Special	In Service
15	Super AP	2248+



CAMPAIGNS: REFITS AND OTHER DUTIES

Earth Alliance Fleets use the following tables for Refits and Other Duties when playing campaign games. 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. For example if a ship rolls Reinforced Hull twice it will gain a +20% bonus to its Damage score and a -2 penalty to its Speed.

Earth Alliance Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
3	Advanced Focussing Lenses: Choose one Boresight weapon system. It immediately changes to a Fore firing arc.
4	Quick Loading Missiles: If the ship has missile racks (not advanced missile racks), it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its missile rack Attack Dice reduced by half, rounding up.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Earth Alliance Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new Captain takes command of the vessel – a highly decorated, even legendary Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Now You See Me...: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Psi Corps: The crew's dedication to duty has been rewarded (!) with a resident Psi Corps telepath being made at home on board. Whenever the ship makes a Crew Quality check, it gains a +1 bonus as the crew strain to perform their best under the telepath's watchful eye.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Elite Psi Corps Operative: Your crew is joined by a Psi Corps telepath of P-Rating 10 and trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide Captains as to the best course of action. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Re-commissioned: A previously mothballed ship comes into your hands. Add a ship of Skirmish level or lower to your fleet roster, from the Earth Alliance fleet list you are currently using, or one before it.

THE EARTH ALLIANCE - DAWN OF THE THIRD AGE

EARTH YEARS 2250-2266

After the near extinction level event that was the Earth/Minbari War befall the Earth Alliance, they entered 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 rectify this.

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 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. After the success of the Babylon Project with its fifth station, the Alliance was rocked by the assassination of its president, replacing him with a megalomaniacal xenophobe named Clark. It was Clark's tyrannical rule and civilian-targeting terror tactics that started a massive Civil War that ended with Captain John Sheridan leading a war fleet to Earth itself and overthrowing Clark's dark and sinister rule. This action would be the beginning of a new governmental body in the galaxy – the Interstellar Alliance – of which Earth became a primary member under a new leader, President Luchenko.

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

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

THE EARTH ALLIANCE FLEET LIST

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

Priority Level: Patrol

Aurora Starfury Wing (4 flights)
Breaching Pod Wing (4 flights)
Thunderbolt Starfury Wing (4 flights)

Badger Starfury Wing (4 flights)
Hermes-class transport

Priority Level: Skirmish

Artemis-class heavy frigate
Olympus-class corvette

Hyperion-class assault cruiser
Oracle-class scout cruiser

Priority Level: Raid

Avenger-class heavy carrier
Hyperion-class heavy cruiser

Explorer-class survey ship
Nova-class dreadnought

Priority Level: Battle

Omega-class destroyer

Omega-class pulse destroyer

Priority Level: War

Omega-class command destroyer
Warlock-class advanced destroyer

Poseidon-class super carrier

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Aurora Starfury flights may replace any number of them for Badgers, Thunderbolts (so long you obey the scenario In Service date) 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.

Speed: 10 **Damage:** 18/5
Turn: 2/45° **Crew:** 22/6
Hull: 5 **Troops:** 2

Craft: None
Special Rules: Anti-Fighter 4, Interceptors 2
In Service: 2190+



Weapon	Range	Arc	AD	Special
Railguns	12	F	4	AP, Double Damage
Railguns	12	A	2	AP, Double Damage
Railguns	12	P	5	AP, Double Damage
Railguns	12	S	5	AP, Double Damage

Aurora Starfury Flight

Patrol (Wing of Four Flights)

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

Speed: 14 **Damage:** –
Turn: SM **Crew:** –
Hull: 5 **Troops:** –
In Service: 2237+

Dogfight: +2
Craft: –
Special Rules: Dodge 2+, Fighter

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



Avenger-class Heavy Carrier

Raid

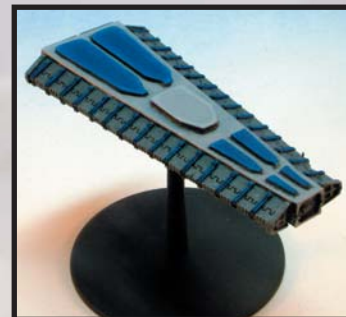
One of the most successful carriers in EarthForce history, the Avenger saw many upgrades and retrofits that solved its early fighter-regrouping and reclaiming issues, and was frequently deployed into a great deal of use during the early stages of the Earth Civil War. Its ability to bring dozens of Starfuries and the new Thunderbolts to a conflict without risking a much more expensive warship such as the Omega made it indispensable during the initial phases of the conflict.

Speed: 7 **Damage:** 40/10
Turn: 1/45° **Crew:** 50/12

Craft: 8 Aurora Starfury flights
Special Rules: Carrier 4, Command +1, Fleet Carrier, Interceptors 2, Jump Engine, Lumbering, Shuttles 2
In Service: 2240-2266

Hull: 5 **Troops:** 6

Weapon	Range	Arc	AD	Special
Plasma 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	—



Badger Starfury Flight

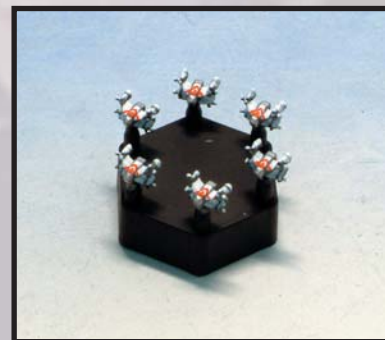
A modified Aurora, the Badger adds a rear cockpit for a navigator/rear gunner. Designed for long-ranged patrols, the extra mass of the Badger is compensated for in dogfights by the defensive rear pulse cannon and the addition of anti-shipping missiles.

Speed: 10 **Damage:** —
Turns: SM **Crew:** —
Hull: 5 **Troops:** —
In Service: 2259+

Dogfighting: +2
Craft: —
Special Rules: Dodge 3+, Fighter

Weapon	Range	Arc	AD	Special
Uni-Pulse Cannon	2	T	2	Twin-Linked
Missile Rack	4	T	1	AP

Patrol (Wing of Four Flights)



Breaching Pod

Patrol (Wing of Four Flights)

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.

Speed: 6 **Damage:** —
Turn: SM **Crew:** —
Hull: 5 **Troops:** 1
In Service: 2203+

Dogfight: —
Craft: —
Special Rules: Breaching Pod, Dodge 4+



Explorer-class Survey Ship

Raid

Explorer ships were used as multi-billion credit guinea pigs during Clark's administration. Eager to find new alien technologies to get a 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.

Speed: 4 **Damage:** 140/40
Turn: 1/45° **Crew:** 65/15

Hull: 4 **Troops:** 10

Craft: 6 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Command +1, Interceptors 3, Jump Engine, Lumbering, Scout
In Service: 2240+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	6	Double Damage, 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	

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 these situations, the Hermes ships were buzzing around from battlefield to battlefield to supply depots.

Speed: 12 **Damage:** 10/3
Turn: 2/45° **Crew:** 12/3
Hull: 4 **Troops:** 1

Craft: 1 Aurora Starfury flight
Special Rules: Interceptors 1, Jump Engine
In Service: 2168+

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

Missile Variants: The Hermes Transport may not use the missile variants detailed on page 25.



Hyperion-class Cruiser

Raid

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

Speed: 8 **Damage:** 28/6
Turns: 2/45° **Crew:** 32/6
Hull: 5 **Troops:** 3

Craft: 1 Aurora Starfury Flight
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine
In Service: 2240+



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

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 often enough to keep the peace below.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 6

Craft: None
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine, Shuttles 2
In Service: 2242+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	4	—
Medium Pulse Cannon	10	A	2	—
Medium Pulse Cannon	10	P	8	—
Medium Pulse Cannon	10	S	8	—
Plasma Cannon	8	F	6	AP, Twin-Linked



Nova-class Dreadnought

Raid

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 pulse 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.

Speed: 6
Turn: 1/45°
Hull: 5

Damage: 36/9
Crew: 45/12
Troops: 2

Craft: 4 Aurora Starfury flights
Special Rules: Interceptors 2, Jump Engine, Lumbering
In Service: 2241+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Heavy Pulse Cannon	12	A	4	Twin-Linked
Heavy Pulse Cannon	12	P	14	Twin-Linked
Heavy Pulse Cannon	12	S	14	Twin-Linked

Olympus-class Corvette

Skirmish

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 was almost completely supplanted by the Hyperion and the Nova in nearly every capacity.

Speed: 8
Turn: 2/45°
Hull: 5

Damage: 18/4
Crew: 20/4
Troops: 1

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	4	Twin-Linked
Medium Pulse Cannon	10	S	4	Twin-Linked
Missile Rack	30	T	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. Much larger than the Hyperion, the Omega can ferry two full squadrons of Starfuries to a battle. Using a heavier weapons load and a rotating ship segment that generates artificial gravity, the heavy destroyer is designed for prolonged assignments and lengthy tours of duty.

Speed: 7
Turn: 1/45°
Hull: 6

Damage: 48/10
Crew: 62/14
Troops: 4

Craft: 4 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Interceptors 3, Jump Engine, Lumbering
In Service: 2250+



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

Omega-class Command Destroyer (Variant)

War

The most advanced ship in the Third Age EarthForce fleet to use wholly human-made technologies, the command destroyer 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.

Speed: 7
Turn: 1/45°
Hull: 6

Damage: 58/14
Crew: 84/18
Troops: 8

Craft: 6 Aurora Starfury flights
Special Rules: Anti-Fighter 8, Carrier 2, Command +3, Interceptors 5, Jump Engine, Lumbering
In Service: 2259+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	8	Beam, Double Damage
Heavy Laser Cannon	30	B (a)	6	Beam, Double Damage
Light Laser Cannon	15	P	6	Mini-Beam, Slow-Loading
Light Laser Cannon	15	S	6	Mini-Beam, Slow-Loading
Heavy Pulse Cannon	12	F	12	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Heavy Pulse Cannon	12	P	16	Twin-Linked
Heavy Pulse Cannon	12	S	16	Twin-Linked



Omega-class Pulse Destroyer (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.

Speed: 7
Turn: 1/45°
Hull: 6

Damage: 48/12
Crew: 66/16
Troops: 4

Craft: 4 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Interceptors 3, Jump Engine, Lumbering
In Service: 2255+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	12	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Heavy Pulse Cannon	12	P	20	Twin-Linked
Heavy Pulse Cannon	12	S	20	Twin-Linked

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.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 16/5
Crew: 22/6
Troops: –

Craft: None
Special Rules: Anti-Fighter 3, Interceptors 2, Jump Engine, Scout, Stealth 3+
In Service: 2216+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam
Missile Rack	30	T	1	Precise, Slow-Loading, Super AP
Light Pulse Cannon	8	F	2	Twin-Linked
Light Pulse Cannon	8	P	2	Twin-Linked
Light Pulse Cannon	8	S	2	Twin-Linked



Poseidon-class Super Carrier

War

Known to be the premier fightercraft carrier in the galaxy by the vast majority of Earth's peers, the Poseidon has access to the best defences and escorts available to the Earth Alliance wherever they go. 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.

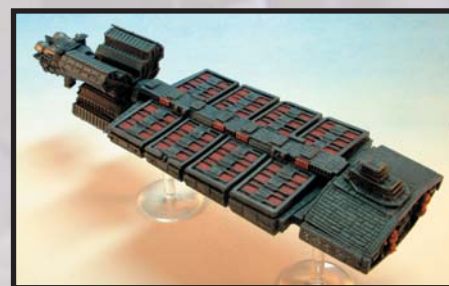
Speed: 5
Turn: 1/45°
Hull: 5

Damage: 95/25
Crew: 120/30

Troops: 10

Craft: 24 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Carrier 8, Command +3, Fleet Carrier, Interceptors 6, Jump Engine, Lumbering, Shuttles 2
In Service: 2255+

Weapon	Range	Arc	AD	Special
Plasma Cannon	8	P	8	AP, Twin-Linked
Plasma Cannon	8	S	8	AP, Twin-Linked
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Heavy Pulse Cannon	12	P	12	Twin-Linked
Heavy Pulse Cannon	12	S	12	Twin-Linked



Thunderbolt Starfury Flight

Patrol (Wing of Four Flights)

Thunderbolts possess several improvements over the basic Starfury, such as advances in thrust, armour, and staying power.

Speed: 12 **Damage:** – **Dogfight:** +1
Turn: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** – **Special Rules:** Atmospheric, Dodge 3+, Fighter
In Service: 2259+

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



Warlock-class Advanced Destroyer

War

The Warlock is unequivocally the most devastating war machine produced in Earth history to date.

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



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

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

MISSILE VARIANTS

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

Any Earth Alliance ship, from any of the fleet lists, equipped with missile racks can swap the standard missiles usually carried with one of the variants below. Each missile rack on a ship may have just one missile type though a single ship with multiple missile racks may have a different missile variant in each rack system. Fighters may not use these variant missiles as they carry far smaller warheads than those used by larger capital ships.

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

Standard Anti-Ship Missile

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

Range	Special	In Service
30	Precise, Super AP	2165+

Flash Missile

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

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

Heavy Missile

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

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

Anti-Fighter Missile

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

This missile has a 15" range and will destroy a flight of Fighters with a single successful attack roll, with no dodge roll allowed. It has an In Service date of 2237+.

Range	Special	In Service
15	—	2237+

Long-Range Missile

The tactical counterpart to the Heavy Missile, this variant has a relatively small warhead but mounts several long-ranged boosters to its frame, greatly increasing its striking distance. Often used for long-ranged bombardment, this missile is also useful for whittling away an enemy's strength at incredible distances, long before the real battle begins.

Range	Special	In Service
40	AP, Precise	2225+

Multi-Warhead Missile

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

Range	Special	In Service
30	AP, Precise	2256+

HARM Missile

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

If a HARM missile successfully hits a target, it will deal no damage. Instead, it forces the enemy crew to make a Crew Quality check with a target of 10. If they do not succeed, they fail to overcome the effect of the electromagnetic burst from the missile. This ship will count every target it attacks as having Stealth 3+ until the end of the next turn. The effects of multiple HARM attacks on a single ship are not cumulative.

Range	Special	In Service
15	Super AP	2248+

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Earth Alliance Refits

2d6 Refit

- 2 **Jump Engines:** The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
- 3 **Advanced Focussing Lenses:** Choose one Boresight weapon system. It immediately changes to a Fore firing arc.
- 4 **Quick Loading Missiles:** If the ship has missile racks (not advanced missile racks), it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its missile rack Attack Dice reduced by half, rounding up.
- 5 **Advanced Sensor Arrays:** The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
- 6 **Long Range Targeting Systems:** Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 **Additional Weapons Fitted:** Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Enhanced Interceptor Network:** If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 9 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 **Supercharged Thrusters:** The ship gains a +1 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Earth Alliance Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated, even legendary Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
- 4 **Now You See Me...:** This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 5 **Psi Corps:** The crew's dedication to duty has been rewarded (!) with a resident Psi Corps telepath being made at home on board. Whenever the ship makes a Crew Quality check, it gains a +1 bonus as the crew strain to perform their best under the telepath's watchful eye.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
- 8 **Veteran Engineers:** The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Elite Psi Corps Operative:** Your crew is joined by a Psi Corps telepath of P-Rating 10 and trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide Captains as to the best course of action. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
- 10 **Diverting Raid:** Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
- 11 **Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 **Re-commissioned:** A previously mothballed ship comes into your hands. Add a ship of Skirmish level or lower to your fleet roster, from the Earth Alliance fleet list you are currently using, or one before it.

THE EARTH ALLIANCE – 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 five short years to either find a cure or see billions die, 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.

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

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

Badger Starfury Wing (4 flights)
Firebolt Starfury Wing (2 flights)
Myrmidon-class light combat vessel

Priority Level: Skirmish

Chronos-class attack frigate

Hyperion-class assault cruiser

Priority Level: Raid

Delphi-class advanced scout
Hyperion-class heavy cruiser

Explorer-class survey ship

Priority Level: Battle

Apollo-class bombardment cruiser
Marathon-class advanced cruiser

Apollo-class strike cruiser
Omega-class destroyer

Priority Level: War

Omega-class command destroyer
Warlock-class advanced destroyer

Poseidon-class super carrier

Priority Level: Armageddon

The Excalibur

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Aurora Starfury flights may replace any number of them for Badgers, 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.

Firebolts may be purchased separately, or may replace up to four other Starfuries as a single Patrol choice.

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.

Speed: 7 **Damage:** 38/8 **Craft:** None
Turn: 1/45° **Crew:** 46/9 **Special Rules:** Anti-Fighter 4, Interceptors 3, Jump Engine
Hull: 6 **Troops:** 2 **In Service:** 2267+

Weapon	Range	Arc	AD	Special
Advanced Missile Rack	30	F	6	Precise, Slow-Loading *, Super AP
Advanced Missile Rack	30	A	2	Precise, Slow-Loading *, Super AP
Advanced Missile Rack	30	P	8	Precise, Slow-Loading *, Super AP
Advanced Missile Rack	30	S	8	Precise, Slow-Loading *, Super AP



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

Apollo-class Strike Cruiser (Variant)

Battle

Refitted with more traditional weaponry, the Apollo-class strike cruiser has yet to be fully embraced by EarthForce, preferring to deploy the more advanced Marathon and Warlock into war zones. However, the Apollo is a good first strike warship, flexible enough to lead a small fleet against a range of enemies.

Speed: 7 **Damage:** 38/8 **Craft:** 1 Aurora Starfury flight
Turn: 1/45° **Crew:** 46/9 **Special Rules:** Anti-Fighter 4, Interceptors 3, Jump Engine
Hull: 6 **Troops:** 2 **In Service:** 2268+



Weapon	Range	Arc	AD	Special
Advanced Missile Rack	30	F	4	Precise, Slow-Loading *, Super AP
Advanced Missile Rack	30	A	2	Precise, Slow-Loading *, Super AP
Railgun	20	P	6	AP, Double Damage
Railgun	20	S	6	AP, Double Damage
Heavy Pulse Cannon	12	P	14	Twin-Linked
Heavy Pulse Cannon	12	S	14	Twin-Linked

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

Aurora 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 sub-orbital and scan unknown moons and planets that have an atmosphere has made them seem a little dated.

Speed: 14
Turn: SM
Hull: 5
In Service: 2237+

Damage: -
Crew: -
Troops: -

Dogfight: +2
Craft: -
Special Rules: Dodge 2+, Fighter

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

Patrol (Wing of Four Flights)



Badger Starfury Flight

A modified Aurora, the Badger adds a rear cockpit for a navigator/rear gunner. Designed for long-ranged patrols, the extra mass of the Badger is compensated for in dogfights by the defensive rear pulse cannon and the addition of anti-shipping missiles.

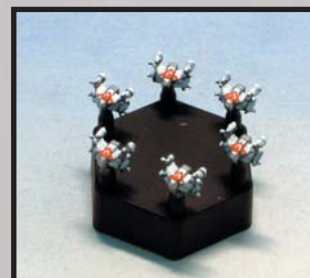
Speed: 10
Turns: SM
Hull: 5
In Service: 2259+

Damage: -
Crew: -
Troops: -

Dogfighting: +2
Craft: -
Special Rules: Dodge 3+, Fighter

Weapon	Range	Arc	AD	Special
Uni-Pulse Cannon	2	T	2	Twin-Linked
Missile Rack	4	T	1	AP

Patrol (Wing of Four Flights)



Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship, breaching pods are dangerous vehicles to deploy, but became highly useful when trying to capture 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.

Speed: 6
Turn: SM
Hull: 5
In Service: 2203+

Damage: -
Crew: -
Troops: 1

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

Patrol (Wing of Four Flights)

Chronos-class Attack Frigate

The replacement for 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 best Earth technologies to effectively engage hostiles at shorter ranges and overwhelm them with withering amounts of firepower for its size.

Speed: 8
Turn: 2/45°
Hull: 6

Damage: 16/3
Crew: 18/5
Troops: 2

Craft: None
Special Rules: Anti-Fighter 2, Interceptors 2
In Service: 2268+

Skirmish



Weapon	Range	Arc	AD	Special
Railgun	15	T	4	AP, Double Damage
Heavy Pulse Cannon	12	F	2	Twin-Linked
Heavy Pulse Cannon	12	A	2	Twin-Linked
Heavy Pulse Cannon	12	P	4	Twin-Linked
Heavy Pulse Cannon	12	S	4	Twin-Linked



Delphi-class Advanced Scout

Raid

The requirement for a more advanced scout was all too apparent as the hunt for the enigmatic Drakh began. Using a few systems 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
Turn: 2/45°
Hull: 5

Damage: 18/5
Crew: 22/6
Troops: 0

Craft: 1 Aurora Starfury flight
Special Rules: Anti-Fighter 4, Interceptors 2, Jump Engine, Scout *, Stealth 5+
In Service: 2268+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	4	Beam
Medium Pulse Cannon	10	P	8	—
Medium Pulse Cannon	10	S	8	—



* The Delphi has no range limit on the use of its Scout trait, instead of the usual 36" range.

The Excalibur Destroyer

Armageddon

Two Victory-class destroyers were initially launched, heralding a new age of co-operation between the Earth Alliance and Minbari. Unfortunately, the *Victory* was destroyed during the Drakh attack on Earth, and the *Excalibur* has been dispatched on a long-ranged mission to find a cure for the plague sweeping Earth.

Speed: 10
Turn: 1/45°

Damage: 100/16
Crew: 110/20

Hull: 6
Troops: 6

Craft: 3 Aurora Starfury flights, 3 Thunderbolt Starfury flights
Special Rules: Adaptive Armour, Advanced Jump Engine, Afterburner, Anti-Fighter 6, Carrier 2, Command +3, Flight Computer, Interceptors 6, Unique
In Service: 2266+



Weapon	Range	Arc	AD	Special
Lightning Cannon *	20	B	8	Beam, Precise, Quad Damage
Improved Neutron Laser	30	F	6	Beam, Precise, Triple Damage
Improved Neutron Laser	30	A	4	Beam, Precise, Triple Damage
Heavy Pulse Cannon	12	T	20	Twin-Linked
Fusion Cannon	18	T	10	Mini-Beam

* If the Lightning Cannon is fired, the Excalibur 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. Nada. Zilch.

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.

Speed: 4
Turn: 1/45°

Damage: 140/40
Crew: 65/15

Hull: 4
Troops: 10

Craft: 6 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Command +1, Interceptors 3, Jump Engine, Lumbering, Scout
In Service: 2240+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	6	Double Damage, 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	—



Firebolt Starfury Flight

The latest in EarthForce fighter technology, the Firebolt is a development of the Thunderbolt fitted with larger manoeuvring thrusters, long-ranged torpedoes and a more powerful main cannon. It is a lethal weapon platform capable of dogfighting or launching attacks on enemy shipping with equal ease.

Speed: 14
Turns: SM
Hull: 5
In Service: 2268+

Damage: –
Crew: –
Troops: –

Dogfighting: +2
Craft: –

Special Rules: Atmospheric, Dodge 2+, Fighter

Weapon	Range	Arc	AD	Special
Advanced Gatling Pulse Cannon	2	T	3	AP
Torpedo Rack	8	T	1	AP, Double Damage, Precise



Hermes-class Transport

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.

Speed: 12
Turn: 2/45°
Hull: 4

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

Craft: 1 Aurora Starfury flight
Special Rules: Interceptors 1, Jump Engine
In Service: 2168+

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



Missile Variants: The Hermes Transport may not use the missile variants detailed on page 36.

Hyperion-class Cruiser

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.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 3

Craft: 1 Aurora Starfury Flight
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine
In Service: 2246+



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

Patrol

Raid



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. Still effective in battle, 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
Turns: 2/45°
Hull: 5

Damage: 28/6
Crew: 32/6
Troops: 6

Craft: None
Special Traits: Anti-Fighter 2, Interceptors 2, Jump Engine, Shuttles 2
In Service: 2230+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	4	—
Medium Pulse Cannon	10	A	2	—
Medium Pulse Cannon	10	P	8	—
Medium Pulse Cannon	10	S	8	—
Plasma Cannon	8	F	6	AP, Twin-Linked



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 Minbari. Tough, fast, manoeuvrable and fitted with hull-slicing neutron cannons, the Marathon is a match for ships twice its size.

Speed: 12
Turns: 2/45°
Hull: 6

Damage: 40/12
Crew: 45/14
Troops: 4

Craft: 2 Aurora Starfury Flights
Special Rules: Anti-Fighter 4, Flight Computer, Interceptors 4, Jump Engine
In Service: 2266+



Weapon	Range	Arc	AD	Special
Medium Neutron Cannon	25	B	4	Beam, Triple Damage
Medium Neutron Cannon	25	B (a)	2	Beam, Triple Damage
Heavy Pulse Cannon	12	F	6	Twin-Linked
Heavy Pulse Cannon	12	A	4	Twin-Linked
Heavy Pulse Cannon	12	P	10	Twin-Linked
Heavy Pulse Cannon	12	S	10	Twin-Linked
Advanced Missile Rack	30	F	4	Precise, Slow-Loading *, Super AP

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

Myrmidon-class Light Combat Vessel

Patrol

The Myrmidon is essentially a cross between a patrol cutter and a very heavy fighter. While it is unable to carry large-scale weaponry of any variety, it remains very well-armed for its size. The powerful advent of pulse technology offered a fantastic avenue for the LCV project, streamlining the vessel and giving it adequate firepower against other ships in its general theatre of engagement.

Speed: 8
Turns: 2/45°
Hull: 5

Damage: 8/2
Crew: 9/1
Troops: —

Craft: None
Special Rules: Anti-Fighter 2, Interceptors 1
In Service: 2264+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	8	Twin-Linked
Light Pulse Cannon	8	T	6	—



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 capable 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.

Speed: 7
Turn: 1/45°
Hull: 6

Damage: 48/10
Crew: 62/14
Troops: 4

Craft: 4 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Interceptors 3, Jump Engine, Lumbering
In Service: 2250+



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

Omega-class Command Destroyer (Variant)

War

Once seen as the gem of any fleet, the Omega command destroyer 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, but it was the training model for fleet admirals for fifteen years – making it difficult to transition away from.

Speed: 7
Turn: 1/45°

Damage: 58/14
Crew: 84/18

Hull: 6

Troops: 8

Craft: 6 Aurora Starfury flights
Special Rules: Anti-Fighter 8, Carrier 2, Command +3, Interceptors 5, Jump Engine, Lumbering
In Service: 2259+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	8	Beam, Double Damage
Heavy Laser Cannon	30	B (a)	6	Beam, Double Damage
Light Laser Cannon	15	P	6	Mini-Beam, Slow-Loading
Light Laser Cannon	15	S	6	Mini-Beam, Slow-Loading
Heavy Pulse Cannon	12	F	12	Twin-Linked
Heavy Pulse Cannon	12	A	6	Twin-Linked
Heavy Pulse Cannon	12	P	16	Twin-Linked
Heavy Pulse Cannon	12	S	16	Twin-Linked



War

Poseidon-class Super Carrier

A mobile command fortress in the past, the crusade to save Earth reinforced that role. Making room for medical facilities and using their massive fighter compliments to sweep large areas for signs of Drakh, the Poseidon super carriers spearhead huge war fleets.

Speed: 5
Turn: 1/45°
Hull: 5
Damage: 95/25
Crew: 120/30
Troops: 10

Craft: 24 Aurora Starfury flights
Special Rules: Anti-Fighter 6, Carrier 8, Command +3, Fleet Carrier, Interceptors 6, Jump Engine, Lumbering, Shuttles 2
In Service: 2255+



Weapon	Range	Arc	AD	Special
Plasma Cannon	10	P	8	AP, Twin-Linked
Plasma Cannon	10	S	8	AP, Twin-Linked
Medium Pulse Cannon	10	F	6	—
Medium Pulse Cannon	10	A	6	—
Heavy Pulse Cannon	12	P	12	Twin-Linked
Heavy Pulse Cannon	12	S	12	Twin-Linked

Thunderbolt Starfury Flight

The Thunderbolt has become the standard for newer advanced ships. The hangar bays for Warlocks 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: 12
Turn: SM
Hull: 5
In Service: 2259+
Damage: —
Crew: —
Troops: —

Dogfight: +1
Craft: —
Special Rules: Atmospheric, Dodge 3+, Fighter

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



Warlock-class Advanced Destroyer

War

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. 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.

Speed: 8
Turns: 1/45°
Hull: 6
Damage: 75/15
Crew: 85/18
Troops: 6

Craft: 4 Thunderbolt Starfury Flights
Special Rules: Anti-Fighter 6, Command +2, Flight Computer, Interceptors 4, Jump Engine
In Service: 2261+

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



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

MISSILE VARIANTS

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

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

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

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

Standard Anti-Ship Missile

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

Range	Special	In Service
30	Precise, Super AP	2165+

Flash Missile

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

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

Heavy Missile

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

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

Anti-Fighter Missile

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

This missile has a 15" range and will destroy a flight of Fighters with a single successful attack roll, with no dodge roll allowed. It has an In Service date of 2237+.

Range	Special	In Service
15	—	2237+

Long-Range Missile

The tactical counterpart to the Heavy Missile, this variant has a relatively small warhead but mounts several long-ranged boosters to its frame, greatly increasing its striking distance. Often used for long-ranged bombardment, this missile is also useful for whittling away an enemy's strength at incredible distances, long before the real battle begins.

Range	Special	In Service
40	AP, Precise	2225+

Multi-Warhead Missile

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

Range	Special	In Service
30	AP, Precise	2256+

HARM Missile

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

If a HARM missile successfully hits a target, it will deal no damage. Instead, it forces the enemy crew to make a Crew Quality check with a target of 10. If they do not succeed, they fail to overcome the effect of the electromagnetic burst from the missile. This ship will count every target it attacks as having Stealth 3+ until the end of the next turn. The effects of multiple HARM attacks on a single ship are not cumulative.

Range	Special	In Service
15	Super AP	2248+

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Earth Alliance Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
3	Advanced Focussing Lenses: Choose one Boresight weapon system. It immediately changes to a Fore firing arc.
4	Quick Loading Missiles: If the ship has missile racks (not advanced missile racks), it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its missile rack Attack Dice reduced by half, rounding up.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Earth Alliance Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated, even legendary Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
- 4 **Now You See Me...:** This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 5 **Psi Corps:** The crew's dedication to duty has been rewarded (!) with a resident Psi Corps telepath being made at home on board. Whenever the ship makes a Crew Quality check, it gains a +1 bonus as the crew strain to perform their best under the telepath's watchful eye.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
- 8 **Veteran Engineers:** The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Elite Psi Corps Operative:** Your crew is joined by a Psi Corps telepath of P-Rating 10 and trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide Captains as to the best course of action. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
- 10 **Diverting Raid:** Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
- 11 **Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 **Re-commissioned:** A previously mothballed ship comes into your hands. Add a ship of Skirmish level or lower to your fleet roster, from the Earth Alliance fleet list you are currently using, or one before it.



THE DILGAR IMPERIUM

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

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

Omelos, the star at the centre of the Dilgar's home system was close to the end of its life-cycle and would soon enter a period of dangerous instability. The Dilgar homeworld would be destroyed and left uninhabitable. The Dilgar possessed several colony worlds, but most were in remote, barely habitable regions of space, while those more habitable biospheres the Dilgar had seized from other races were already densely populated. For the vast population of the Dilgar homeworld, and the system's other planets, to be evacuated, the Imperium would have to grow considerably.

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

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

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

The Earth Alliance's rapid, and in many ways unexpected, emergence onto the galactic stage caught many races unawares and so, as horrified as they may have been by the Dilgar's genocide, many were equally unsure of these upstart humans. Uncertainty over human ambitions – particularly whether they were genuine liberators or rather intended to keep their gains in League space for themselves – meant many races only cautiously welcomed their entering of the war and even evidence of the Dilgar's systematic enslavement and extermination of defeated populations could not convince some governments to back the Earth Alliance wholeheartedly.

A few League worlds did take the moral high ground and assert that the Dilgar's crimes could not go unpunished. Others, who had been fortunate enough to escape the Dilgar's predations, viewed this as a war averted and did not wish to invite further hostilities by attacking Omelos directly and so Earth Alliance was reluctantly forced to conclude that a full-scale invasion of the Dilgar homeworld was beyond them. Earth Alliance's propaganda machine instantly spun into action. A great victory had been won, the Dilgar had been driven out of League space entirely and, indeed, deprived of most of the territory that had once formed their Imperium. They were confined now to their ancestral homeworld.

Even in defeat the Dilgar could not find the humility to confess their peril, and three years after the end of the war, Omelos was scorched clean by its sun, erasing the Dilgar from history.

THE DILGAR IMPERIUM FLEET LIST

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

Priority Level: Patrol

Breaching Pod Wing (4 flights)

Jashakar Tae-class torpedo ship

Thorun Dartfighter Wing (4 flights)

Jashakar-class frigate

Jashakar Vi-class scout ship

Thorun Torpedofighter Wing (4 flights)

Priority Level: Skirmish

Ochlavita-class destroyer
Rohric-class assault ship

Ochlavita Ki-class command destroyer

Priority Level: Raid

Garasoch-class heavy carrier
Kahtrik So-class cruiser
Targrath-class strike cruiser

Kahtrik-class assault ship
Omelos-class light cruiser

Priority Level: Battle

Tikrit-class heavy cruiser

Wahant-class heavy assault ship

Priority Level: War

Mankhat-class dreadnought
Mishakur-class dreadnought

Mankhat Py-class bombardment dreadnought

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Thorun Dartfighter flights may replace any number of them for Thorun Torpedofighter flights 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.

DILGAR IMPERIUM FLEET SPECIAL RULES

The following special rules apply to all Dilgar Imperium fleets.

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

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

Suicide Fighters: As the war started to turn against the Dilgar, they redoubled their efforts, with many fighter pilots willing to relinquish their lives if it meant an enemy could be destroyed. In fleets based in the Earth Year 2232, the following rules may be used:

Any Thorun Dartfighter flight may intentionally crash into an enemy ship, simply by moving into contact with it. This will automatically destroy the flight at the beginning of the Attack Phase but will yield the enemy no Victory Points. In return, the enemy ship will suffer a 1 AD attack, with the Triple Damage and Super AP traits.

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

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

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

DILGAR IMPERIUM INITIATIVE: +2

Breaching Pod

Patrol (Wing of Four Flights)

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

Speed: 6
Turn: SM
Hull: 6
In Service: 2199-2232

Damage: –
Crew: –
Troops: 1

Dogfight: –
Craft: –
Special Rules: Breaching Pod, Dodge 5+

Garasoch-class Heavy Carrier

Raid

The Garasoch was, like the dreadnought classes and many of the Dilgar's other latter day vessels, designed specifically with their aim of conquest of a new homeworld in mind. The Garasoch offers everything that could possibly be required for full scale planetary assault – masses of dartfighters and many troops.

Speed: 8
Turn: 1/45°
Hull: 5

Damage: 48/7
Crew: 56/9
Troops: 3

Craft: 10 Thorun Dartfighter flights
Special Rules: Anti-Fighter 2, Carrier 3, Fleet Carrier, Jump Engine, Lumbering
In Service: 2230-2232



Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	4	AP, Double Damage
Pulsars	10	F	6	—
Light Pulsars	8	F	4	—
Light Pulsars	8	P	4	—
Light Pulsars	8	S	4	—

Jashakar-class Frigate

Patrol

The Jashakar Frigate was commonly seen in the Dilgar navy, operating in large numbers and using pack tactics. While small, it packs a decent amount of firepower, married to a manoeuvrable hull.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 14/2
Crew: 16/4
Troops: 2

Craft: None
Special Rules: Agile, Anti-Fighter 1
In Service: 2218-2232



Weapon	Range	Arc	AD	Special
Bolters	10	F	4	AP, Double Damage
Light Pulsars	8	T	2	—
Light Bolters	8	A	2	AP, Double Damage

Jashakar VI-class Scout Ship (Variant)

Patrol

This variant is used as a scout vessel, ranging ahead of the Dilgar fleet to seek out potential targets and gain what intelligence it can on them. However, it is powerful and aggressive for a scout, carrying troops and a relatively heavy armament – the Dilgar are never knowingly underpowered.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 14/2
Crew: 16/4
Troops: 2

Craft: None
Special Rules: Agile, Scout
In Service: 2224-2232

Weapon	Range	Arc	AD	Special
Light Bolters	8	F	4	AP, Double Damage



Jashakar Tae-class Torpedo Ship (Variant)

Patrol

A further development of the Jashakar, this vessels drops massed bolters of the frigate vessel to mount a more potent weapons fit. The main frontal bolters are retained but the main additions are missile tubes, allowing the small ship to engage much larger targets at safe ranges.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 14/2
Crew: 16/4
Troops: 2

Craft: None
Special Rules: Agile
In Service: 2229-2232

Weapon	Range	Arc	AD	Special
Bolters	10	F	4	AP, Double Damage
Anti-Ship Missiles	24	F	2	AP, Double Damage, Slow-Loading



Kahtrik-class Assault Ship

Raid

While the Wahant and ships of its size had certainly proven their worth, the discovery that Omelos was about to become unstable and the Dilgar's subsequent decision to ensure their survival by conquest created the need for a much enlarged fleet. The larger assault ships were necessarily slow to make, and so by necessity a new class of assault vessel was designed, smaller and quicker to manufacture. The result was the Kahtrik.

Speed: 5
Turn: 1/45°
Hull: 6

Damage: 50/8
Crew: 56/8
Troops: 8

Craft: 2 Thorun Dartfighter flights
Special Rules: Anti-Fighter 2, Shuttles 2
In Service: 2226-2232

Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	6	AP, Double Damage
Virus Bomb Racks	6	T	12	Orbital Bomb
Pulsars	10	F	4	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—



Kahtrik So-class Cruiser (Variant)

Raid

With up-rated engines and a weapons array designed specifically to counter enemy shipping, this variant is often deployed alongside squadrons of other Kahtriks. Escorting the Kahtriks on their way to an enemy-held world, this ship will roam ahead of the main formation, defeating enemy warships with powerful salvos.

Speed: 6
Turn: 1/45°
Hull: 6

Damage: 50/8
Crew: 56/8
Troops: 4

Craft: 2 Thorun Dartfighter flights
Special Rules: Anti-Fighter 2
In Service: 2227-2232



Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	6	AP, Double Damage
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—

War

Mankhat-class Dreadnought

The Mankhat is a specialised design intended to smash the defences of enemy ships at range before sweeping forward to finish them off with heavy bolters. Its experimental advanced missiles require a great deal of power but are devastating when unleashed.

Speed: 7 **Damage:** 54/6 **Craft:** None
Turn: 1/45° **Crew:** 56/8 **Special Rules:** Jump Engine, Lumbering
Hull: 6 **Troops:** 6 **In Service:** 2228-2232

Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	14	AP, Double Damage
Heavy Bolters	15	A	10	AP, Double Damage
Heavy Bolters	15	P	12	AP, Double Damage
Heavy Bolters	15	S	12	AP, Double Damage
Advanced Anti-Ship Missiles	28	F	10	AP, Slow-Loading, Triple Damage
Advanced Anti-Ship Missiles	28	F	10	AP, Slow-Loading, Triple Damage



Mankhat Py-class Bombardment Dreadnought (Variant)

War

A development of the Mankhat, this ship was designed primarily to devastate enemy worlds (on occasion, even making them entirely uninhabitable) as part of the horrifying displays of force the Dilgar customarily used to batter the enemy into a surrender.

Speed: 7 **Damage:** 54/6 **Craft:** None
Turn: 1/45° **Crew:** 56/8 **Special Rules:** Jump Engine, Lumbering, Shuttles 2
Hull: 6 **Troops:** 8 **In Service:** 2229-2232



Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	Mass Driver, Slow-Loading, Super AP, Triple Damage
Heavy Bolters	15	F	14	AP, Double Damage
Heavy Bolters	15	A	8	AP, Double Damage
Heavy Bolters	15	P	12	AP, Double Damage
Heavy Bolters	15	S	12	AP, Double Damage
Virus Bomb Racks	6	T	8	Orbital Bomb
Anti-Ship Missiles	24	F	10	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	F	10	AP, Double Damage, Slow-Loading

Mishakur-class Dreadnought

War

The Mishakur was a companion dreadnought to the Mankhat, tailored to land troops and incorporating command centres from which such efforts were co-ordinated. It remained highly destructive, but disposed of the virus bomb racks.

Speed: 8 **Damage:** 64/8 **Craft:** 4 Thorun Dartfighter flights
Turn: 1/45° **Crew:** 72/10 **Special Rules:** Anti-Fighter 4, Command +2, Jump Engine, Lumbering, Shuttles 2
Hull: 6 **Troops:** 8 **In Service:** 2224-2232

Weapon	Range	Arc	AD	Special
Heavy Pulsars	12	F	8	AP
Mass Driver	10	F	10	Mass Driver, Slow-Loading, Super AP, Triple Damage
Heavy Bolters	15	F	20	AP, Double Damage
Heavy Bolters	15	A	8	AP, Double Damage
Light Pulsars	8	A	6	—
Light Pulsars	8	P	12	—
Light Pulsars	8	S	12	—
Anti-Ship Missiles	24	F	8	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	F	8	AP, Double Damage, Slow-Loading



Ochlavita-class Destroyer

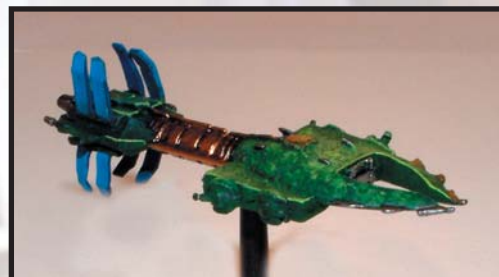
Developed as a destroyer, the Ochlavita actually laid the groundwork for the Dilgar's later strike cruisers and heavy cruisers. Pulsars and the Dilgar's trademark heavy bolters were incorporated, making the Ochlavita a consummate all-rounder.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 22/4
Crew: 18/4
Troops: 3

Craft: None
Special Rules: Agile, Anti-Fighter 3
In Service: 2228-2232

Weapon	Range	Arc	AD	Special
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Medium Bolters	10	F	2	AP, Double Damage
Medium Bolters	10	A	2	AP, Double Damage
Light Pulsars	8	F	2	—
Light Pulsars	8	T	4	—



Skirmish

Ochlavita-KI class Command Destroyer (Variant)

During the Dilgar invasion, demand for Pentacon command ships exceeded cruiser production by far. To address this shortcoming, a group of Ochlavitas were converted into destroyer leaders during the later years of the war, with enhanced command and control functions allowing them to coordinate light Pentacons.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 22/4
Crew: 20/4
Troops: 3

Craft: None
Special Rules: Agile, Anti-Fighter 2, Command +1
In Service: 2231-2232



Weapon	Range	Arc	AD	Special
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Medium Bolters	10	F	2	AP, Double Damage
Medium Bolters	10	A	2	AP, Double Damage
Light Pulsars	8	T	4	—

Skirmish

* So long as this ship is within a Pentacon, all other ships it leads gain a +1 bonus to all Crew Quality checks.

Omelos-class Light Cruiser

The Omelos was the original Dilgar cruiser. While the vessel was capable of great speeds, its relatively light armament ran counter to Dilgar methodology of the time and its speed was normally restricted to that of the slower assault ships which it commonly accompanied.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 28/5
Crew: 35/6
Troops: 3

Craft: Thorun Dartfighter flight
Special Rules: Agile, Anti-Fighter 2
In Service: 2202-2232

Weapon	Range	Arc	AD	Special
Energy Pulsars	10	T	4	Twin-Linked
Heavy Bolters	15	F	6	AP, Double Damage
Light Pulsars	8	A	6	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading



Raid



Rohric-class Assault Ship

Skirmish

Following on from the success of the Kahtrik, production of assault ships was stepped up considerably. The discovery that, even when based on these smaller hulls, the assault ships' basic weaponry proved effective was a revelation, and the development of new classes was hastily undertaken. The result was the Rohric.

Speed: 5 **Damage:** 28/5 **Craft:** None
Turn: 2/45° **Crew:** 32/6 **Special Rules:** Atmospheric
Hull: 6 **Troops:** 6 **In Service:** 2215-2232



Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	4	AP, Double Damage
Light Pulsars	8	A	4	—
Light Pulsars	8	P	6	—
Light Pulsars	8	S	6	—
Virus Bomb Racks	6	T	4	Orbital Bomb

Targrath-class Strike Cruiser

Raid

The strike cruisers were a very late addition to the Dilgar war machine, stemming from the need for a faster ship, able to capture vital space lanes or potential territory ahead of assault by the main fleet. Omelos' imminent destruction allowed the Dilgar no time for such gradual expansion and instead they were forced to race outwards in all directions, grabbing quite literally any territory. The faster strike cruisers allowed this, though the vessels still packed a considerable punch.

Speed: 12 **Damage:** 32/6 **Craft:** 2 Thorun Dartfighter flights
Turn: 2/45° **Crew:** 34/6 **Special Rules:** Anti-Fighter 2, Jump Engine
Hull: 5 **Troops:** 4 **In Service:** 2230-2232

Weapon	Range	Arc	AD	Special
Bolters	10	F	8	AP, Double Damage
Energy Pulsars	10	A	4	Twin-Linked
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Light Pulsars	8	T	6	—



Thorun Dartfighter

Patrol (Wing of Four Flights)

Combining the powerful support aspects of the Pentacon formation with the fighter's inherent speed, Dilgar pilots specialise in mobbing an enemy, striking out at enemy vessels and drawing them into a dogfight whereupon the rest of the pilots in these highly-coordinated wings will instantly bring their weapons to bear as well.

Speed: 17 **Damage:** — **Dogfight:** +1
Turn: SM **Crew:** — **Craft:** —
Hull: 4 **Troops:** — **Special Rules:** Atmospheric, Dodge 2+, Fighter
In Service: 2228-2232

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



Thorun Torpedofighter

Patrol (Wing of Four Flights)

Downgrading the Thorun's bolt cannon but adding anti-shipping torpedoes resulted in an effective counter to the League's light cruisers and patrol ships. It was less effective when entering atmospheres but large numbers were still capable of overwhelming enemy emplacements.

Speed: 15 **Damage:** – **Dogfight:** +0
Turn: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Atmospheric, Dodge 2+, Fighter
In Service: 2230-2232

Weapon	Range	Arc	AD	Special
Bolt Cannon	2	T	1	Double Damage
Anti-Ship Torpedo	6	T	1	AP, Double Damage



Tikrit-class Heavy Cruiser

Battle

The Tikrit was the last ship deployed by the Dilgar (though rumours of two planned, if not built, heavy cruisers persist) and it enjoyed only a few months of action before the Dilgar's defeat. The Tikrit was, however, prized by the Dilgar and so despite its relative youth and short tenure, the ship was seen in considerable numbers during some of the bloodiest engagements of the war.

Speed: 10 **Damage:** 44/5 **Craft:** 2 Thorun Dartfighter flights
Turn: 1/45° **Crew:** 48/6 **Special Rules:** Anti-Fighter 1, Jump Engine
Hull: 5 **Troops:** 5 **In Service:** 2231-2232

Weapon	Range	Arc	AD	Special
Heavy Bolters	15	F	18	AP, Double Damage
Heavy Bolters	15	A	6	AP, Double Damage
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	F	4	AP, Double Damage, Slow-Loading
Light Pulsars	8	T	12	—



Wahant-class Heavy Assault Ship

Battle

Prior to the onset of the Dilgar War, the Dilgar seldom used assault ships for occupation and so the discovery that the Dilgar's home system was threatened by its star called for a subtle change in tactics, resulting in the development of several new assault ship classes and the refitting of almost all the Wahants to the current configuration.

Speed: 4 **Damage:** 50/8 **Craft:** 2 Thorun Dartfighter flights
Turn: 1/45° **Crew:** 56/8 **Special Rules:** Anti-Fighter 2, Jump Engine, Lumbering, Shuttles 4
Hull: 6 **Troops:** 8 **In Service:** 2211-2232



Weapon	Range	Arc	AD	Special
Mass Driver	10	F	10	Mass Driver, Super AP, Slow-Loading, Triple Damage
Mass Driver	10	F	10	Mass Driver, Super AP, Slow-Loading, Triple Damage
Light Pulsars	8	F	10	—
Light Pulsars	8	A	10	—
Light Pulsars	8	P	10	—
Light Pulsars	8	S	10	—
Virus Bomb Racks	6	T	6	Orbital Bomb
Anti-Ship Missiles	24	F	8	AP, Double Damage, Slow-Loading
Anti-Ship Missiles	24	A	8	AP, Double Damage, Slow-Loading
Heavy Bolters	15	F	12	AP, Double Damage

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Dilgar Imperium Refits

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

Dilgar Imperium Duties

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

THE MINBARI FEDERATION

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

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

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

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

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

The birth of newer neutron lasers and more focused fusion cannons replaced older models, as continuous fire attacks were recorded as being far more effective against the enemy's vessels burst or pulsing fire. Training exercises that took great advantage of their jamming abilities and focused fire became standard for all pilots and the Nial heavy fighter took the place of nearly all other models.

Offensively, superior ranges allows the first strike to go to the Minbari. A good initial strike from a long distance can do one of two things. First, if all captains focus their fire on a single cruiser or frigate they ought to destroy it utterly. This hurts enemy morale and also showers the area with debris that could pulverise ships too close to the carefully chosen target. Second, if every ship targets a different vessel along an enemy's battle line the chances are good that a critical system might be damaged in a handful of them. This ruins the enemy's consolidated front, separates flight groups and might cripple attack strategies long before they ever begin. The first volley can be what wins a fight for the Minbari, and many battles end shortly thereafter.

While this superiority makes all the difference against younger races, the Minbari must never become complacent. When the allies of the Shadows, the powerful Drakh, began to fight openly with the Interstellar Alliance, the Minbari came to their aid more than a few times. Unfortunately, as the Vorlons had aided the Minbari technologically, so too had the Shadows assisted the Drakh. When fighting against these advanced races, or even back when the Shadows themselves were a threat, Minbari vessels had to rely on sheer firepower focused on a single enemy until it crumbled to get by.

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

THE MINBARI FEDERATION FLEET LIST

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

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Nial Wing (2 flights)

Flyer Wing (4 flights)
Tishat Wing (2 flights)

Priority Level: Skirmish

Torotha-class assault frigate

Priority Level: Raid

Ashintan-class heavy escort
Teshlan-class fast cruiser

Leshath-class heavy scout
Tigara-class attack cruiser

Priority Level: Battle

Morshin-class carrier
Tinashi-class warship
Veshatan-class fast gunship

Shantavi-class heavy battle frigate
Troligan-class armoured cruiser

Priority Level: War

Neshatan-class gunship
Sharoos-class heavy war cruiser

Sharlin-class war cruiser
Sharkaan-class advanced war cruiser

Priority Level: Armageddon

Neroon-class heavy war cruiser

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Nial flights may replace any number of them for Tishats (so long as the scenario is set in 2231 or later) or Breaching Pods. Breaching Pods swapped in this way will carry a Troop from the ship – they do not include Troops of their own in the way Breaching Pod Wings do.

MINBARI FEDERATION FLEET SPECIAL RULES

The following special rules apply to all Minbari Federation fleets.

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

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

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

The attacker must then roll one dice and score 5 or more. If this is failed, then the attacker is automatically destroyed as it ploughs into the hull of the target. This may damage the target, however - roll 1 AD with Double Damage.

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

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

MINBARI FEDERATION INITIATIVE: +4

Breaching Pod

Patrol (Wing of Four Flights)

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

Speed: 8
Turn: SM
Hull: 5
In Service: 2046+

Damage: –
Crew: –
Troops: 1

Dogfight: –
Craft: –
Special Rules: Breaching Pod, Dodge 5+, Stealth 4+

Flyer Flight

Patrol (Wing of Four Flights)

The flyer is a small but extremely potent vessel. Armed with a single fusion cannon for defence, in the hands of a skilled pilot, the flyer can be a match for many of the front line fighters used by other races.

Speed: 12
Turn: SM
Hull: 4

Damage: –
Crew: –
Troops: –

Dogfight: +1
Craft: –
Special Rules: Atmospheric, Dodge 4+, Fighter, Stealth 5+

In Service: 2004+

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



Leshath-class Heavy Scout

Raid

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

Speed: 10
Turn: 2/45°

Damage: 24/8
Crew: 28/9

Hull: 4
Troops: 3

Craft: 1 Nial or Flyer flight
Special Rules: Advanced Anti-Fighter 4, Advanced Jump Engine, Agile, Flight Computer, Scout, Stealth 6+
In Service: 1995+



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

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

Morshin-class Carrier

The primary carrier in the Minbari Federation, a Morshin carrier holds over four dozen fighters and flyers, a veritable fleet of small craft that can easily turn the tide of any battle. At the Battle of the Line, it was the Nial heavy fighters brought to the battle by Morshin carriers that caused the most damage outstripping by far any other kind of ship, including the many Sharlin cruisers present.

Speed: 8
Turn: 1/45°
Hull: 4
Damage: 38/12
Crew: 36/12
Troops: 4

Craft: 1 Flyer flight, 8 Nial flights
Special Rules: Advanced Anti-Fighter 4, Advanced Jump Engine, Carrier 4, Command +1, Fleet Carrier, Flight Computer, Lumbering, Stealth 5+
In Service: 1995+



Weapon	Range	Arc	AD	Special
Neutron Laser	24	F	2	Beam, Double Damage, Precise
Fusion Cannon	18	F	6	Mini-Beam
Fusion Cannon	18	A	4	Mini-Beam
Fusion Cannon	18	P	4	Mini-Beam
Fusion Cannon	18	S	4	Mini-Beam

Neroon-class Heavy War Cruiser

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.

Speed: 5
Turn: 1/45°
Hull: 5
Damage: 90/30
Crew: 103/34
Troops: 8

Craft: 2 Flyer flights, 8 Nial flights
Special Rules: Advanced Anti-Fighter 8, Advanced Jump Engine, Carrier 4, Command +2, Fleet Carrier, Flight Computer, Lumbering, Stealth 5+
In Service: 2271+

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



Neshatan-class Gunship

Similar in size to a Sharlin and carrying a vast array of weapons, the Neshatan can take an incredible amount of damage.

Speed: 8
Turn: 1/45°
Hull: 6
Damage: 56/14
Crew: 62/15
Troops: 5

Craft: None
Special Rules: Advanced Anti-Fighter 3, Advanced Jump Engine, Flight Computer, Stealth 4+
In Service: 1977+

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



War

Veshatan-class Fast Gunship (Neshatan Variant)

Battle

An oddity among the Minbari fleet, the Veshatan was a vessel that stayed in service for barely two centuries. Built at the behest of the Warrior Caste who were keen to see the Neshatan's capabilities grafted onto a faster, and therefore more flexible, ship, the resulting Veshatan was quickly outmoded by faster cruiser hulls.

Speed: 12
Turn: 1/45°

Damage: 56/14
Crew: 62/15

Hull: 5
Troops: 5

Craft: None

Special Rules: Advanced Anti-Fighter 2, Advanced Jump Engine, Agile, Flight Computer, Stealth 4+

In Service: 1989-2236



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

Nial Heavy Fighter Flight

Patrol (Wing of Two Flights)

The main frontline fighter of the Minbari Federation, the Nial is an utterly lethal craft. Benefiting from the same stealth technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with three light fusion cannon, powerful enough to destroy any craft of similar size and granting the ability to engage even capital ships. .

Speed: 15

Damage: -

Dogfight: +3

Turn: SM

Crew: -

Craft: -

Hull: 4

Troops: -

Special Rules: Atmospheric, Dodge 2+, Fighter, Stealth 5+

In Service: 2050+

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



Sharlin-class War Cruiser

War

Carrying four full flights of Nial heavy fighters and possessing incredible stealth systems, a Sharlin is fully capable of defeating an entire fleet of ships from any other race without taking appreciable damage. Indeed, during the Earth-Minbari War, many EarthForce officers quickly found that the only way to defeat a Sharlin was to ram it, a move that usually destroyed both spacecraft.

Speed: 8
Turn: 1/45°

Damage: 60/20
Crew: 66/22

Craft: 1 Flyer flight, 4 Nial flights

Special Rules: Advanced Anti-Fighter 5, Advanced Jump Engine, Flight Computer, Lumbering, Stealth 5+

Hull: 5
Troops: 5

In Service: 1958+



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

Sharkaan-class Advanced War Cruiser (Sharlin Variant)

War

When the Minbari call something advanced, you can be sure the rest of the galaxy looks on with interest and trepidation in equal amounts. The Sharkaan is designed to update the venerable Sharlin hull with a design that can beat the capabilities of the latest vessels to emerge from the other younger races, such as the famed Warlock-class of the Earth Alliance.

Speed: 8 **Damage:** 60/20 **Craft:** 2 Nial flights
Turn: 1/45° **Crew:** 66/22 **Special Rules:** Advanced Anti-Fighter 4, Advanced Jump Engine, Flight Computer, Lumbering, Stealth 5+
Hull: 5 **Troops:** 3 **In Service:** 2261+

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



Sharoos-class Heavy War Cruiser (Sharlin Variant)

War

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

Speed: 8 **Damage:** 60/20 **Craft:** 1 Flyer flight
Turn: 1/45° **Crew:** 66/22 **Special Rules:** Advanced Anti-Fighter 3, Advanced Jump Engine, Flight Computer, Lumbering, Stealth 5+
Hull: 5 **Troops:** 5 **In Service:** 2008+

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



Tigara-class Attack Cruiser

Raid

The Tigara is a focused vessel intended to achieve space superiority in situations that do not require the presence of a flagship.

Speed: 12 **Damage:** 24/8
Turn: 2/45° **Crew:** 36/12

Hull: 5 **Troops:** 3

Craft: 1 Nial flight

Special Rules: Advanced Anti-Fighter 2, Advanced Jump Engine, Agile, Flight Computer, Stealth 5+

In Service: 1990+



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

Teshlan-class Fast Cruiser (Tigara Variant)

Raid

The Teshlan is used as a long-ranged patrol vessel, where its combination of high speed and firepower are deterrents to any sane enemy.

Speed: 14 **Damage:** 24/8
Turn: 2/45° **Crew:** 36/12

Hull: 5 **Troops:** 3

Craft: 1 Nial flight

Special Rules: Advanced Anti-Fighter 3, Advanced Jump Engine, Agile, Flight Computer, Stealth 5+

In Service: 2177+

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



Tinashi-class Warship

Battle

The forerunner of the Sharlin, the Tinashi is a powerful vessel with speed, armour, and striking power that makes it the equal or superior to any other craft its size.

Speed: 10 **Damage:** 38/12
Turn: 2/45° **Crew:** 42/14

Hull: 5 **Troops:** 4

Craft: None

Special Rules: Advanced Anti-Fighter 4, Advanced Jump Engine, Flight Computer, Stealth 5+

In Service: 1920+



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

Ashintu-class Heavy Escort (Tinashi Variant)

Raid

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

Speed: 12
Turn: 2/45°

Damage: 38/12
Crew: 42/14

Craft: None
Special Rules: Advanced Anti-Fighter 6, Advanced Jump Engine, Escort, Flight Computer, Stealth 5+
In Service: 2236+

Hull: 5
Troops: 4

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



Shantavi-class Heavy Battle Frigate (Tinashi Variant)

Battle

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

Speed: 8
Turn: 1/45°

Damage: 38/12
Crew: 42/14

Craft: None
Special Rules: Advanced Anti-Fighter 1, Advanced Jump Engine, Flight Computer, Stealth 5+
In Service: 2259+

Hull: 5
Troops: 3



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

Tishat Medium Fighter Flight

Patrol (Wing of Two Flights)

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

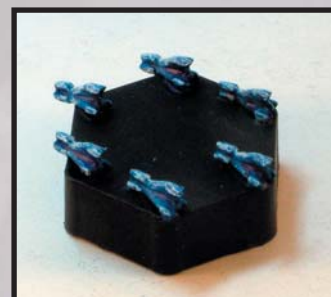
Speed: 15
Turn: SM
Hull: 3

Damage: –
Crew: –
Troops: –

Dogfight: +4
Craft: –
Special Rules: Atmospheric, Dodge 2+, Fighter, Stealth 4+

In Service: 2031+

Weapon	Range	Arc	AD	Special
Light Fusion Cannon	2	T	1	Mini-Beam



Torotha-class Assault Frigate

Skirmish

One of the fastest capital ships in the Minbari fleet, a Torotha assault frigate is a rapid attack craft with lighter firepower than the fleet's other warships. It makes up for these lighter guns by moving quickly enough to evade a great deal of enemy fire while directing its weapons against one target at a time until it falls before the inexorable force of Minbari fusion cannons and molecular disruptors.

Speed: 12
Turn: 2/45°

Damage: 16/5
Crew: 18/5

Craft: None

Special Rules: Advanced Anti-Fighter 1, Advanced Jump Engine, Agile, Atmospheric, Flight Computer, Stealth 5+

Hull: 4

Troops: 3

In Service: 2006+



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

Troligan-class Armoured Cruiser

Battle

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

Speed: 10
Turn: 1/45°

Damage: 55/13
Crew: 64/16

Craft: 1 Flyer flight

Special Rules: Advanced Anti-Fighter 3, Advanced Jump Engine, Flight Computer, Stealth 3+

Hull: 6

Troops: 4

In Service: 2166+

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



CAMPAIGNS: REFITS AND OTHER DUTIES

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

Minbari Federation Refits

2d6	Refit
2	Focussed Neutron Generators: One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	Powerful Sensor Arrays: The ship gains up-rated sensor arrays that are so powerful that they can almost blind enemy ships. No enemy ship within 10" may opt to use a Special Action in its turn.
4	Point Defence: The ship gains a small weapon system designed to destroy close-in attackers. The ship gains Advanced Anti-Fighter +1.
5	Silent and Stealthy: Once per battle, you may force an enemy to re-roll his Stealth roll in order to target this ship.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Helm Control: Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
10	Advanced Gravitic Drive: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	Silent Runner: The ship is modified to be super stealthy but this comes at the expense of energy output. Increase the ship's Stealth score by one but reduce its Speed by -2.

Minbari Federation Duties

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

THE NARN REGIME

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

The Centauri came to the Narn with outstretched arms and welcoming smiles – all the while counting in their heads the fortune they would make. In a very few short weeks, with the aid of the Centauri's advanced war and punitive technologies, the Narn were enslaved. It was a dire time for the Narn for the Centauri were harsh and merciless taskmasters and the Narn Homeworld was ripped asunder from strip mining, deforestation and polluting factories. Narn were shipped off to other planets and systems nearby to be used as labour in new production colonies – they were well suited for work and survival in less-than-savoury conditions. Soon there were many thousands of Narn across a dozen systems or more.

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

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

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

During the rebellion the Narn often would use fighter reactor cores as makeshift bombs that levelled buildings or filled areas with deadly radioactive debris. Once in space they realised the potential to do this in groups of starships, and the first energy mine projectors were created. Originally using actual Centauri fighter-cores but later having a reactor-charge of their own, the energy mine is a powerful deterrent against massive fighter use against the Narn – something that they have difficulties defending against otherwise. The energy mine has seen a few alterations, like the high-radioactive pulsar and armour-punching heavy varieties, but several Narn hulls mount a number of these weapons. One in particular, the Dag'Kar, is a small frame built around an amazing six launch tubes and an accompanying four torpedo emitters! A supporting vessel of amazing potential, the Dag'Kar has grown into a much-feared target by all of the enemies of the Narn.

Narn captains have but one rule – never give, never bend and always kill the alpha first. Using the often-massive weapon payloads of heavier Narn vessels, fleet admirals have no problems overwhelming a target when they converge upon it. Maximise damage control and have repair crews standing by for the approach, when all heavy cruisers fly directly at a pre-designated ship or installation that has been identified as the 'alpha.' Used to fighting against the pack tactics of the Centauri, the alpha is almost always the one ship that is varied from the rest or drastically broader in armament. All ahead, using only torpedo tubes and e-mine barrages to soften up the enemy while barrelling forward toward the designated target, Narn heavy attack vessels can devour most ships in a few moments of concentrated fire. Not only does this take out hopefully the most advanced enemy ship, but historically it also contained the highest amount of nobility – a trophy-worthy boon to any Narn captain!

Everything the Narn learned about warfare, violence and cruelty they learned from the Centauri, and they know the strength of will their hatred for them brings. They are prepared to withstand enemy fire until they are holding the ship together by hand, if it means bringing that massive mag gun to bear on the enemy. Their ships are generally built like their resolve, thick and enduring,

and can withstand heavy attacks to escape and fight again elsewhere. Good Narn fleet admirals know the importance surviving a battle, even if it means leaving the engagement to return later and pick up the pieces. After all, they have been picking up pieces all of their lives – their technology, their world and their freedom.

THE NARN REGIME FLEET LIST

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

Priority Level: Patrol

Breaching Pod Wing (4 flights)

Gorith Wing (5 flights)

Sho’Kov-class torpedo cutter (2 ships)

Frazi Wing (5 flights)

Sho’Kos-class police cutter (2 ships)

Priority Level: Skirmish

Ka’Tan-class escort destroyer

Rongoth-class destroyer

Sho’Kar-class light scout cruiser

Thentus-class frigate

Ka’Toc-class battle destroyer

Rothan plasma destroyer

T’Rakk-class frigate

Priority Level: Raid

Dag’Kar-class missile frigate

G’Sten-class war cruiser

T’Rann-class heavy carrier

G’Karith-class patrol cruiser

T’Loth-class assault cruiser

Var’Nic-class long range destroyer

Priority Level: Battle

G’Lan-class mag cruiser

G’Tal-class command cruiser

G’Quan-class heavy cruiser

Priority Level: War

Bin’Tak-class dreadnought

G’Vrahn-class fast cruiser

G’Quonth-class attack cruiser

Priority Level: Armageddon

Ka’Bin’Tak-class super dreadnought

FIGHTERS

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

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

NARN REGIME FLEET SPECIAL RULES

The following special rules apply to all Narn Regime fleets.

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

NARN REGIME INITIATIVE: +2

Bin'Tak-class Dreadnought

War

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

Speed: 5
Turn: 1/45°
Hull: 6

Damage: 85/17
Crew: 95/23
Troops: 8

Craft: 4 Frazi flights
Special Rules: Anti-Fighter 3, Command +1, Jump Engine, Lumbering, Shuttles 2
In Service: 2245+



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

Breaching Pod

Patrol (Wing of Four Flights)

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

Speed: 6
Turn: SM
Hull: 6

Damage: —
Crew: —
Troops: 1

In Service: 2172+

Dogfight: —

Craft: —

Special Rules: Breaching Pod, Dodge 5+

Dag'Kar-class Missile Frigate

Raid

A vehicle with incredible destructive potential, the Dag'Kar rarely returns from large engagements and is considered the second most expensive vehicle in the Narn Regime to field because of its high attrition rate. These missile frigates rarely return because enemies often open fire on it as soon as they come into range, even in preference over closer or more valuable targets. This is because the Dag'Kar, if given a chance to fire, can launch an incredible number of mines and faster firing ion torpedoes.

Speed: 5
Turn: 1/45°
Hull: 4

Damage: 30/6
Crew: 38/8
Troops: 4

Craft: None
Special Rules: None
In Service: 2240+

Weapon	Range	Arc	AD	Special
Energy Mine	30	F	6	AP, Energy Mine, Slow Loading, Triple Damage
Ion Torpedo	30	F	4	Precise, Super AP



Frazi Flight

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

Speed: 10 **Damage:** – **Dogfight:** +0
Turn: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** – **Special Rules:** Atmospheric, Dodge 3+, Fighter
In Service: 2249+

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	4	—

Patrol (Wing of Five Flights)



G'Karith-class Patrol Cruiser

Raid

Considered the 'pack hunters' of Narn Regime warships, these light capital ships can be deadly when they are fielded in squadrons. With fighter carrying capability and a decent compliment of weapons, the G'Karith handles its role as a system patrol craft extremely well and supports larger fleets admirably. Most of the outer worlds of the Narn regime have at least one G'Karith watching over them at all times, even when their normal defence group has been cycled out or called away on other duties.

Speed: 8 **Damage:** 36/6 **Craft:** 1 Frazi flight
Turn: 2/45° **Crew:** 40/8 **Special Rules:** Anti-Fighter 2, Jump Engine
Hull: 5 **Troops:** 5 **In Service:** 2253+

Weapon	Range	Arc	AD	Special
Pulsar Mine	20	F	8	Energy Mine
Medium Pulse Cannon	10	F	12	—
Light Pulse Cannon	8	A	8	—
Light Pulse Cannon	8	P	10	—
Light Pulse Cannon	8	S	10	—



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

Raid

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

Speed: 8 **Damage:** 36/6 **Craft:** 2 Frazi flights
Turn: 2/45° **Crew:** 40/8 **Special Rules:** Anti-Fighter 2, Jump Engine
Hull: 5 **Troops:** 5 **In Service:** 2260-2269



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

Gorith Flight

An excellent dogfighter, the Gorith predates the Frazi by some years and was originally designed as an interceptor for the fleet. The Gorith lacks the hard hitting power of the Frazi and so is of little concern to capital ships.

Speed: 10 **Damage:** – **Dogfight:** +1
Turn: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Atmospheric, Dodge 2+, Fighter
In Service: 2223+

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	2	—



G'Quan-class Heavy Cruiser

Battle

The G'Quan heavy cruiser is the best known of all Narn warships and examples can be seen throughout Regime space. The G'Quan possesses a brutal efficiency that allows it to compete on an even level with its peers in the fleets of other governments.

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

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage
Energy Mine	30	F	6	AP, Energy Mine, One-Shot, Triple Damage
Light Ion Cannon	8	F	10	Twin-Linked
Light Ion Cannon	8	A	10	Twin-Linked
Light Ion Cannon	8	P	10	Twin-Linked
Light Ion Cannon	8	S	10	Twin-Linked
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—



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

Battle

Though lacking long-ranged weaponry the close up firepower of the G'Lan cannot be ignored for long.

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



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

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

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

Speed: 5 **Damage:** 55/13 **Craft:** None
Turn: 1/45° **Crew:** 70/19 **Special Rules:** Anti-Fighter 3, Jump Engine, Lumbering
Hull: 6 **Troops:** 6 **In Service:** 2252+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage
Energy Mine	30	F	8	AP, Energy Mine, Slow-Loading, Triple Damage
Ion Torpedo	30	F	8	Precise, Super AP
Light Ion Cannon	8	F	16	Twin-Linked
Light Ion Cannon	8	A	16	Twin-Linked
Light Ion Cannon	8	P	16	Twin-Linked
Light Ion Cannon	8	S	16	Twin-Linked
Light Pulse Cannon	8	F	8	—
Light Pulse Cannon	8	A	8	—
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—



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

With relatively few Bin-Tak dreadnaughts in service, the Narn Regime often lacked command ships to lead smaller missions. In response to this shortcoming Narn Engineers took the solid G'Quan and added new communication and command facilities; however the power requirements of this upgraded suite meant the removal of the e-mine launchers.

Speed: 5 **Damage:** 60/14 **Craft:** None
Turn: 1/45° **Crew:** 75/20 **Special Rules:** Anti-Fighter 3, Command +2, Jump Engine, Lumbering
Hull: 6 **Troops:** 7 **In Service:** 2263+



Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	4	Beam, Double Damage
Light Ion Cannon	8	F	10	Twin-Linked
Light Ion Cannon	8	A	10	Twin-Linked
Light Ion Cannon	8	P	10	Twin-Linked
Light Ion Cannon	8	S	10	Twin-Linked
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—

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.

Speed: 8
Turn: 2/45°

Damage: 80/15
Crew: 90/16

Hull: 6

Troops: 6

Craft: 5 Frazi flights

Special Rules: Advanced Jump Engine, Anti-Fighter 4, Command +2, Flight Computer, Interceptors 4

In Service: 2266+



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

Speed: 4
Turn: 1/45°

Damage: 180/36
Crew: 190/38

Hull: 6

Troops: 12

Craft: 8 Frazi flights

Special Rules: Anti-Fighter 6, Carrier 2, Command +2, Jump Engine, Lumbering, Shuttles 4

In Service: 2268+

Weapon	Range	Arc	AD	Special
Advanced Mag Gun	25	F	4	Beam, Triple Damage
Heavy Laser Cannon	30	B	8	Beam, Double Damage
Heavy Laser Cannon	30	B (a)	6	Beam, Double Damage
Advanced Energy Mine	45	F	10	AP, Energy Mine, Slow-Loading, Triple Damage
Ion Torpedo	30	T	6	Precise, Super AP
Light Ion Cannon	8	F	10	Twin-Linked
Light Ion Cannon	8	A	8	Twin-Linked
Light Ion Cannon	8	P	10	Twin-Linked
Light Ion Cannon	8	S	10	Twin-Linked
Pulse Cannon	10	F	14	—
Pulse Cannon	10	A	10	—
Pulse Cannon	10	P	14	—
Pulse Cannon	10	S	14	—



Ka'Toc-class Battle Destroyer

Skirmish

A deadly vessel the Narns built for one purpose – to hunt down and destroy enemy warships. It is not a carrier, it is not an escort, and it is not a transport, though it can serve in all of those capacities to some degree. What it does best is what it was built to do; the Kha'Ri know this and deploy it in its chosen role as often as possible. With the ability to field a flight of fighters when the need arises, a Ka'Toc can remain in a battle for quite some time and still expect to survive heavy combat.

Speed: 10
Turn: 1/45°
Hull: 5

Damage: 20/5
Crew: 27/6
Troops: 2

Craft: 1 Frazi flight
Special Rules: None
In Service: 2240+



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

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

Skirmish

A refitted Ka'Toc, this variant is designed to bring a little more flexibility to the class. The shattering mag gun is replaced with an energy mine launcher; the result is a vessel that excels at breaking escort lines.

Speed: 10
Turn: 1/45°
Hull: 5

Damage: 20/5
Crew: 27/6
Troops: 1

Craft: 1 Frazi flight
Special Rules: Anti-Fighter 1
In Service: 2243+

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	20	B	2	Beam, Double Damage
Energy Mine	30	F	2	AP, Energy Mine, One-Shot, Triple Damage
Light Pulse Cannon	8	F	5	—
Light Pulse Cannon	8	A	5	—
Light Pulse Cannon	8	P	5	—
Light Pulse Cannon	8	S	5	—



Rongoth-class Destroyer

Skirmish

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

Speed: 8
Turn: 1/45°
Hull: 5

Damage: 24/6
Crew: 32/8
Troops: 5

Craft: None
Special Rules: Anti-Fighter 2
In Service: 2241+

Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Light Ion Cannon	8	F	6	Twin-Linked
Light Pulse Cannon	8	P	8	—
Light Pulse Cannon	8	S	8	—



Rothan-class Plasma Destroyer (Rongoth Variant)

Skirmish

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

Speed: 8
Turn: 1/45°
Hull: 5

Damage: 24/6
Crew: 32/8
Troops: 5

Craft: None
Special Rules: Anti-Fighter 2
In Service: 2211+



Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	12	F	6	AP, Double Damage
Light Plasma Cannon	8	A	6	AP
Light Ion Cannon	8	F	4	Twin-Linked

Sho'Kar-class Light Scout Cruiser

Skirmish

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

Speed: 10
Turn: 2/45°
Hull: 4

Damage: 16/4
Crew: 18/5
Troops: 1

Craft: 1 Frazz flight
Special Rules: Agile, Jump Engine, Scout, Stealth 3+
In Service: 2240+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	15	B	2	Beam, Double Damage
Light Pulse Cannon	8	F	4	
Light Pulse Cannon	8	A	2	
Light Pulse Cannon	8	P	4	
Light Pulse Cannon	8	S	4	



Sho'Kos-class Patrol Cutter

Patrol (Two Ships)

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

Speed: 12
Turn: 2/45°
Hull: 4

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

Craft: None
Special Rules: Agile, Anti-Fighter 1, Dodge 5+
In Service: 2240+



Weapon	Range	Arc	AD	Special
Burst Beam	8	B	1	Beam
Medium Pulse Cannon	6	F	2	—
Light Pulse Cannon	4	T	4	Weak

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

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

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

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

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

* You may purchase two Sho'Kov torpedo cutters for one Patrol slot.

Patrol (Two Ships)



Thentus-class Frigate

The ever-reliable Thentus Frigate has been serving the Regime since the Narn took to space. Built to replace the very first ships the Narn launched, this vessel was one of the first designs to use components of Centauri technology without placing them in a retrofitted Centauri hull. A vast improvement over the ships it replaced, the Thentus is beginning to show its age and is rarely used for anything more serious than anti-fighter support or light system patrol duty.

Speed: 8 **Damage:** 24/5 **Craft:** None
Turn: 2/45° **Crew:** 28/6 **Special Rules:** Anti-Fighter 1
Hull: 5 **Troops:** 4 **In Service:** 2240+



Weapon	Range	Arc	AD	Special
Burst Beam	12	F	2	Beam
Medium Laser Cannon	15	B	2	Beam, Double Damage
Light Ion Cannon	8	F	5	Twin-Linked
Light Ion Cannon	8	A	2	Twin-Linked
Light Ion Cannon	8	P	4	Twin-Linked
Light Ion Cannon	8	S	4	Twin-Linked

Skirmish

T'Loth-class Assault Cruiser

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

Speed: 8 **Damage:** 74/15 **Craft:** 2 Frazz flights
Turn: 1/45° **Crew:** 90/21 **Special Rules:** Jump Engine, Lumbering, Shuttles 3
Hull: 5 **Troops:** 12 **In Service:** 2241+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	15	F	5	AP, Double Damage
Light Pulse Cannon	8	F	10	—
Light Pulse Cannon	8	A	10	—
Light Pulse Cannon	8	P	10	—
Light Pulse Cannon	8	S	10	—



Raid

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

Raid

It is said that the Narn have no real carriers and, despite the T'Rann's official designation, this may remain to be true. Though ageing T'Loth hulls are sometimes converted into floating hangers with up-rated weaponry, they lack the quick launch and recovery systems of dedicated carriers.

Speed: 8
Turn: 1/45°
Hull: 5

Damage: 74/15
Crew: 90/21
Troops: 0

Craft: 8 Frazi flights
Special Rules: Carrier 2, Jump Engine, Lumbering
In Service: 2247+

Weapon	Range	Arc	AD	Special
Light Pulse Cannon	8	F	10	—
Light Pulse Cannon	8	A	10	—
Light Pulse Cannon	8	P	10	—
Light Pulse Cannon	8	S	10	—



T'Rakk-class Frigate

Skirmish

Narn mass production being what it is, the wings of the T'Loth assault cruiser were produced in great numbers, often completely outstripping the amount of cruiser hulls being constructed. Many were therefore refitted as ships in their own right, a process made easier by many of the engine and weapon systems being located within the wings of the T'Loth anyway. An over-sized reactor and additional control systems were added, making the ship fit to fly. Though possessing short-ranged weaponry only, the T'Rakk nonetheless packs a heavy punch for a small ship.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 37/7
Crew: 45/10
Troops: 3

Craft: 1 Frazi flight
Special Rules: None
In Service: 2241+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	15	F	3	AP, Double Damage
Light Pulse Cannon	8	F	6	—
Light Pulse Cannon	8	A	6	—
Light Pulse Cannon	8	P	6	—
Light Pulse Cannon	8	S	6	—



Var'Nic-class Long Range Destroyer

Raid

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

Speed: 9
Turn: 2/45°
Hull: 6

Damage: 30/8
Crew: 42/11
Troops: 3

Craft: 1 Frazi flight
Special Rules: Jump Engine
In Service: 2241+



Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	B	4	Beam, Double Damage
Ion Torpedo	30	F	2	Precise, Super AP
Heavy Pulse Cannon	12	F	6	—
Light Ion Cannon	8	F	4	Twin-Linked
Light Pulse Cannon	8	A	4	—

Campaigns: Refits and Other Duties

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

Narn Regime Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
3	Overcharged Ion Torpedoes: Choose one Ion Torpedo weapon system. It immediately gains the Double Damage trait.
4	Hanger Conversion: The ship has extensive work on its hanger bays. Remove all craft from the ship. In their place, the ship gains a Sho'Kos police cutter. This may be launched during a battle in the same manner as auxiliary craft or it may be deployed separately at the beginning of a battle. The cutter never takes up any Fleet Allocation Points and is assumed to be paid for with the cost of the parent ship. This may only be applied to ships with a Damage score of at least 36.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
7	Additional Arrays Fitted: Choose one Light Ion Cannon or Light Pulse Cannon weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Helm Control: Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
10	Advanced Focussing Lenses: Choose one Boresight weapon system. It immediately changes to a Fore firing arc.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Complete Refit: The ship is pulled back into a spacedocks and a complete refit is performed on it to increase its effectiveness. The ship misses one campaign turn but rolls three more times on this table, re-rolling any results of 12.

Narn Regime Duties

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

THE CENTAURI REPUBLIC

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

The Centauri are a people of excesses. Wine, women, song and food were guilty pleasures of the High Houses, and their eyes would grow wide at the sight of something bigger, better or more appealing in an instant. There is no word in the Centauri tongue for 'enough', but there are over a hundred that are used for boasting. It is no wonder then that the Royal Navy was massive, far larger than needed considering they had not even come across a threatening enemy against which to utilise it. From a rumour and whispers the largest armada of star ships to grace the galaxy was formed.

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

As with any major empire, the foundation became unstable and could not hold the weight of the whole anymore. The High Houses squabbled, plotted against one another to gain control of new and rich systems and eventually even sabotaged their own fleets to ensure certain Houses' failure and disfavour. Like a tower built on too few pillars, the Centauri Republic collapsed in upon itself.

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

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

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

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

THE CENTAURI REPUBLIC FLEET LIST

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

Priority Level: Patrol

Breaching Pod Wing (4 flights)

Kutai-class gunboat

Rutarian Wing (2 flights)

Haven-class patrol boat (2 ships)

Razik Wing (4 flights)

Senti Wing (4 flights)

The Centauri Republic

Priority Level: Skirmish

Corvan-class scout
Darkner-class fast attack frigate
Morgrath-class frigate

Demos-class warship
Maximus-class frigate
Vorchan-class warship

Priority Level: Raid

Altarian-class destroyer
Centurion-class attack cruiser
Magnus-class destroyer

Balvarin-class carrier
Elutarian-class bombardment destroyer
Sulust-class escort destroyer

Priority Level: Battle

Dargan-class strike cruiser
Primus-class battlecruiser

Liati-class advanced cruiser
Secundus-class battlecruiser

Priority Level: War

Octurion-class battleship

Priority Level: Armageddon

Adira-class royal battleship

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

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

Rutarians may be purchased separately, or may replace up to four Sentri flights as a single Patrol choice.

CENTAURI REPUBLIC FLEET SPECIAL RULES

The following special rules apply to all Centauri Republic fleets.

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

Guardian Array: Ships with both the Escort and Interceptor traits are often used to safeguard friendly vessels from enemy attack. The Escort ship may lend any or all of its Interceptor dice to any friendly ship within 8" and in line of sight. These dice may be passed onto another ship after an attack has been declared, but once you start rolling Interceptor dice for one ship, they may not be 'taken back' by the Escort ship, nor may they be added to. The Escort ship can continue to provide anti-fighter protection whilst using the Guardian Array.

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

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

CENTAURI REPUBLIC INITIATIVE: +3

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 Ocutrion, and with the rise of the Republic's enemies it soon became clear that an all new design would be required. The Adira-class royal battleship was intended to meet the sophisticated Victory of the ISA – and win.

Speed: 5 **Damage:** 120/32
Turn: 1/45° **Crew:** 135/35

Hull: 6 **Troops:** 10

Craft: 6 Rutarian flights

Special Rules: Advanced Jump Engine, Anti-Fighter 6, Carrier 2, Command +3, Flight Computer, Gravitic Energy Grid 3, Lumbering

In Service: 2269+



Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	25	F	8	Beam, Double Damage, Precise
Matter Cannon	15	F	14	AP, Double Damage
Matter Cannon	15	A	6	AP, Double Damage
Matter Cannon	15	P	8	AP, Double Damage
Matter Cannon	15	S	8	AP, Double Damage
Ion Cannon	12	F	20	Double Damage, Twin-Linked
Ion Cannon	12	A	6	Double Damage, Twin-Linked
Ion Cannon	12	P	12	Double Damage, Twin-Linked
Ion Cannon	12	S	12	Double Damage, Twin-Linked

Altarian-class Destroyer

Raid

A deadly craft with a well earned reputation for lethality, the Altarian is an older design dedicated to the matter cannons that grace its hull. While Centauri military sciences officially stopped working on matter-related weaponry decades ago, the ones still in service on the Altarian and many other designs still function quite efficiently.

Speed: 8 **Damage:** 29/6
Turn: 1/45° **Crew:** 32/7
Hull: 6 **Troops:** 3

Craft: None

Special Rules: Anti-Fighter 2, Jump Engine

In Service: 2150+

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



Elutarian-class Bombardment Destroyer (Altarian Variant)

Raid

This variant of the Altarian mounts an incredibly accurate and powerful torpedo. However the fire rate is poor and leaves the Elutarian with only its secondary batteries while they are reloading. As a planetary bombardment vessel, there are few ships this size in the Centauri fleet that serve so well but in frontline battles it is often relegated as a support ship.

Speed: 8 **Damage:** 29/6
Turn: 1/45° **Crew:** 32/7
Hull: 6 **Troops:** 2

Craft: None

Special Rules: Anti-Fighter 2, Jump Engine

In Service: 2235+



Weapon	Range	Arc	AD	Special
Ballistic Torpedo	30	F	6	Double Damage, Precise, Slow-Loading, Super AP
Ion Cannon	12	F	8	Double Damage, Twin-Linked
Ion Cannon	12	A	4	Double Damage, Twin-Linked
Ion Cannon	12	P	4	Double Damage, Twin-Linked
Ion Cannon	12	S	4	Double Damage, Twin-Linked

Magnus-class Destroyer (Altarian Variant)

Raid

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

Speed: 10 **Damage:** 29/6
Turn: 1/45° **Crew:** 32/7
Hull: 6 **Troops:** 2
Craft: None
Special Rules: Anti-Fighter 2, Jump Engine
In Service: 2208+



Weapon	Range	Arc	AD	Special
Battle Laser	18	F	2	Beam, Precise
Ion Cannon	12	F	8	Double Damage, Twin-Linked
Ion Cannon	12	A	6	Double Damage, Twin-Linked
Ion Cannon	12	P	4	Double Damage, Twin-Linked
Ion Cannon	12	S	4	Double Damage, Twin-Linked

Balvarin-class Carrier

Raid

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

Speed: 5 **Damage:** 44/10
Turn: 1/45° **Crew:** 55/12
Hull: 5 **Troops:** 2
Craft: 8 Senti flights
Special Rules: Anti-Fighter 2, Carrier 2, Command +1, Fleet Carrier, Interceptors 1, Jump Engine, Lumbering
In Service: 2237+

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



Breaching Pod

Patrol (Wing of Four Flights)

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

Speed: 6 **Damage:** -
Turn: SM **Crew:** -
Hull: 5 **Troops:** 1
In Service: 2157+
Dogfight: -
Craft: -
Special Rules: Breaching Pod, Dodge 4+



Centurion-class Attack Cruiser

Raid

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

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 35/8
Crew: 38/8
Troops: 4

Craft: None
Special Rules: Anti-Fighter 1, Jump Engine
In Service: 2202+



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

Corvan-class Scout

Skirmish

The Corvan is well armed and lightly armoured with the ability to pour fire into an unwary enemy vessel. It is the stealthiest ship the Centauri have ever produced and while it is not quite as untraceable as a vessel the Minbari might field, it is still very well hidden from most sensors.

Speed: 12
Turn: 2/45°

Damage: 16/4
Crew: 18/4

Craft: None
Special Rules: Agile, Anti-Fighter 1
Interceptors 1, Jump Engine, Scout,
Stealth 4+
In Service: 2191+

Hull: 4 **Troops:** 1

Weapon	Range	Arc	AD	Special
Battle Laser	12	F	2	Beam, Precise



Dargan-class Strike Cruiser

Battle

The Dargan is a new design with an old purpose in mind, that of swift assault. Built on a classic Centauri hull, the latest Dargan is stealthy and carries enough firepower to make its lighting attack runs matter. It is not the most heavily armed cruiser in the fleet, but it is certainly among the fastest and can penetrate enemy space without detection. Many garrison fleets put the Dargan to good use as a relief and first strike vessel; its unfailing ability to be where needed has saved more than one world from the depredations of raiders.

Speed: 12
Turn: 2/45°
Hull: 5

Damage: 40/10
Crew: 44/11
Troops: 3

Craft: 2 Rutarian flights
Special Rules: Anti-Fighter 2, Jump Engine, Stealth 4+
In Service: 2258+



Weapon	Range	Arc	AD	Special
Battle Laser	18	F	3	Beam, Precise
Matter Cannon	15	F	6	AP, Double Damage
Ion Cannon	12	F	10	Double Damage, Twin-Linked
Ion Cannon	12	P	8	Double Damage, Twin-Linked
Ion Cannon	12	S	8	Double Damage, Twin-Linked

Darkner-class Fast Attack Frigate

Skirmish

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

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 25/6
Crew: 30/6
Troops: 2

Craft: None
Special Rules: Jump Engine
In Service: 2249+



Weapon	Range	Arc	AD	Special
Battle Laser	18	F	3	Beam, Precise
Matter Cannon	15	F	6	AP, Double Damage

Haven-class Patrol Boat

Patrol (Two Ships)

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

Speed: 14
Turn: 2/90°
Hull: 4

Damage: 8/3
Crew: 6/2
Troops: 1

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+
In Service: 2150+

Weapon	Range	Arc	AD	Special
Light Matter Cannon	8	F	2	AP, Double Damage
Light Ion Cannon	6	F	3	Twin-Linked

* You may purchase two Haven patrol boats for one Patrol slot.



Kutai-class Gunship

Patrol

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

Speed: 10
Turn: 2/45°
Hull: 5

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

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



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

Liat-class Advanced Cruiser

Battle

Though the huge Adira was aimed at defeating the Victory advanced destroyer of the ISA, the Liat 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 Liat masses far more than the typical White Star but can easily keep up with its targets in both speed and manoeuvrability.

Speed: 14
Turn: 2/90°

Damage: 26/6
Crew: 32/7

Hull: 5
Troops: 1

Craft: 2 Rutarian flights

Special Rules: Advanced Jump Engine, Agile, Anti-Fighter 2, Dodge 4+, Flight Computer

In Service: 2265+



Weapon	Range	Arc	AD	Special
Advanced Battle Laser	18	F	4	Beam, Double Damage, Precise
Plasma Accelerator	10	F	8	Accurate, Double Damage, Super AP
Ion Cannon	12	T	8	Accurate, Double Damage

Maximus-class Frigate

Skirmish

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

Speed: 8
Turn: 2/45°

Damage: 16/5
Crew: 18/6

Hull: 6
Troops: 1

Craft: None

Special Rules: Agile, Anti-Fighter 4, Escort, Interceptors 2

In Service: 2191+

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



Morgrath-class Frigate

Skirmish

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

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 16/5
Crew: 18/6
Troops: 1

Craft: None

Special Rules: Agile, Interceptors 1

In Service: 2145+

Weapon	Range	Arc	AD	Special
Plasma Stream	10	F	3	Beam, Double Damage
Matter Cannon	15	F	4	AP, Double Damage



Octurion-class Battleship

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

Speed: 6
Turn: 1/45°
Hull: 6

Damage: 70/18
Crew: 85/24
Troops: 8

Craft: 4 Senti flights
Special Rules: Anti-Fighter 3, Command +2, Jump Engine, Lumbering
In Service: 2202+

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



Primus-class Battlecruiser

Battle

The Primus is a testament to the might and power the Centauri once wielded in the galaxy. One of the strongest front line vessels found among the younger races, Primus battlecruisers mount a variety of weapons, permitting them to engage almost any enemy with a good chance of victory.

Speed: 8
Turn: 1/45°
Hull: 6

Damage: 52/12
Crew: 65/15
Troops: 5

Craft: 2 Senti flights
Special Rules: Anti-Fighter 2, Jump Engine, Lumbering
In Service: 2195+



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

Secundus-class Battlecruiser (Primus Variant)

Battle

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

Speed: 8
Turn: 1/45°

Damage: 52/12
Crew: 65/15

Hull: 6

Troops: 12

Craft: 2 Breaching Pod flights
Special Rules: Anti-Fighter 2,
Jump Engine, Lumbering, Shuttles 4
In Service: 2248+

Weapon	Range	Arc	AD	Special
Heavy Ion Cannon	15	F	8	AP, Double Damage, Twin-Linked
Ion Cannon	12	F	12	Double Damage, Twin-Linked
Ion Cannon	12	A	6	Double Damage, Twin-Linked
Ion Cannon	12	P	10	Double Damage, Twin-Linked
Ion Cannon	12	S	10	Double Damage, Twin-Linked



Razik Light Fighter Flight

Patrol (Wing of Four Flights)

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

Speed: 12

Damage: –

Dogfight: +3

Turn: SM

Crew: –

Craft: –

Hull: 3

Troops: –

Special Rules: Atmospheric, Dodge 2+, Fighter

In Service: 2105+

Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	1	Weak



Rutarian Strike Fighter

Patrol (Wing of Two Flights)

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

Speed: 12

Damage: –

Dogfight: +2

Turn: SM

Crew: –

Craft: –

Hull: 5

Troops: –

Special Rules: Atmospheric, Dodge 2+, Fighter, Stealth 4+

In Service: 2258+



Weapon	Range	Arc	AD	Special
Light Particle Gun	2	T	3	Twin-Linked
Ion Bolt	4	T	2	Double Damage, Precise

Sentri Medium Fighter Flight

Patrol (Wing of Four Flights)

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

Speed: 12 **Damage:** – **Dogfight:** +2
Turn: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Atmospheric, Dodge 2+, Fighter
In Service: 2202+

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



Sulust-class Escort Destroyer

Raid

In combat against the Centauri, a number of races have learned to screen their more valuable command ships with smaller escorts. This shields the fleet vessels from the powerful matter guns and battle lasers of the Republic fleet. Escort destroyers are called in to shatter these defensive lines and punch a hole through which the Centauri's bigger guns can deal with their priority targets.

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

Weapon	Range	Arc	AD	Special
Battle Laser	24	F	4	Beam, Precise
Ion Cannon	12	F	8	Double Damage, Twin-Linked



Vorchan-class Warship

Skirmish

The Vorchan mounts a deadly plasma accelerator as its main gun and ion cannon batteries for stopping power and effective short ranged attacks. In larger battles, Vorchans usually amass into large squadrons, utilising their speed and incredible agility to flank enemy fleets and pound them into submission as the main Centauri fleet begins to engage.

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

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



Demos-class Warship (Vorchan Variant)

Skirmish

An update of the Vorchan, the Demos features a lighter, but more flexible, weapons fit. It is used primarily as a commerce raider, though it is fully capable of facing larger warships when organised into squadrons.

Speed: 14 **Damage:** 19/5 **Craft:** None
Turn: 2/45° **Crew:** 24/6 **Special Rules:** Agile, Atmospheric, Interceptors 1, Jump Engine
Hull: 5 **Troops:** 1 **In Service:** 2260+



Weapon	Range	Arc	AD	Special
Ion Cannon	12	F	10	Double Damage, Twin-Linked
Light Ballistic Torpedoes	20	F	6	Precise, Slow-Loading, Super AP

Campaigns: Refits and Other Duties

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

Centauri Republic Refits

2d6 Refit

- 2 Jump Engines: The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
- 3 Super Charged Lateral Thrusters: This increases a ship's Dodge score by one. If the ship has no Dodge score, it gains Dodge 6+. This trait may be gained multiple times, up to a maximum of Dodge 4+, but may only be applied to ships with a Damage score of 20 or less.
- 4 Guardian Array: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. Either way, it will also gain the Escort trait if it does not already possess it.
- 5 Advanced Sensor Arrays: The ship gains a +1 bonus to attempts to target an enemy with the Stealth trait. Can be applied just once.
- 6 Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 Additional Arrays Fitted: Choose one Ion Cannon weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 Point Defence: The ship gains the Anti-Fighter 2 trait, or gains a +2 bonus on the Anti-Fighter trait if it already possesses it. This may only be applied once.
- 9 Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 High Quality Engines: The ship gains a +1 bonus to its Speed score.
- 11 Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
- 12 Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Centauri Republic Duties

2d6 Other Duty

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

THE INTERSTELLAR ALLIANCE

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

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

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

For five years the Interstellar Alliance saw its greatest period of growth. While raiders were always a constant annoyance here and there, and the Drakh amassing a secret armada, they found time to patch their wounds and buff out rough spots in their own forces. Although having access to any number of vessels from their member governments when dealing in their areas of space, or upon request elsewhere, ISA military researchers felt it necessary to fill some of their own gaps with unique vessels for their organisation.

The first step was to replace or repair the numerous White Stars that met their end during the Shadow War. With so many in disrepair and a need for improvement (at least in the minds of never-satisfied research scientists), new uses for the White Star technology appeared.

Varieties of the White Star's hull and technology appeared in fleets, some carrying new and experimental armaments that even the Rangers could not guess as to where they came from. By 2266 there were a handful of minor variants of the White Star, although nearly seamlessly identical to the eye or scanner – until laser-guided rail guns and ballistic missile racks opened up between the 'dragon's fire' of a neutron laser! The need for mid-sized ships was more than sated, but President Sheridan still wanted something more. Something different.

Using the best tools of their member races, mixed liberally with numerous White Stars, the Interstellar Alliance can be as diverse as they want to be in any engagement. Some might fill a foe's line with energy mines from Narn vessels before lashing out with concentrated neutron laser fire, while others will use the jamming abilities of the Minbari to confuse while White Star flight squadrons get into perfect positions for attack runs. It is entirely up to each commander, but some tricks have held constant under the ever-evolving tactical colleges of the Anlāshok Rangers.

White Stars should always be grouped with one another or, in cases where the Freehold demands it so, with a Drazi Solarhawk or two. They, or any other agile vessel with a deadly fore armament, work very well with the White Star Fleet – as long as the Rangers inside the White Stars remember to keep that Drazi crew in line and on target! They have a tendency to focus their attention too much, and get bogged down in dealing with a previously damaged target even if it puts them themselves in danger. Any good White Star crewmember can tell you that speed and target choice is the *only* thing that keeps you out of an early grave. Although powerful offensively, the White Star is not designed to withstand much direct punishment, and Rangers wishing not to exercise the 'die for the One' half of their motto every engagement will remember where the switch for the jump engine is at all times.

Like mirror opposites, the Victory-class is a bastion of survivability that can carve a swathe in even the advanced ship lines of the Drakh. It is an unsubtle combatant, and unloads massive arrays of laser and fusion fire into all arcs around it, sailing forward into an engagement fearless of most enemy fire – which will in turn be caught by advanced defence grid turrets or drawn away quickly by the full wing of Starfury heavy fighters each Victory-class comes with as standard. Like a pillar of the battle, every ISA commander that has access to a Victory-class destroyer should expect it to hold up its fair share and then some.

THE INTERSTELLAR ALLIANCE FLEET LIST

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

Priority Level: Patrol

Aurora Starfury Wing (4 flights)
Flyer Wing (4 flights)
Shial Wing (2 flights)
White Star Fighter (2 flights)

Blue Star
Nial Wing (2 flights)
Thunderbolt Starfury Wing (4 flights)

Priority Level: Skirmish

The Liandra

Nolo'Tar ranger frigate

Priority Level: Raid

White Star

White Star II

Priority Level: Battle

White Star Gunship

Priority Level: War

Tara'Lin command war cruiser

White Star Carrier

Priority Level: Armageddon

Victory-class destroyer

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Starfury flights may replace any number of them for Thunderbolts.

ISA FLEET SPECIAL RULES

The following special rules apply to all ISA fleets.

Allied Fleets: Though the ISA is renowned for having the most advanced fleet among the younger races, it has an entire galaxy to monitor and often it is forced to use ships and crews from member worlds to supplement its own fleets when engaged in operations.

When using an ISA fleet, you may spend 1 Fleet Allocation Point of your allowance on ships from one of the following fleet lists; Earth Alliance (Third Age or Crusade Era), Narn Regime, Minbari Federation, or any League fleet.

In campaign games, the ISA may have a maximum of 1 Fleet Allocation Point at Battle level spent on allied ships at any one time. They are not restricted in this way when choosing fleets for individual scenarios – in theory, the ISA could field ships bought from another fleet list with nothing from the ISA fleet if the scenario was at Patrol level.

In Service Dates: Though some of the ISA's ships existed before its creation in 2262, this fleet list may not be used at all in scenarios set before this date.

Rangers: The ISA is fortunate in that it has the cream of the crop when selecting crews for its ships – superbly well-trained EarthForce and Minbari Federation crews, as well as the legendary Rangers. All ISA ships gain a +1 bonus to their Crew Quality scores, to a maximum of 6.

Skin Dancing: Developed by some clans of the Warrior caste, skin dancing is a technique whereby a craft launches a close in attack on an enemy vessel, skimming as close to its hull as possible to launch a devastating attack. This has the advantage of

providing an impossible target for the target's return fire and defence mechanisms but is highly dangerous and should only be attempted by the most skilled of pilots. One slight mis-judgement of the target's velocity or hull structure can easily send the craft smashing into its intended victim.

Skin dancing may only be attempted by Blue Stars, White Stars, White Star II, White Star Fighters and all Minbari fighters. Other craft either lack the required agility or crew trained in such extreme manoeuvres.

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

The attacker must then make an immediate Crew Quality check with a target number of 9 (Fighters must roll one dice and score 5 or more). If this is failed, then the attacker is automatically destroyed as it ploughs into the hull of the target. This may damage the target, however. Roll 1 AD with Double Damage if the attacking craft was a fighter, and as many AD as its starting Damage score, if it was a ship.

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

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

INTERSTELLAR ALLIANCE INITIATIVE: +2

Aurora Starfury Flight

The Starfury's unique X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat. With main armament comprising two forward firing JC 266 20-megawatt uni-pulse cannon, it is a craft capable of successfully battling almost any alien fighter.

Speed: 14 **Damage:** – **Dogfight:** +2
Turn: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** – **Special Rules:** Dodge 2+, Fighter
In Service: 2244+

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

Patrol (Wing of Four Flights)



Blue Star

The Blue Star is less intimidating than its bigger brothers, but can hold its own against raiders and would-be assassins. Using its speed and dual jump drive systems, the ship is far more comfortable running from a battle to call upon the nearest contingent of ISA ships if necessary – or the White Star fleet if possible.

Speed: 16 **Damage:** 5/1 **Craft:** None
Turns: 2/90° **Crew:** 6/1 **Special Rules:** Adaptive Armour, Advanced Jump Engine, Agile, Atmospheric, Dodge 3+, Flight Computer, Self-Repairing 1
Hull: 4 **Troops:** – **In Service:** 2267+

Weapon	Range	Arc	AD	Special
Molecular Pulsar	8	F	4	Accurate, AP, Double Damage

* The Blue Star may create up to two jump points in a battle, though these must be an entry into hyperspace *and* an exit out – it may not create two entries or two exits in the same battle.



Patrol

Flyer Flight

Armed with a single fusion cannon for defence, in the hands of a skilled pilot, the flyer can be a match for many of the front line fighters used by other races.

Speed: 12 **Damage:** –
Turn: SM **Crew:** –
Hull: 4 **Troops:** –

Dogfight: +1
Craft: –
Special Rules: Atmospheric, Dodge 4+,
 Fighter, Stealth 5+

In Service: 2004+

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

Patrol (Wing of Four Flights)



The *Liandra* Battle Frigate

The *Liandra* was fitted with several experimental weapons and control systems by the Anla'shok just after the Earth-Minbari War and put into storage and forgotten during the rise of the next Shadow War. It was used only in a few minor missions, until needed by a young Ranger named David Martel in his battles against a mysterious foe called 'The Hand of God'.

Speed: 10 **Damage:** 26/5
Turns: 2/45° **Crew:** 22/4
Hull: 4 **Troops:** –

Craft: 1 Flyer Flight
Special Rules: Atmospheric, Flight Computer, Jump Engine, Scout, Unique
In Service: 2248+



Weapon	Range	Arc	AD	Special
Laser Cannon	18	F	1	Beam, Double Damage
Fusion Cannon	12	F	4	Mini-Beam, Twin-Linked
Neutrino Blaster	12	T	2	Double Damage, Super AP, Twin-Linked

Skirmish

Nial Heavy Fighter Flight

The main frontline fighter of the Minbari Federation, the Nial is an utterly lethal craft.

Speed: 15 **Damage:** –
Turn: SM **Crew:** –
Hull: 3 **Troops:** –

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

In Service: 2050+

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

Patrol (Wing of Two Flights)



Nolo'Tar Ranger Frigate

Lightly armed for a large Ranger vessel, the Nolo'Tar is a throwback to the generation that survived Valen. It was resurrected quickly when the Rangers began to deploy in larger numbers again during the next Shadow War, mostly to ferry refugees from planet to planet when the war drew too near.

Speed: 8 **Damage:** 26/5
Turns: 2/45° **Crew:** 22/4
Hull: 5 **Troops:** –

Craft: 1 Flyer Flight
Special Rules: Anti-Fighter 4, Atmospheric,
 Escort, Flight Computer, Jump Engine
In Service: 1226+

Weapon	Range	Arc	AD	Special
Fusion Cannon	12	F	4	Mini-Beam, Twin-Linked
Fusion Cannon	12	T	3	Mini-Beam, Twin-Linked



Skirmish

Shial Heavy Fighter Flight

The Shial is more than a match for most other fighters of its class, and with some adjustments the Rangers have made to their already potent ECM generators they could even be considered superior in some ways to the Nial. Lacking the same firepower but hard to find electronically, the Shial makes a perfect scout or reconnaissance fighter; which is one of the main requirements of the Rangers as a whole.

Speed: 16
Turns: SM
Hull: 3

Damage: –
Crew: –
Troops: –

Dogfighting: +3

Craft: –

Special Rules: Atmospheric, Dodge 2+, Fighter, Stealth 6+

In Service: 1973+

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

Patrol (Wing of Two Flights)



Tara'Lin-class Command War Cruiser (Sharlin Variant)

War

Each Tara'Lin is considered to be a fully operational training centre and asset stockpile with dozens of vehicles and supplies to deploy with the hundreds of Rangers on board when necessary. Between its lethal weaponry and scores of well-trained Rangers, each Tara'Lin is a fleet unto itself – but a resource far too rare and important to simply waste in common engagements or equal battles.

Speed: 8
Turns: 1/45°

Damage: 60/20
Crew: 66/22

Craft: 1 Flyer Flight, 4 Shial Flights

Special Rules: Advanced Anti-Fighter 6, Advanced Jump Engine, Command +3, Flight Computer, Lumbering, Stealth 5+

In Service: 2267+

Hull: 5
Troops: 2



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

Thunderbolt Starfury Flight

Patrol (Wing of Four Flights)

The Thunderbolt is the next generation of advanced fighters developed along the ongoing Starfury program. As older types are phased out, it is likely that the Thunderbolt, or T-bolt as it is frequently known, will take on the overall Starfury name. In addition to obvious advances in thrust, armour and staying power, the T-bolt also mounts a more compact gatling pulse cannon that occupies less space in the fuselage. Thunderbolts also possess wing-based missile racks.

Speed: 12
Turn: SM
Hull: 5
In Service: 2259+

Damage: –
Crew: –
Troops: –

Dogfight: +1

Craft: –

Special Rules: Atmospheric, Dodge 3+, Fighter

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



Victory-class Destroyer

Armageddon

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 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
Turn: 1/45°

Damage: 100/16
Crew: 110/20

Hull: 6
Troops: 6

Craft: 3 Aurora Starfury flights, 3 Thunderbolt Starfury flights
Special Rules: Adaptive Armour, Advanced Jump Engine, Afterburner, Anti-Fighter 6, Carrier 2, Command +3, Flight Computer, Interceptors 6
In Service: 2266+

Weapon	Range	Arc	AD	Special
Lightning Cannon *	20	B	8	Beam, Precise, Quad Damage
Improved Neutron Laser	30	F	6	Beam, Precise, Triple Damage
Improved Neutron Laser	30	A	4	Beam, Precise, Triple Damage
Heavy Pulse Cannon	12	T	20	Twin-Linked
Fusion Cannon	18	T	10	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. Nada. Zilch.

White Star

Raid

The result of a technological gestalt between Minbari and Vorlon science, the White Star is a powerful vessel with firepower and endurance far beyond what its small size would suggest. Combining all of the advantages of Minbari ship design with many of the benefits of Vorlon living materials, White Stars are agile, resilient, and capable of handling almost anything a hostile galaxy can throw at them. With enough speed to evade capital ships they cannot engage directly, a White Star is usually crewed by truly elite personnel, making them even more effective.

Speed: 15
Turn: 2/90°

Damage: 10/3
Crew: 12/3

Hull: 5
Troops: 1

Craft: None
Special Rules: Adaptive Armour, Advanced Jump Engine, Agile, Atmospheric, Dodge 4+, Flight Computer, Scout, Self-Repairing 1
In Service: 2260+



Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	2	Beam, Precise, Triple Damage
Molecular Pulsar	10	F	4	Accurate, AP, Double Damage

White Star II

Raid

A modification of the basic White Star hull, this ship is designed to operate on extended patrols with little or no reinforcement. The fighter hanger, while taking valuable space within the hull, allows the White Star to conduct stealthy reconnaissance operations without revealing itself, a valuable ability for Rangers.

Speed: 14
Turn: 2/90°

Damage: 10/3
Crew: 12/3

Hull: 5
Troops: 1

Craft: 1 Nial flight
Special Rules: Adaptive Armour, Advanced Jump Engine, Agile, Atmospheric, Dodge 4+, Flight Computer, Self-Repairing 1
In Service: 2260+

Weapon	Range	Arc	AD	Special
Improved Neutron Laser	18	F	2	Beam, Precise, Triple Damage
Molecular Pulsar	10	F	4	Accurate, AP, Double Damage



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
Turn: 2/45°

Damage: 32/6
Crew: 36/8

Hull: 5
Troops: 1

Craft: 8 White Star Fighters

Special Rules: Adaptive Armour, Advanced Jump Engine, Anti-Fighter 4, Carrier 4, Dodge 5+, Fleet Carrier, Flight Computer, Self-Repairing 1d6

In Service: 2270+



Weapon	Range	Arc	AD	Special
Improved Neutron Laser	24	F	4	Beam, Precise, Triple Damage
Molecular Pulsar	15	F	8	Accurate, AP, Double Damage
Molecular Pulsar	15	P	6	Accurate, AP, Double Damage
Molecular Pulsar	15	S	6	Accurate, AP, Double Damage

White Star Gunship

Battle

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
Turn: 2/90°

Damage: 18/4
Crew: 20/5

Hull: 5
Troops: 1

Craft: 2 White Star Fighters

Special Rules: Adaptive Armour, Advanced Jump Engine, Agile, Dodge 4+, Flight Computer, Self-Repairing 2

In Service: 2271+

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



White Star Fighter

Patrol (Wing of Two Flights)

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. The White Star fighter has a good pedigree, 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.

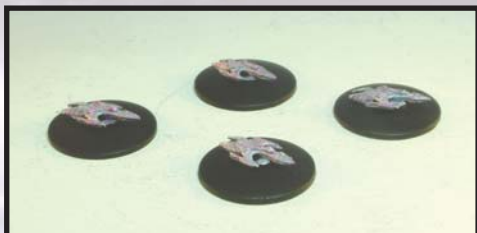
Speed: 16
Turn: SM
Hull: 5
In Service: 2270+

Damage: –
Crew: –
Troops: –

Dogfight: +3

Craft: –

Special Rules: Atmospheric, Dodge 3+, Fighter



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

CAMPAIGNS: REFITS AND OTHER DUTIES

Interstellar Alliance Fleets use the following tables for Refits and Other Duties when playing campaign games.

ISA Refits

2d6	Refit
2	Precision Targeting Array: Choose one weapon system on the ship. It gains the Precise trait.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
4	Point Defence: The ship gains a small weapon system designed to destroy close in attackers. The ship gains Anti-Fighter +1.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD (or choose molecular pulsars if the ship is a White Star or Blue Star). It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Advanced Gravitic Drive: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.

ISA Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new Captain takes command of the vessel – a highly decorated, even legendary Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Now You See Me...: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Minbari Telepaths: A group of Minbari telepaths join your ship's crew. Stretching forward with their minds, they strain to divine the intentions of the enemy. Once per battle, you may automatically win the Initiative for the turn. This may be declared after you have rolled dice for Initiative.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	The Rangers: This ship has been used to transport a member of the Anla'shok to an abandoned world in the system. He soon gains valuable intelligence on the activities of the other fleets, granting you a +2 bonus to your Initiative for the next Campaign Turn.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari or League fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE ABBAI MATRIARCHY

The co-founders of the League of Non-Aligned Worlds, the Abbai are quite possibly the most stable culture in the galaxy amongst the spacefaring races – even including the Minbari. Aquatic and technologically advanced, the Abbai serve as the cement between the constantly shifting cornerstones of the League. Without their constant efforts in the meeting halls and on the jump routes the League may have fallen apart decades ago.

The Abbai have perfected the powerful particle array turrets used by many other races. Designed to put out an oppressive rate of fire, the Abbai quad array fills space around most Abbai vessels with a cloud of deadly charged particle bursts. If forced to turn these weapons against fighters or small ships there is little hope for them, which is why most Abbai fleet shaath (their admiral-level military officers) will broadcast well in advance that a quad array armed vessel is about to fire upon a given target. Should the attackers continue, it is at their own risk. Larger targets should not consider themselves immune, as once a single Bimith Defender, a warship with a staggering number of quad arrays at its disposal, dismantled a Dilgar flagship into component parts with a single volley!

Other major advancements the Abbai have added to their fleets are primarily defensive. Rapid-firing particle impellers, streams that trigger ballistic impacts or alter particle blast routes (much like the Earth Alliance's interceptors), are considered basic ideas to the research scientists of the Abbai. Augmenting many of their ships are situational gravitic shields. Like a defence turret that throws up a gravitic anomaly to stop incoming fire, the shield generators are very complex and extremely sensitive to abuse. A single misaligned crystal matrix could cause the anomaly to speed up instead of slow down incoming attacks, or even the collapse of the generator in a spectacular and expensive implosion.

Those who look upon the Abbai as a weak race of peaceniks and complete pacifists have never been on the receiving end of an Abbai blockade fleet, or tried to argue with them over the defence of an installation. No one protects better than the Abbai, even if it means actively seeking out the threat and ending it well before it gets the chance to take even one more life than it already has. Some might make the mistake of underestimating their fleets' ability, but never more than once. Never.

THE ABBAI MATRIARCHY FLEET LIST

The following forms the entire fleet list for the Abbai Matriarchy.

Priority Level: Patrol

Kotha Wing (8 flights)
Shyarie-class jammer frigate

Bisaria-class escort frigate
Tiraca-class attack frigate

Priority Level: Skirmish

Marata-class diplomatic transport

Milani-class carrier

Priority Level: Raid

Bimith-class Defender

Priority Level: Battle

Lakara-class cruiser

Priority Level: War

Juyaca-class Dreadnought

Priority Level: Armageddon

Brivoki-class advanced warship

FIGHTERS

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

ABBAI MATRIARCHY FLEET SPECIAL RULES

The following special rules apply to all Abbai Matriarchy fleets.

Comms Disruptors: Upon a successful hit, the comms disruptors used by some Abbai ships will not cause any damage. Instead, it will inflict a –2 penalty on all Crew Quality checks made by the target for the rest of the turn and all of the next. Additionally, it forces a ship to make a Crew Quality check against a difficulty of 8 to attempt *any* Special Action while affected.

Pacifists: The Abbai, as a whole, are pacifistic in nature and do not enjoy fighting. In a campaign game, the Abbai fleet is never required to attack another player – they can opt not to stake a claim to any Strategic Targets. In addition, whenever they are able to play through an entire campaign turn without playing any scenarios, they gain a bonus of 15 RR points. In addition, they may pick one ship in their fleet to receive a free roll on the Abbai Matriarchy Other Duties table on page 92.

ABBAI MATRIARCHY INITIATIVE: –2

Bimith-class Defender

Raid

The massed batteries of quad particle arrays mounted on the Bimith protect it from attack in any quarter and allow it to stand in the frontline against other warships. Built from a defensive mentality, the Bimith is exceptionally well protected though this comes at the cost of heavy firepower. Featuring advanced shield technology, the Abbai have built a ship that can take a huge amount of punishment which often gives its lighter weapons a chance to hammer away at an enemy.

Speed: 8

Damage: 30/6

Craft: None

Turn: 1/45°

Crew: 45/9

Special Rules: Anti-Fighter 4, Escort, Interceptors 1, Lumbering, Shields 10/2

Hull: 5

Troops: 2

In Service: 2246+

Weapon	Range	Arc	AD	Special
Quad Particle Array	8	F	10	Twin-Linked
Quad Particle Array	8	A	10	Twin-Linked
Quad Particle Array	8	P	14	Twin-Linked
Quad Particle Array	8	S	14	Twin-Linked



Brivoki-class Advanced Warship

Armageddon

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 the 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
Turn: 1/45°

Damage: 120/28
Crew: 125/29

Craft: 6 Kotha flights
Special Rules: Anti-Fighter 6, Carrier 2, Jump Engine, Lumbering, Shields 28/2D6
In Service: 2264+

Hull: 6
Troops: 4

Weapon	Range	Arc	AD	Special
Advanced Graviton Beam	24	F	8	Beam, Slow-Loading, Triple Damage
Heavy Combat Laser	20	F	8	Beam, Double Damage, Precise
Graviton Shifter	12	F	-	Gravitic Shifter
Graviton Pulsar	12	F	8	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	6	AP
Graviton Pulsar	12	S	6	AP
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



Juyaca-class Dreadnought

War

The Juyaca was designed and constructed solely as their first utterly offensive vessel in response to the calling of a holy purge, or *juyaie*, of the Drakh – after they virus-bombed Earth. It was such an overwhelming wish for the ruling council of the Abbai to somehow stop the Drakh from harming the galaxy that these powerful vessels were placed at the forefront of every construction yard and spacedock capable of building them.

Speed: 5
Turns: 1/45°

Damage: 77/16
Crew: 80/18

Craft: 2 Kotha flights
Special Rules: Command +1, Interceptors 2, Jump Engine, Lumbering, Shields 20/1D6
In Service: 2267+

Hull: 6
Troops: 3



Weapon	Range	Arc	AD	Special
Quad Bolters	12	F	10	AP, Double Damage, Twin-Linked
Quad Bolters	12	A	6	AP, Double Damage, Twin-Linked
Quad Bolters	12	P	10	AP, Double Damage, Twin-Linked
Quad Bolters	12	S	10	AP, Double Damage, Twin-Linked
Combat Laser	15	F	6	Beam, Precise
Combat Laser	15	P	4	Beam, Precise
Combat Laser	15	S	4	Beam, Precise
Comms Disruptor	15	F	3	Super AP
Comms Disruptor	15	P	3	Super AP
Comms Disruptor	15	S	3	Super AP

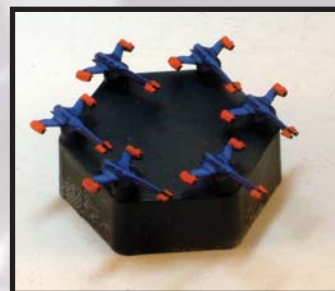
Kotha Medium Fighter

Patrol (Wing of Eight Flights)

It took Dilgar fleets invading entire systems to convince the Abbai that fighters were a worthwhile use of resources – up to that point, they simply had not considered them useful in fleet actions. The Kotha is a second-rate fighter by the standards of any other race but it does fulfil a need within Abbai fleets.

Speed: 8 **Damage:** – **Dogfight:** +0
Turn: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Dodge 3+, Fighter
In Service: 2230+

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



Lakara-class Cruiser

Battle

With the reputation of being the most well-defended ship in the galaxy, the Lakara carries on the Abbai tradition of warfare through defence. The shields on the Lakara are some of the strongest in the Abbai fleet and Ship-Mothers soon learn to trust to the advanced defences of their ships, giving them time to either retreat or destroy an enemy.

Speed: 6 **Damage:** 42/9 **Craft:** None
Turn: 1/45° **Crew:** 58/12 **Special Rules:** Anti-Fighter 4, Interceptors 1, Jump Engine, Lumbering, Shields 12/2
Hull: 6 **Troops:** 2 **In Service:** 2230+



Weapon	Range	Arc	AD	Special
Combat Laser	15	F	6	Beam, Precise
Quad Particle Array	8	F	10	Twin-Linked
Quad Particle Array	8	A	8	Twin-Linked
Quad Particle Array	8	P	12	Twin-Linked
Quad Particle Array	8	S	12	Twin-Linked

Milani-class Carrier

Skirmish

Built around the Kotha fighter, the Milani remains the only method the Abbai possess for transporting large numbers of fighters to a warzone. In battle, it is competent but the Milani's small size often leaves it at a disadvantage in the frontline.

Speed: 9 **Damage:** 16/4 **Craft:** 4 Kotha flights
Turn: 1/45° **Crew:** 25/5 **Special Rules:** Anti-Fighter 2, Shields 8/1
Hull: 5 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Combat Laser	15	F	2	Beam, Precise
Quad Particle Array	8	F	6	Twin-Linked
Quad Particle Array	8	P	8	Twin-Linked
Quad Particle Array	8	S	8	Twin-Linked



Marata-class Diplomatic Transport (Milani Variant)

Skirmish

With increased armour and defences, the Marata is possibly the most well-protected vessel in its class.

Speed: 10
Turn: 1/45°
Hull: 6

Damage: 16/4
Crew: 25/5
Troops: 1

Craft: None
Special Rules: Anti-Fighter 2, Shields 10/2
In Service: 2233+



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

Shyarie-class Jammer Frigate

Patrol

Sometimes used as a scout, the Shyarie's main role is to fly into enemy formations, disrupting their manoeuvres and causing chaos.

Speed: 10
Turn: 2/45°
Hull: 5

Damage: 12/3
Crew: 13/3
Troops: 1

Craft: None
Special Rules: Anti-Fighter 1, Scout, Shields 8/2
In Service: 2180+

Weapon	Range	Arc	AD	Special
Comms Disruptor	15	F	5	Super AP
Comms Disruptor	15	A	3	Super AP
Comms Disruptor	15	P	4	Super AP
Comms Disruptor	15	S	4	Super AP



Tiraca-class Attack Frigate

Patrol

The Tiraca combines a combat laser with quad particle arrays to provide a broad range of armament capable of defeating many enemies.

Speed: 10
Turn: 2/45°
Hull: 4

Damage: 13/3
Crew: 16/4
Troops: 1

Craft: None
Special Rules: Anti-Fighter 2, Shields 5/1
In Service: 2231+



Weapon	Range	Arc	AD	Special
Combat Laser	12	F	1	Beam, Precise
Quad Particle Array	8	F	6	Twin-Linked
Quad Particle Array	8	P	3	Twin-Linked
Quad Particle Array	8	S	3	Twin-Linked

Bisaria-class Escort Frigate (Tiraca Variant)

Patrol

Using an advanced comms disruptor, the Bisaria often confuse an enemy long enough to withdraw and avoid battle altogether.

Speed: 10
Turn: 2/45°
Hull: 4

Damage: 13/3
Crew: 16/4
Troops: 1

Craft: None
Special Rules: Anti-Fighter 2, Escort, Shields 5/1
In Service: 2235+

Weapon	Range	Arc	AD	Special
Comms Disruptor	15	F	2	Super AP
Quad Particle Array	8	F	6	Twin-Linked
Quad Particle Array	8	P	3	Twin-Linked
Quad Particle Array	8	S	3	Twin-Linked



CAMPAIGNS: REFITS AND OTHER DUTIES

Abbai Matriarchy Fleets use the following tables for Refits and Other Duties when playing campaign games.

Abbai Matriarchy Refits

2d6 Refit

- 2 **Jump Engines:** The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 **Enhanced Shields:** If the ship has Shields as a trait, it gains a +5/+1 bonus to its Shields score. If Shields are not present, the ship gains Shields 5/1. This may only be applied once.
- 5 **Interceptors:** The ship gains Interceptors 1 or Interceptors +1 if it already possesses the trait. This may only be applied once.
- 6 **Long Range Targeting Systems:** Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 **Comms Disrupter:** The ship gains a single Comms Disrupter in the Fore arc with a Range of 15, 1 AD and the Super AP trait. See page 90 for details on how the comms disrupter works.
- 8 **Advanced Sensor Arrays:** The ship gains a +1 bonus to any attempts to target an enemy with the Stealth trait. This may only be applied once.
- 9 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 **Supercharged Thrusters:** The ship gains a +2 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a hanger and a Kotha flight, regardless of whether it possesses one already or not.
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Abbai Matriarchy Duties

2d6 Other Duty

- 2 **Peace Summit:** In a ground-breaking mission, the diplomats on board this ship have temporarily halted all hostilities in this war. During the next campaign turn, no fleet may attack another, though they may claim any Strategic Targets that have not yet been taken.
- 3 **New Ship-Mother:** A new Ship-Mother takes command of the vessel – a highly decorated, even legendary Ship-Mother. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
- 4 **Diplomatic Mission:** Abbai diplomats on board this ship have convinced a neutral government to help them in the current conflict. The Abbai fleet will now receive a bonus 1d6 RR points every turn as they take secret funds from their new allies.
- 5 **Matriarch:** A well-respected Matriarch arrives on this ship to oversee operations. Dedicated to their leader, the crew will never surrender their vessel in battle.
- 6 **Veteran Defence Technicians:** A group of well-trained and experienced shield defence technicians are transferred to this ship. Increase the ship's Shields by +2/+1.
- 7 **Peace Treaty:** The ship is instrumental in ferrying a diplomat to a representative of one of the governments you are currently fighting and a brief truce is arranged. Pick one enemy fleet. In the next campaign turn, they may not attack you, nor may you attack them.
- 8 **Veteran Engineers:** The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Graceful Withdrawal:** If you have not lost a Strategic Target this turn, roll again. This ship is sent to the scene of disaster, where your fleet has been forced out of a Strategic Target. After intense negotiations, you convince your enemy to allow your civilians and warships to leave the area peacefully. You lose the Strategic Target as normal but will not suffer any penalty of RR points from the loss.
- 10 **Diplomatic Bargaining:** Taking a team of diplomats into enemy territory, they make a strong argument for an enemy relinquishing territory in the name of peace and harmony. Pick an enemy fleet. Both players make a roll for Initiative, subtracting the number of Strategic Targets they already hold. If you win, the other player must give you one Strategic Target of his choice that he possesses, as his fleet succumbs to the diplomatic arguments you make.
- 11 **Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 **Assistance Rendered:** A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Brakiri, Drazi, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE BRAKIRI SYNDICRACY

One of the founding fathers of the League of Non-Aligned Worlds, the Brakiri became one of the most powerful and financially influential spacefaring governments in the entire galaxy. Through a series of culturally significant incidents, they went from primitive water clans in the caverns of their desert homeworld of Brakos to interstellar power brokers capable of literally buying or selling entire planets.

Older Brakiri military vessels used Dilgar pulsar technology mixed liberally with Centauri gravitic generators to power most of their weapons. Early ships carried dozens of silicon-lenses to focus gravitic bursts called graviton pulsars, which used miniscule torrents of ultra-high gravity to crush the hulls of targets. Although powerful, they were always terribly short-ranged and truly only efficient against fighters and assault craft. Using the same technology as laser weapons which focus light at great distances, the Brakiri created the graviton beam. Fitted to many of their larger vessels (as the weapons have a massive power draw) the beam is capable of crushing hull armour for an extended period of time, quite literally drilling deeper into a target.

It was the creation of the graviton beam that forged the most recognisable hull in the Brakiri fleet. The Avioki cruiser, built separately and commonly by all of the major companies in the Krona, is the cornerstone of every fleet that leaves a Syndicracy starbase. While oddly shaped and expensive to create, the Avioki is built for extremely long-ranged trips or hastily planned combat jumps. Each one is fitted with jump engines and alternate weapon-routed power supplies to show up to any situation equally ready to either run from or battle whatever it might find there. There are several variants of the hull, each mainly employed by whatever Krona company constructed it, but the most common version brings a deadly quartet of graviton beams to its engagements.

Always looking to minimise losses, Brakiri fleets work very well with support craft requested from other League allies. It is very common for a high-end governmental business deal to include clauses and de facto catches that *require* business partners to join in picket fleets and conflict engagements, sometimes at a great cost to the agreeing government. Particularly fond of fighting alongside Drazi, who often rush straight at an enemy with guns blazing, while Brakiri executive generals gladly play rear support, giving them ample time to retreat should the battle go sour. This might leave their allies behind, but it saves millions of credits in starship parts and repairs.

The most underestimated weapon in the Brakiri arsenal is the grav-shifter. Brakiri vessels are not known for their agility or speed and the majority of their losses come not from being outgunned, but outmanoeuvred. The shifter allows the Brakiri fleet to disrupt enemy tactics and cause massive vessels that are difficult to set into position to go off course, or worse, collide with other ships or debris. Crafty generals will try to target a ship's steering thrusters or main power engines before attacking with a grav-shifter, sending the damaged ships careening away while they struggle to regain control over their unwillingly retreating vessel.

Although the Brakiri are not crack pilots and battle each other as often as they do an outside danger, they are a powerful governmental force in the League and the Interstellar Alliance. It is rumoured they were powerful enough at one time to actually *purchase* a large portion of Babylon 5 for one of their holy days, which is a feat financially unknown in the galaxy before or since. They go where they need to, they buy what they have to and they fight when they feel they can come out on top. They would rather fight an enemy with memos, credits and blame but are just as happy using gravitons, cannons and flame!

THE BRAKIRI SYNDICRACY FLEET LIST

The following forms the entire fleet list for the Brakiri Syndicracy.

Priority Level: Patrol

Breaching Pod Wing (4 flights)

Pikatos Wing (5 flights)

Falkosi Wing (6 flights)

Riva Wing (3 flights)

Priority Level: Skirmish

Brikorta-class light carrier

Shakara-class scout cruiser

Ikorta-class light assault cruiser

Priority Level: Raid

Batrado-class armed transport
Halik-class frigate

Priority Level: Battle

Avioki-class heavy cruiser
Kaliva-class lance cruiser

Priority Level: War

Cidikar-class heavy carrier
Takata-class mine cruiser

Priority Level: Armageddon

Brivoki-class advanced warship

Brokadoss-class battle carrier
Haltona-class frigate

Kabrokta-class assault cruiser

Corumai-class dreadnought
Tashkat-class advanced cruiser

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Any ship carrying one or more Falkosi flights may replace any number of them for Pikatos flights 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.

BRAKIRI SYNDICRACY FLEET SPECIAL RULES

The following special rules apply to all Brakiri Syndicracy fleets.

Pack Rats: Wherever there is a deal to be made, you can be sure that a Brakiri entrepreneur has already got there first. In campaign games, whenever a ship from any other fleet makes a roll on their Refits table, the Brakiri fleet gains 1 RR point. Somewhere down the line, a Brakiri corporation is making money from the war, no matter who is winning. Only one RR point per enemy fleet may be gained in this way per campaign turn.

BRAKIRI SYNDICRACY INITIATIVE: +0

Avioki-class Heavy Cruiser

Battle

Beyond the boundaries of League space, it is the Avioki that will be the most commonly encountered Brakiri warship. Featuring slow-firing graviton beams as its primary armament, previous variants of this hull were found to quickly fall prey to massed Raider attacks. The addition of multiple arrays of graviton pulsars soon gave any ambitious group of Raiders a very nasty surprise. Jump capable, the Avioki is extremely well-armoured but it lacks the heavy knock-out punch of similar ships in this class.

Speed: 6

Turn: 1/45°

Hull: 6

Damage: 64/10

Crew: 68/10

Troops: 4

Craft: None

Special Rules: Anti-Fighter 2, Jump Engine, Lumbering

In Service: 2250+

Weapon	Range	Arc	AD	Special
Graviton Beam	18	F	8	Beam, Double Damage, Slow-Loading
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	4	AP
Graviton Pulsar	12	P	8	AP
Graviton Pulsar	12	S	8	AP



Batrado-class Armed Transport (Avioki Variant)

Raid

It is not unusual for badly damaged Brakiri warships to be bought from the military by large corporations with an eye for a good bargain and the ability to keep their long-ranged shipping safe. The Batrado, based on an Avioki hull, is typical of these conversions. The damaged armour is patched, disabled weaponry removed and large cargo holds created in their place. The resulting ship is an exceptionally well-defended transport though corporations are often concerned when they are requisitioned back into the military during times of war.

Speed: 6
Turn: 1/45°
Hull: 5

Damage: 64/10
Crew: 68/10
Troops: 1

Craft: None
Special Rules: Anti-Fighter 1, Jump Engine, Lumbering
In Service: 2238+



Weapon	Range	Arc	AD	Special
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	8	AP
Graviton Pulsar	12	P	6	AP
Graviton Pulsar	12	S	6	AP

Kaliva-class Lance Cruiser (Avioki Variant)

Battle

Built to carry the newly developed gravitic lances into battle, there are many fleet commanders anxious to see how the Kaliva performs. The new lances are designed to focus Brakiri gravitic technology across incredible distances. The focussed nature of these weapons allows them to blast through multiple layers of armour to cause tremendous damage.

Speed: 6
Turn: 1/45°
Hull: 6

Damage: 64/10
Crew: 68/10
Troops: 4

Craft: None
Special Rules: Anti-Fighter 2, Jump Engine, Lumbering
In Service: 2260+

Weapon	Range	Arc	AD	Special
Gravitic Lance	35	F	5	Super AP, Triple Damage
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	4	AP
Graviton Pulsar	12	P	8	AP
Graviton Pulsar	12	S	8	AP



Breaching Pod

Patrol (Wing of Four Flights)

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

Speed: 6
Turns: SM
Hull: 5
In Service: 2211+

Damage: –
Crew: –
Troops: 1

Dogfighting: –
Craft: –
Special Rules: Breaching Pod, Dodge 4+



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.

Speed: 6
Turn: 1/45°
Hull: 6

Damage: 120/28
Crew: 125/29
Troops: 4

Craft: 6 Falkosi flights

Special Rules: Anti-Fighter 6, Carrier 2, Jump Engine, Lumbering, Shields 28/2D6
In Service: 2264+

Weapon	Range	Arc	AD	Special
Advanced Graviton Beam	24	F	8	Beam, Slow-Loading, Triple Damage
Heavy Combat Laser	20	F	8	Beam, Double Damage, Precise
Graviton Shifter	12	F	-	Gravitic Shifter
Graviton Pulsar	12	F	8	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	6	AP
Graviton Pulsar	12	S	6	AP
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



Brokados-class Battle Carrier

Raid

The Brokados has good all round weaponry, though its rear-facing firepower is poor and its armour is not as thick as other frontline ships.

Speed: 6
Turn: 1/45°

Damage: 50/8
Crew: 50/8

Hull: 5

Troops: 4

Craft: 8 Falkosi flights

Special Rules: Anti-Fighter 3, Carrier 2, Command +1, Fleet Carrier, Interceptors 1, Jump Engine, Lumbering

In Service: 2254+



Weapon	Range	Arc	AD	Special
Heavy Combat Laser	20	B	2	Beam, Double Damage
Graviton Pulsar	12	F	4	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP

Cidikar-class Heavy Carrier

War

The Cidikar brings more fighters than may be truly needed along with a number of powerful weapon systems to a battle.

Speed: 6
Turns: 1/45°

Damage: 105/16
Crew: 115/20

Hull: 5

Troops: 5

Craft: 10 Falkosi flights, 10 Pikatos flights

Special Rules: Carrier 4, Command +2, Fleet Carrier, Interceptors 3, Jump Engine, Lumbering, Shuttles 2

In Service: 2263+

Weapon	Range	Arc	AD	Special
Heavy Combat Laser	20	B	4	Beam, Double Damage
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	10	AP
Graviton Pulsar	12	P	10	AP
Graviton Pulsar	12	S	10	AP

Corumai-class Dreadnought

War

Using additional gravitic engine drives to fuel its terrible banks of graviton beams, the Corumai can summon staggering recycling rates from otherwise slow-firing weapons. If the banks of deadly beams do not dissuade an enemy from drawing near, the rows of supercharged graviton pulsars will. Little can withstand the focussed fire of a Corumai, and if the first volley does not finish them, the second will.

Speed: 6
Turns: 1/45°

Damage: 97/18
Crew: 99/22

Craft: None

Special Rules: Anti-Fighter 4, Command +1, Interceptors 3, Jump Engine, Lumbering

In Service: 2226+

Hull: 5
Troops: 5



Weapon	Range	Arc	AD	Special
Graviton Beam	24	F	6	Beam, Double Damage, Slow-Loading
Graviton Beam	24	F	6	Beam, Double Damage, Slow-Loading
Graviton Pulsar	12	F	20	AP
Graviton Pulsar	12	A	12	AP
Graviton Pulsar	12	P	16	AP
Graviton Pulsar	12	S	16	AP

Falkosi Light Interceptor

Patrol (Wing of Six Flights)

Nicknamed the 'flamer' by EarthForce fighter pilots, the Falkosi retains a good degree of mobility but was designed primarily as a fleet interceptor. Using its great speed, it can rapidly close with any enemy, massing with other flights to ward off any attacks on capital ships. Though carried on board the Brokados, it is not unusual to see flights of Falkosi operating on their own within Brakiri space.

Speed: 16
Turns: SM
Hull: 3
In Service: 2288+

Damage: –
Crew: –
Troops: –

Dogfighting: +1

Craft: –

Special Rules: Dodge 2+, Fighter



Weapon	Range	Arc	AD	Special
Light Gravitic Bolt	2	T	1	AP

Halik-class Frigate

Raids

Designed purely as an escort for both military and merchant shipping, the Halik is a formidable mobile space-borne fortress. Able to tackle fighters and other escorts with ease, Captains will leave larger craft to the military vessels they escort knowing they cannot afford to go toe-to-toe with frontline warships.

Speed: 8
Turn: 2/45°
Hull: 5

Damage: 36/8
Crew: 42/8
Troops: 3

Craft: None

Special Rules: Anti-Fighter 8, Escort

In Service: 2250+



Weapon	Range	Arc	AD	Special
Graviton Pulsar	12	F	8	AP, Twin-Linked
Graviton Pulsar	12	A	6	AP, Twin-Linked
Graviton Pulsar	12	P	8	AP, Twin-Linked
Graviton Pulsar	12	S	8	AP, Twin-Linked

Haltona-class Frigate (Halik Variant)**Raid**

The Haltona was an attempt to give the Halik some long-ranged firepower, allowing it to engage enemy fleets alongside vessels such as the Avioki – this allowed them to continue covering the rest of the fleet from fighter attack while adding to the weight of fire against the enemy. While it is successful in this, there are some who point out that it no longer completely fulfils the task for which the hull was first designed. In practice, this comes down to a choice of fighting style in the Admiral.

Speed: 8 **Damage:** 36/8 **Craft:** None
Turn: 2/45° **Crew:** 42/8 **Special Rules:** Anti-Fighter 1
Hull: 5 **Troops:** 3 **In Service:** 2250+

Weapon	Range	Arc	AD	Special
Graviton Beam	18	F	5	Beam, Double-Damage, Slow-Loading
Graviton Pulsar	12	F	8	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	8	AP
Graviton Pulsar	12	S	8	AP

**Ikorta-class Light Assault Cruiser****Skirmish**

One of the largest ships in the galaxy capable of making an atmospheric landing on a planet, the Ikorta is dedicated to making ground assaults. As well as a veritable legion of troops on board, the Ikorta also carries enough weaponry to ensure it can travel safely through most defensive lines.

Speed: 8 **Damage:** 22/6 **Craft:** None
Turn: 1/45° **Crew:** 24/7 **Special Rules:** Anti-Fighter 2, Atmospheric, Interceptors 2, Shuttles 2
Hull: 5 **Troops:** 10 **In Service:** 2250+



Weapon	Range	Arc	AD	Special
Grav Cannon	18	F	2	Precise, Super AP
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	2	AP
Graviton Pulsar	12	P	4	AP
Graviton Pulsar	12	S	4	AP

Brikorta-class Light Carrier (Ikorta Variant)**Skirmish**

Less common than the Ikorta, as it is often superseded by the Brokadados, this variant still holds some value in transporting flights to a war zone. While it is no longer required to breach planetary defences, the role of a fleet carrier often requires it to stand against light warships on an equal footing. To this extent, the grav cannon are replaced with more versatile laser cannon.

Speed: 8 **Damage:** 22/6 **Craft:** 4 Falkosi flights
Turn: 1/45° **Crew:** 24/7 **Special Rules:** Anti-Fighter 1, Atmospheric, Carrier 2, Interceptors 2
Hull: 5 **Troops:** 2 **In Service:** 2232+

Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	B	1	Beam, Double Damage
Graviton Pulsar	12	F	4	AP
Graviton Pulsar	12	P	3	AP
Graviton Pulsar	12	S	3	AP





Kabroka-class Assault Cruiser

Battle

Designed to enter enemy systems and launch devastating hostile takeovers, the Kabroka requires effective escorts to complete its mission. However, it is known as a real bruiser in fleet actions, overwhelming enemies with its graviton bursts.

Speed: 8
Turns: 1/45°
Hull: 6

Damage: 52/8
Crew: 64/10
Troops: 8

Craft: None
Special Rules: Anti-Fighter 3, Jump Engine, Lumbering, Shuttles 4
In Service: 2260+



Weapon	Range	Arc	AD	Special
Heavy Combat Laser	20	B	6	Beam, Double Damage
Graviton Blaster	6	T	6	AP
Graviton Pulsar	12	F	12	AP
Graviton Pulsar	12	A	8	AP
Graviton Pulsar	12	P	10	AP
Graviton Pulsar	12	S	10	AP

Pikatos Heavy Fighter Flight

Patrol (Wing of Five Flights)

Using a frightening combination of light gravitic bolts and beams, the Pikatos fear very little from smaller targets. When they receive their lock on tones they can unleash streams of gravitons at the press of a button. The Brakiri have never been known for their subtlety in weapons design, knowing that if it has come to the point of such hostilities – no amount of force is too great. The Pikatos may not be fast or elegant, but pack a mighty punch that many would find surprising from a fighter.

Speed: 10
Turns: SM
Hull: 4
In Service: 2210+

Damage: –
Crew: –
Troops: –

Dogfighting: -1
Craft: –
Special Rules: Dodge 4+, Fighter

Weapon	Range	Arc	AD	Special
Light Gravitic Bolt	2	T	2	AP, Twin-Linked
Mini Graviton Beam	3	T	2	Mini-Beam



Riva Super Heavy Fighter Flight

Patrol (Wing of Three Flights)

Using its bow-mounted grav beam on the approach and its aft-mounted gravitic bolts as it passes by, the Riva can cause significant damage to a lightly armoured vessel and be agile enough to avoid suffering at the hands of nearby enemies. The Riva made good account of itself against the Dilgar where massed wings made devastating attack runs.

Speed: 7
Turns: SM
Hull: 6
In Service: 2223+

Damage: –
Crew: –
Troops: –

Dogfighting: -1
Craft: –
Special Rules: Dodge 5+, Fighter

Weapon	Range	Arc	AD	Special
Grav Cannon	4	T	2	Precise, Super AP
Mini Graviton Pulsar	2	T	4	AP



Shakara-class Scout Cruiser

Skirmish

Using salvaged technology lifted from battlefields along the Abbai trade routes during the Shadow War, the Im-Rehsa corporation reverse engineered versions of the Matriarchate's communications disruptors. Using these new systems on a hull specifically designed to house them, the Shakara is a lightly armed and armoured scout that maps out hyperspace routes and passes under enemy sensors.

Speed: 8
Turns: 1/45°
Hull: 5

Damage: 16/6
Crew: 18/6
Troops: 1

Craft: None
Special Rules: Jump Engine, Scout, Stealth 4+
In Service: 2261+

Weapon	Range	Arc	AD	Special
Comms Disruptor *	15	F	2	Super AP
Graviton Pulsar	12	F	6	AP
Graviton Pulsar	12	A	4	AP

* See page 90 for full rules on Comms Disruptors.



Tashkat-class Advanced Cruiser

War

The Tashkat draws together the sum total of Brakiri experience in warship architecture. The graviton beam can match the heavy lasers of Earth in raw hitting power, though they are slower to recharge, while the amazing gravitic shifters can actually disrupt an enemy fleet, breaking it apart before it can launch a concerted attack.

Speed: 8
Turn: 2/45°
Hull: 6

Damage: 78/12
Crew: 80/12
Troops: 5

Craft: None
Special Rules: Anti-Fighter 2, Interceptors 5, Jump Engine
In Service: 2252+



Weapon	Range	Arc	AD	Special
Graviton Shifter	10	F	—	Gravitic Shifter
Graviton Shifter	10	F	—	Gravitic Shifter
Graviton Beam	24	F	10	Beam, Double-Damage, Slow-Loading
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	14	AP
Graviton Pulsar	12	S	14	AP

Takata-class Mine Cruiser (Tashkat Variant)

War

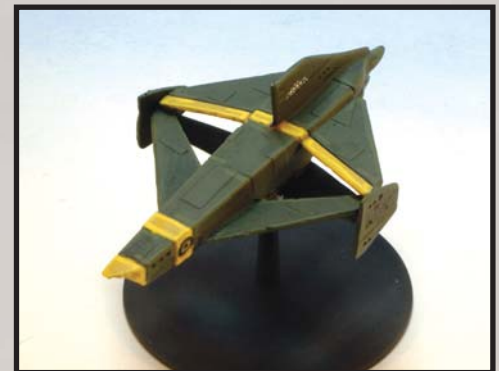
The Takata has been designed to carry gravitic mines into battle. Based, in concept, on Narn energy mines, they are less powerful but quicker to recycle making them more versatile.

Speed: 8
Turn: 2/45°
Hull: 6

Damage: 78/12
Crew: 80/12
Troops: 5

Craft: None
Special Rules: Anti-Fighter 2, Interceptors 5, Jump Engine
In Service: 2264+

Weapon	Range	Arc	AD	Special
Gravitic Mine	30	F	4	Double Damage, Energy Mine
Gravitic Mine	30	F	4	Double Damage, Energy Mine
Gravitic Mine	30	F	4	Double Damage, Energy Mine
Gravitic Mine	30	F	4	Double Damage, Energy Mine
Graviton Pulsar	12	F	10	AP
Graviton Pulsar	12	A	6	AP
Graviton Pulsar	12	P	10	AP
Graviton Pulsar	12	S	10	AP



CAMPAIGNS: REFITS AND OTHER DUTIES

Brakiri Syndicracy Fleets use the following tables for Refits and Other Duties when playing campaign games.

Brakiri Syndicracy Refits

2d6	Refit
2	Jump Engines: The ship gains the Jump Engine trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
4	Miniature Gravitic Mine: The Syndicracy has worked hard to miniaturise the revolutionary gravitic mine and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Gravitic Mine with a Range of 20, Fore arc, 4 AD, and the Energy Mine traits. This may only be applied once to one ship in the entire fleet.
5	Enhanced Interceptors: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 6 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Brakiri Syndicracy Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raider ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new Captain takes command of the vessel – a highly decorated Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Withdrawal of Funding: The ship's Captain uses his influence with various Brakiri Corporations to manipulate the target's money markets, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
5	Orders From the Corporation: The ship's Captain receives highly classified orders from his corporation, to be followed to the letter for the highest possible profit. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
7	More Funding: The ship's exploits have become well known throughout the Syndicracy, attracting investment and funding. The entire fleet immediately gains 2d6 RR points.
8	Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Day of the Dead: A major religious festival arrives and your entire fleet is in worship. You may not attack any Strategic Targets in your next campaign turn. However, if any other fleet dares to interrupt your people's devotions, then a Holy War will be declared against them. If attacked during this turn, you will have an extra Fleet Allocation Point in every scenario you fight against the attacking fleet for the rest of the campaign. The Day of the Dead may only happen once in a campaign – roll again if you have already had this happen.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, any League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE DRAZI FREEHOLD

Possibly the most controversial species in the League of Non-Aligned Worlds, the Drazis are single-handedly responsible for well over a hundred border conflicts, political wars and other acts of aggression since their admittance to the organisation. They can be relied on to always jump to the short conclusion, be the first to swing punches and to bring warships to bear on what would be an otherwise peaceful moment. There is no such thing as a peaceful Drazis, unless you count the dead!

Drazis as a race are driven instinctually to be aggressive hunters, ready to pounce on any scrap of prey that can be found on their harsh homeworld of Zhabar. Evolving as they did, it was the only way to ensure survival when so many of your peers wanted to crowd you out of the gene pool. They are thick-scaled warriors with stout frames and strong muscles. Growing up in Drazis society there is only one skill that will define all others – the ability to fight.

The Freehold itself was based around this idea and Drazis colonies and outposts are in a constant shift of political control and martial law, something that is very common in Drazis communities. These everyday battles in Freehold space are rarely deadly, and rarely even paid much attention to. Only extremely important duels or challenges might be scrutinised, even going as far as televising the details. This almost always fuels riots in the streets as one side's supporters begin to mix with the other. Inherently pack creatures, they battle like this to fill the void that civilisation opened in their instincts. When the dust clears and the few infirm or inept combatants have been removed, the society is stronger and tighter knit than before. The weak fall away to leave the strong and capable in power.

Discovering particle acceleration as a weapon long before figuring that it could be used in any other field, Drazis arms generally are based around the simple-yet-effective technology. Small, easy to operate and efficient for the amount of power they use, particle guns and cannon make up the majority of the Drazis fleet armament. They have found several ways to modify, augment or enhance its effects a dozen times over. Other forms of attack use too much energy, drawing away necessary thrust from engines – which is the foundation of any Drazis vessel!

Good and powerful engines are a necessity in any Drazis warship as it is tradition to run headlong at an enemy in order to best it. While not the soundest of space combat practices, Drazis ships are fast and agile as a result. They can rush into an engagement with weapon systems hot, drawing very little energy from their superheated plasma core engines. With an external solar gathering surface and enough heat sinks and exhaust ports to vent off excess radiation, the superstructure of most Drazis ships suffer slightly to make room for weapons and their necessary energy supplies.

The Drazis Freehold might be a loose cannon and the cause of strife to more than a few of its allies and galactic neighbours, but they can be depended upon to do one thing: battle any enemy until one must admit defeat. It is up to all others to stay out of the way.

THE DRAZI FREEHOLD FLEET LIST

The following forms the entire fleet list for the Drazis Freehold.

Priority Level: Patrol

Breaching Pod Wing (4 flights)
 Eyehawk-class scout cruiser
 Sky Serpent Wing (3 flights)
 Star Snake Wing (6 flights)

Claweagle-class direct assault frigate
 Guardhawk battle escort
 Sleekbird-class Assault Cruiser
 Sunhawk battlecruiser

Priority Level: Skirmish

Darkhawk missile cruiser
 Solarhawk battlecruiser
 Warbird cruiser

Jumphawk command cruiser
 Strikehawk battle carrier

Priority Level: Raid

Firehawk advanced cruiser

Priority Level: Battle

Nightfalcon battle carrier

Stormfalcon heavy cruiser

Priority Level: War

Fireraptor-class battleship

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

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

DRAZI FREEHOLD FLEET SPECIAL RULES

The following special rules apply to all Drazi Freehold fleets.

Aggression: Drazi are an aggressive and belligerent race with a love of brawling and violence. More than any other race, they actively enjoy combat for combat's sake and are slow to surrender or flee even when a battle goes against them. The Drazi thus gain a +1 bonus to all Crew Quality checks made for Give Me Ramming Speed! or Stand Down And Prepare To Be Boarded! Special Orders, whether the Drazi are the instigators or subjects of such an order.

Sky Hook Catapult: The Drazi make use of a catapult system to launch their Sky Serpent fighters from carriers, literally hurling the craft into space at high velocity. When deploying Sky Serpents, a ship will place them up to 8" away in its front arc. Star Snakes are deployed normally.

Tactics – Quick & Decisive: The Drazi mindset, tactics and ships all favour quick, decisive strikes, hitting first and hitting hard. In any scenario where the Drazi are designated as the attacker, their Initiative bonus increases to +2. However, in any scenario where the Drazi are designated as the defender (or where this is not specified), their Initiative bonus decreases to +1.

DRAZI FREEHOLD INITIATIVE: +1/+2

Breaching Pod

Capable of transporting a platoon of assault troops across the war zone and on towards an enemy ship. Plasma cutters allow the breaching pod to cut through metres of armour plating once latched onto the target's hull, gaining entry for the troops on board.

Speed: 6
Turn: SM
Hull: 6
In Service: 2211+

Damage: –
Crew: –
Troops: 1

Dogfight: –
Craft: –
Special Rules: Breaching Pod, Dodge 5+

Patrol (Wing of Four Flights)



Claweagle-class Direct Assault Frigate

Patrol

The Claweagle is a small frigate designed to literally attach itself to an enemy ship of larger size in order to slow it down and blast away at the hull with its weapons array.

Speed: 12
Turns: 2/45°
Hull: 4

Damage: 8/2
Crew: 6/1
Troops: 3

Craft: None
Special Rules: Agile
In Service: 2255+

Weapon	Range	Arc	AD	Special
Particle Beam	4	B	4	Weak

* The Claweagle may initiate a boarding action, simply by moving into contact with an enemy ship and succeeding in an opposed Crew Quality test. If successful, it will stay in contact with the enemy ship until the Drazi player decides to release it in an End Phase. The Claweagle may also fire its particle beams into the ship (but not at other targets while grappled). While attached, the Claweagle may only be attacked by Fighters or ships other than the one being grappled with weapons that also have the Accurate or Precise trait. Troops on board the Claweagle may automatically initiate a boarding action against any ship they are in contact with, as if they were using breaching pods. These Troops may not leave with the Claweagle when it detaches from the target ship. The Claweagle may not perform any Special Actions while clamped in this way.

Firehawk-class Advanced Cruiser

Raid

The Firehawk is an advanced attack cruiser that combines the success of the contained fusion bulb of the Stormfalcon with the speed of the Sunhawk. Packing a surprisingly small number of weapons systems for an 'advanced' Drazi vessel, the Firehawk instead relies on 'quality over quantity' in the fact that its weapons can fully bisect a ship in seconds.

Speed: 12 **Damage:** 28/8
Turns: 2/45° **Crew:** 32/10
Hull: 5 **Troops:** 1

Craft: None
Special Rules: Agile, Dodge 5+
In Service: 2241+

Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	4	Beam, Triple Damage, Slow Loading
Particle Cannon	15	B	4	Beam



Fireaptor-class Battleship

War

Despite sporting the latest artificial gravity and enhanced systems the ISA has provided, it is clear to any analyst that the Drazi have not learned a thing. The ship is simply a larger and more powerful version of existing craft, concentrating on speed and agility with weapons focussed forwards.

Speed: 8 **Damage:** 62/15
Turn: 2/45° **Crew:** 75/20
Hull: 6 **Troops:** 6

Craft: 1 Sky Serpent Flight, 4 Star Snake Flights
Special Rules: Anti-Fighter 2, Carrier 2, Jump Engine
In Service: 2269+



Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	6	Beam, Triple Damage, Slow Loading
Particle Cannon	15	B	6	Beam
Heavy Particle Blaster	8	F	8	Double Damage
Particle Repeater	12	F	10	Twin-Linked
Missile Rack	30	F	6	Precise, Slow-Loading, Super AP

Sky Serpent Heavy Assault Fighter Flight

Patrol (Wing of Three Flights)

The Sky Serpent is a massive dogfighter with enough firepower to damage capital ships if it survives long enough to reach them.

Speed: 8 **Damage:** —
Turn: SM **Crew:** —
Hull: 5 **Troops:** —
In Service: 2220+

Dogfight: -1
Craft: —
Special Rules: Dodge 4+, Fighter

Weapon	Range	Arc	AD	Special
Twin Particle Array	4	T	4	Twin-Linked
Missile Rack	4	T	4	AP



Star Snake Light Attack Fighter Flight

Patrol (Wing of Six Flights)

A fast fighter with a fine balance of capabilities, the Star Snake is a ubiquitous sight in the Drazi fleet.

Speed: 14 **Damage:** —
Turn: SM **Crew:** —
Hull: 4 **Troops:** —
In Service: 2210+

Dogfight: +1
Craft: —
Special Rules: Atmospheric, Dodge 2+, Fighter

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





Stormfalcon-class Heavy Cruiser

Battle

A ship that has undergone an impressive number of refits considering how new the design is, the Stormfalcon is one of the heaviest ships in the Drazi fleet and the most powerful main assault vessel they possess. Capable of ripping apart any vessel its size or smaller, it has the multiple advantages of dense armour, powerful guns and a fighter compliment to augment its capabilities.

Speed: 10
Turn: 2/45°
Hull: 6

Damage: 48/12
Crew: 60/18
Troops: 5

Craft: 1 Sky Serpent flights, 2 Star Snake flights
Special Rules: Anti-Fighter 1, Jump Engine
In Service: 2238+



Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	4	Beam, Triple Damage, Slow-Loading
Heavy Particle Cannon	15	B	3	Beam, Double Damage
Heavy Particle Blaster	8	F	4	Double Damage
Particle Repeater	12	F	8	Twin-Linked

Nightfalcon-class Heavy Carrier (Stormfalcon Variant)

Battle

The Nightfalcon is a deadly example of evolving technology in the Drazi military. This vessel, based on the new Stormfalcon hull, carries Star Snakes flights and Sky Serpent assault fighters on launch catapults on its outer hull. Also outfitted with considerable firepower and a reinforced structure, the Nightfalcon is a lethal craft by itself and a force to be reckoned with when its fighters are launched.

Speed: 8
Turn: 2/45°
Hull: 6

Damage: 54/12
Crew: 64/18
Troops: 4

Craft: 3 Sky Serpent flights, 3 Star Snake flights
Special Rules: Anti-Fighter 1, Carrier 3, Command +1, Jump Engine
In Service: 2258+

Weapon	Range	Arc	AD	Special
Heavy Particle Cannon	15	B	4	Beam, Double Damage
Heavy Particle Blaster	8	F	4	Double Damage
Twin Particle Array	8	F	10	Twin-Linked



Sunhawk-class Battlecruiser

Patrol

Possibly the most common military ship of the Drazi Freehold, the Sunhawk is sleek, agile and capable of battling toe-to-toe with the capital ships of most other races when deployed in squadrons. The Sunhawk is most often encountered on patrol around Drazi colonies or escorting important convoys, duties this vessel excels at. Its combination of speed and firepower also make it suitable for preliminary strikes against hostile powers, despite its relatively small size.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 12/3
Crew: 14/4
Troops: 2

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+
In Service: 2198+



Weapon	Range	Arc	AD	Special
Particle Cutter	12	B	2	Beam
Particle Blaster	8	B	4	Twin-Linked

Darkhawk-class Missile Cruiser (Sunhawk Variant)**Skirmish**

A deadly ship based on the extremely common and effective Sunhawk, the Darkhawk is a missile carrier with the ability to put a remarkable number of projectiles into space and guide them with some of the most sophisticated computer systems the Drazis have at their command.

Speed: 12 **Damage:** 12/3
Turn: 2/45° **Crew:** 14/4
Hull: 4 **Troops:** 3

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+
In Service: 2214+



Weapon	Range	Arc	AD	Special
Missile Rack	30	F	5	Precise, Slow-Loading, Super AP
Particle Cutter	12	B	2	Beam

Eyehawk-class Scout Cruiser (Sunhawk Variant)**Patrol**

The Eyehawk requires a jump-capable ship to play escort to it in order to bring its powerful sensors to areas the Freehold wants reconnaissance from, such as the Jumphawk. Like most Drazi ships, the Eyehawk brings little subtlety to the battlefield and the Freehold has never mastered stealth tactics. It is extremely fast though, and plays to the Drazis' strengths.

Speed: 14 **Damage:** 12/3
Turns: 2/45° **Crew:** 14/4
Hull: 4 **Troops:** 1

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+, Scout
In Service: 2202+

Weapon	Range	Arc	AD	Special
Particle Blaster	8	B	4	Twin-Linked

**Guardhawk-class Battle Escort (Sunhawk Variant)****Patrol**

The deadliest anti-fighter vessel in the Drazi fleet, the Guardhawk is designed for use against Raiders and does an excellent job in this role. In fact, its success rate is often the nail in a Guardhawk's coffin as Raiders will go out of their way to bring down a Guardhawk before they do anything else. Even if a convoy escapes while the Raiders are doing so, the expense of replacing a lost Guardhawk sometimes ensures that merchant routes are less well protected for a while.

Speed: 10 **Damage:** 12/3
Turn: 2/45° **Crew:** 14/4
Hull: 4 **Troops:** 2

Craft: None
Special Rules: Agile, Anti-Fighter 6, Atmospheric, Dodge 5+, Escort
In Service: 2234+



Weapon	Range	Arc	AD	Special
Particle Repeater	12	B	6	Twin-Linked

Jumphawk-class Command Cruiser (Sunhawk Variant)**Skirmish**

A command variant of the Sunhawk and a very capable ship, possessing considerably superior armaments to the Sunhawk on which it is based, many Drazi prefer the Jumphawk and cherish their assignments in this venerable class of warship.

Speed: 12 **Damage:** 12/3
Turn: 2/45° **Crew:** 14/4
Hull: 5 **Troops:** 3

Craft: None
Special Rules: Agile, Atmospheric, Command +1, Dodge 5+, Jump Engine
In Service: 2206+

Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	4	Beam
Particle Blaster	8	B	8	Twin-Linked



Solarhawk-class Battlecruiser (Sunhawk Variant)

Skirmish

A Sunhawk variant that exists only as a mobile platform for the deadly but slow-firing solar cannon, the Solarhawk is not very common in the Drazi armada. Only ten Solarhawks still exist and the line has been discontinued until the solar cannon can be developed into a more practical weapon. Until then, the ships remain in service and appear as often as the Green Fleet can find crews willing to man them.

Speed: 12
Turn: 2/45°
Hull: 4

Damage: 12/3
Crew: 14/4
Troops: 2

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+, Jump Engine
In Service: 2258+

Weapon	Range	Arc	AD	Special
Solar Cannon	18	B	4	Beam, Triple Damage, Slow-Loading



Warbird-class Cruiser

Skirmish

One of the most versatile of all Drazi vessels, the Warbird is a favourite among their Admirals. Though individually weaker than comparable ships among the fleets of the major races, the Warbird is lethal when fielded in squadrons. Combining a devastating punch with the speed and agility to bring its particle cannon into play, the Warbird is a superb strike vessel.

Speed: 12
Turn: 2/45°
Hull: 5

Damage: 18/4
Crew: 20/5
Troops: 3

Craft: None
Special Rules: Agile, Atmospheric, Dodge 5+
In Service: 2234+



Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	4	Beam
Particle Repeater	10	B	12	Twin-Linked

Sleekbird-class Assault Cruiser (Warbird Variant)

Patrol

The Sleekbird is a rapid assault ship used to deliver eager Drazi boarding parties via breaching pods and assault shuttles to enemy ships, space stations and, on a limited scale, hostile worlds. Taking advantage of the Warbird's heavy armour, this variant only possesses light particle beams but its main weapon is the ability to move into an advantageous position before delivering an overwhelming support.

Speed: 12
Turns: 2/45°
Hull: 5

Damage: 18/4
Crew: 20/5
Troops: 4

Craft: 1 Breaching Pod Flight
Special Rules: Agile, Atmospheric, Dodge 5+, Shuttles 2
In Service: 2238+

Weapon	Range	Arc	AD	Special
Particle Repeater	4	B	12	Twin-Linked



Strikehawk-class Battle Carrier (Warbird Variant)

Skirmish

Despite the name, the Strikehawk is actually a Warbird variant with reinforced bulkheads and an external catapult mounted to launch a single Sky Serpent heavy fighter. The Strikehawk is a common ship and the Drazi has refined the technique of retrofitting the Sky Hook catapult system to the point where any Warbird can be converted into Strikehawk configuration or back again within a matter of days.

Speed: 12
Turn: 2/45°
Hull: 5

Damage: 18/4
Crew: 20/5
Troops: 3

Craft: 1 Sky Serpent flight
Special Rules: Agile, Atmospheric, Dodge 5+
In Service: 2220+



Weapon	Range	Arc	AD	Special
Particle Cannon	15	B	3	Beam
Particle Repeater	10	B	10	Twin-Linked

CAMPAIGNS: REFITS AND OTHER DUTIES

Drazi Freehold Fleets use the following tables for Refits and Other Duties when playing campaign games.

Drazi Freehold Refits

2d6 Refit

- 2 **Jump Engines:** The ship gains the Jump Engine trait if it did not have it before and has at least 15 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It gains the Double Damage trait but has its Attack Dice reduced by half (round up) +1.
- 4 **Miniature Solar Cannon:** The Freehold has worked hard to miniaturise the devastating solar cannon and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Solar Cannon with a Range of 12, Boresight arc, 1 AD, and the Beam, Slow-Loading, Super AP and Triple Damage traits. This may only be applied once to one ship in the entire fleet.
- 5 **Point Defence:** Bought from the Centauri, the ship gains a weapon system designed to destroy fighters. The ship gains Anti-Fighter +1.
- 6 **Long Range Targeting Systems:** Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 **Additional Weapons Fitted:** Choose one weapon system that has at least 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system and a solar cannon may not be selected.
- 8 **Refined Targeting Systems:** Choose one weapon system with a Boresight arc. Extended targeting systems and advanced weapon mounts now change this weapon to have a Fore arc.
- 9 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 **Supercharged Thrusters:** The ship gains a +2 bonus to its Speed score.
- 11 **Extra Sky Hook:** The ship immediately gains a Sky Serpent flight and launcher, regardless of whether it possesses one already or not.
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Drazi Freehold Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
- 4 **Raiding Force:** This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
- 5 **Green and Purple:** The crew of this ship spark a challenge for the leadership of the entire fleet cripples nearly every vessel. You will now suffer a -4 penalty to Initiative both during the campaign turn and within each battle. However, once one side has achieved dominance, the strongest and smartest Drazi will be in charge. Roll one dice at the end of every campaign turn, adding +1 if you won more battles than you lost during that turn and deducting -1 if you lose more battles than you won. On the score of a 5 or more, the leadership challenge is concluded. From now on, the original Initiative penalty is ignored and you instead gain a +2 Initiative bonus to both campaign turns and individual battles. This may only happen once per campaign. If this has already happened to another ship in your fleet, roll again.
- 6 **Veteran Fighter Pilots:** A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
- 7 **Time in Orbit:** The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! Action.
- 8 **Veteran Engineers:** The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Lightning Attack:** With typical Drazi aggressiveness, the ship launches a blinding assault on an enemy fleet before withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
- 10 **Diverting Raid:** Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
- 11 **Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 **Assistance Rendered:** A rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE GAIM INTELLIGENCE

The Gaim Intelligence has always had a touch of a mystery. The decisions of their centuries-old Queens from within the hive-cities of N'Chak'fa are enigmatic and sometimes without obvious rhyme or reason. Their hive-mind connects them in ways that no other species can boast, and it gives them tremendous solidarity as a species. When an idea rips through their ranks on empathic-pheromone receptors, it is as if they all understand it as their own. Unified and loyal under the Queens, the Gaim are truly alien.

After joining the League and learning of others' starships through buying and salvaging commonplace hulls from their neighbours and peers, the Gaim began secretly building their own style of vessels using their mastery of biological and architectural sciences. These new hulls, seeing only service on small excursions along local protected jump routes and asteroid fields, saw use after the majority of their 'borrowed' fleet was wiped out during the Shadow War. The Gaim withdrew into itself to rebuild, staying apprised of galactic affairs, but not involving themselves.

Upon joining the ISA, young Queens were dispatched to the stars on specially-crafted ships, and many of the bloated insectoids were taken to the homeworlds of their peers. The fleets of the Gaim Queens were akin to honour guards, massive vessels filled with bulkheads and reinforced tubing to pack hundreds of crew drones and deadly bio-engineered warriors into tight rooms and important levels. These ships sailed on biologically-fuelled plasma, allowing the Gaim to fill their ships with their natural methane atmospheres without fear of rupture or explosion by sparking fusion engines.

In order to protect the number of Queens flying through the galaxy, the Gaim designed high-science versions of their oldest weaponry to fit to the newest vessels of their fleet. Continuing to use older particle-throwing scatterguns as defence turrets, they modified the firing capacity on larger models to emit laser energy at a similar rate. This new gatling laser vomits a stream of staccato fire faster than the eye can track, almost making it seem like a single constant beam of coherent light. In a similar vein, the old and unreliable packet torpedoes were filled with positively-charged reactive masses instead of the formerly negative ones. Instead of detonating in shards of destructive energy, the bomb fills an area of space with electron-stripping photons at significant ranges – almost assuredly eliminating small craft and fighters. The most interesting and powerful aspect of the Gaim fleets on the move is the use of manned-missiles. Drone pilots are easy to hatch and created to be disposable, so whether they are trying to bring bio-plasma emitters to bear on a target or setting their reactor to overload before burying themselves in the enemy's hull, they are nothing more than another asset to be spent at the Queens' whim.

Why exactly the Gaim Intelligence have chosen to leave their planet to seek others is a mystery to the entire galaxy. What is known is that a young Queen landed on Earth a week before the Drakh attacked and poisoned it in 2266. The Queen, her retinue and all of the hatchling grubs were specifically susceptible to the virus and died violently in just a few days. Ever since, even the High Queens have been on the move, their gigantic hive-ships soaring through hyperspace toward some unknown and terrifying end...

THE GAIM INTELLIGENCE FLEET LIST

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

Priority Level: Patrol

Breaching Pod Wing (4 flights)
Stak-class scout

Klikkita Wing (6 flights)

Priority Level: Skirmish

Sataaka-class gunship

Shuuka-class queen light cruiser

Priority Level: Raid

Shaakak-class queen cruiser
Stuteeka-class war carrier

Skrunnka-class assault ship

Priority Level: Battle

Shrutaa-class queen battleship

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

A Klikkita flight may convert itself into a Klikkitak flight in any End Phase, whether it has been launched or not from its parent ship. Once converted into a Klikkitak, it may not change back. Klikkitak flights may not be used to intercept other fighters or breaching pods and have no chance to be recovered by ships with the Fleet Carrier trait if destroyed..

GAIM INTELLIGENCE FLEET SPECIAL RULES

The following special rules apply to all Gaim Intelligence fleets.

Assault Drones: The drones used as troops by the Gaim are genetically bred to be awesome fighting machines. Whenever performing a boarding action or planetary assault, Gaim Troops roll two dice when attacking, taking the best one.

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

The Queens: Every Gaim fleet must be led by at least one Queen ship (of any type). Queen ships receive a +1 bonus to Crew Quality, and every ship in the fleet will have the same Crew Quality as the nearest Queen.

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

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

GAIM INTELLIGENCE INITIATIVE: +3

Breaching Pod

Patrol (Wing of Four Flights)

Capable of transporting a platoon of assault drones across the war zone and on towards an enemy ship. Photon Cutters allow the breaching pod to cut through thick armour plating once latched onto the hull of a target, gaining entry for the drones carried on board.

Speed: 8

Damage: –

Dogfighting: –

Turns: SM

Crew: –

Craft: –

Hull: 5

Troops: 1

Special Rules: Breaching Pod, Dodge 5+

In Service: 2168+

Klikkita Light Fighter

Patrol (Wing of Six Flights)

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

Speed: 12

Damage: –

Dogfighting: +1

Turns: SM

Crew: –

Craft: –

Hull: 3

Troops: –

Special Rules: Dodge 2+, Fighter

In Service: 2213+

Weapon	Range	Arc	AD	Special
Plasma Bolt	2	T	1	–

Klikkitak Crewed Missile

Special

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

Speed: 10 **Damage:** – **Dogfighting:** +0
Turns: SM **Crew:** – **Craft:** –
Hull: 4 **Troops:** – **Special Rules:** Dodge 3+, Fighter
In Service: 2213+

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

Sataaka-class Gunship

Skirmish

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

Speed: 9 **Damage:** 18/4 **Craft:** 2 Klikkita flights
Turn: 2/45° **Crew:** 29/6 **Special Rules:** Advanced Anti-Fighter 4, Flight Computer, Interceptors 1
Hull: 5 **Troops:** 6 **In Service:** 2189+

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



Shaakak-class Queen Light Cruiser

Raid

Shaakaks are often deployed in small makeshift squadrons to support a single Shrutaa, though they will also be found leading small strike forces against the enemies of the Gaim.

Speed: 6 **Damage:** 38/4 **Craft:** 12 Klikkita flights, 2 Breaching Pod flights
Turn: 1/45° **Crew:** 40/5 **Special Rules:** Advanced Anti-Fighter 8, Carrier 5, Flight Computer, Interceptors 5, Jump Engine, Lumbering
Hull: 6 **Troops:** 9 **In Service:** 2175+

Weapon	Range	Arc	AD	Special
Photon Bomb	30	T	4	AP, Energy Mine
Photon Bomb	30	T	4	AP, Energy Mine



Shrutaa-class Queen Battleship

Battle

The Shrutaa is a solid warship, built to protect the Queen inside as she directs the entire battle.

Speed: 5 **Damage:** 72/14 **Craft:** 16 Klikkita flights, 6 Breaching Pod flights
Turn: 1/45° **Crew:** 120/28 **Special Rules:** Advanced Anti-Fighter 8, Carrier 6, Flight Computer, Interceptors 5, Jump Engine, Lumbering
Hull: 6 **Troops:** 12 **In Service:** 2201+

Weapon	Range	Arc	AD	Special
Photon Bomb	40	T	4	AP, Energy Mine
Photon Bomb	40	T	4	AP, Energy Mine
Photon Bomb	40	T	4	AP, Energy Mine

Shuuka-class Queen Light Cruiser

Skirmish

Shuukas are usually used to support larger ships in managing over-sized fleets or occasionally lead a small force into enemy territory.

Speed: 6 **Damage:** 19/4
Turn: 2/45° **Crew:** 28/6

Craft: 6 Klikkita flights, 4 Breaching Pod flights
Special Rules: Advanced Anti-Fighter 6, Carrier 4, Flight Computer, Interceptors 2, Jump Engine
In Service: 2209+

Hull: 6 **Troops:** 6

Weapon	Range	Arc	AD	Special
Photon Bomb	40	T	2	AP, Energy Mine
Photon Bomb	40	T	2	AP, Energy Mine
Photon Bomb	40	T	2	AP, Energy Mine
Photon Bomb	40	T	2	AP, Energy Mine

Skrunnka-class Assault Ship

Raid

The Skrunnka is tough and can weather the most devastating attacks. It lacks a wide range of offensive weaponry, leading the Queens to wield its legion of assault drones as they would any other ranged system.

Speed: 8 **Damage:** 38/7
Turn: 1/45° **Crew:** 50/10

Craft: 3 Klikkita flights, 14 Breaching Pod flights
Special Rules: Advanced Anti-Fighter 6, Carrier 6, Flight Computer, Interceptors 2, Jump Engine, Shuttles 8
In Service: 2209+

Hull: 6 **Troops:** 16

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



Stak-class Scout

Patrol

In wartime, groups of Stak will work together as they cross into enemy held systems, cataloguing defences and fleet compositions, throwing photon bombs to cause confusion if forced to retreat.

Speed: 10 **Damage:** 6/1
Turn: 2/45° **Crew:** 18/4
Hull: 4 **Troops:** 3

Craft: 1 Klikkita flight
Special Rules: Advanced Anti-Fighter 2, Flight Computer, Scout, Stealth 5+
In Service: 2189+

Weapon	Range	Arc	AD	Special
Photon Bomb	16	T	1	AP, Energy Mine, Slow-Loading
Gatling Laser	4	F	2	Beam



Stuteeka-class War Carrier

Raid

The Stuteeka is weakly armoured and in need of constant protection. However, its massive hangers house racks upon racks of Klikkitas, ready to launch within minutes and overwhelm the enemy in sheer numbers.

Speed: 6 **Damage:** 50/14
Turn: 2/45° **Crew:** 68/16

Craft: 24 Klikkita flights, 4 Breaching Pod flights
Special Rules: Advanced Anti-Fighter 6, Carrier 8, Fleet Carrier, Flight Computer, Interceptors 3, Jump Engine
In Service: 2218+

Hull: 4 **Troops:** 9



Weapon	Range	Arc	AD	Special
Photon Bomb	40	T	2	AP, Energy Mine
Photon Bomb	40	T	2	AP, Energy Mine
Photon Bomb	40	T	2	AP, Energy Mine

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Gaim Intelligence Refits

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

Gaim Intelligence Duties

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

THE PAK'MA'RA

The pak'ma'ra are carrion eaters and scavengers of the highest calibre, and little escapes their grasp as they drift through the galaxy. Few notice what the pak'ma'ra are doing, usually out of a deep sense of revulsion. The pak'ma'ra are everywhere. They accomplish this not by high technology or telepathic influence but through the collective ignorance and prejudice set against them.

The fleets of the pak'ma'ra revolve around their ability to make lucrative trade contracts over the highly-prized Quantum-40 that is thick on many of their system's worlds and moons. In exchange for decent trade taxation and Q-40 prices several League races donate older starship hulls to the pak'ma'ra. Gutting these vessels of foreign technologies, the pak'ma'ra refit the ships to better suit their needs. Those who have traded vessels to the pak'ma'ra are sometimes horrified to find their former ships filled with junk, organic leftovers and other materials. Once modified for the carrion eaters' lifestyle and dietary habits, they can ply the space lanes for as long as they wish.

Often carrying expensive loads of Quantum-40, the pak'ma'ra have had to heavily augment their vessels in order to protect themselves from raiders and other enemies. Masters of plasma technology, every weapon system on their ships is tied into a central plasma-battery engine. The use of plasma is considered by most as an old and defunct relic of the shipbuilding industry, yet the pak'ma'ra rely on it. They have managed to deploy powerful heavy plasma cannons on very small ships and fit the deadly and infamous plasma torpedo launcher in order to give them a longer-ranged punch. Not known for the ferocity of their marines or the agility of their pilots, every ship is fitted with plasma web interceptors to spin deadly strands of superheated gas around enemy fighters, literally slicing them to ribbons.

Only having a single system that contains their homeworld of Melat allows the pak'ma'ra to mass a significant and numerous defence fleet around their only true assets. They blockade the only jump gate into their system with a formidable fleet and a hulking space station nicknamed the Abattoir by spacers everywhere.

The pak'ma'ra exist mainly as traders and wanderers of the galaxy, enjoying their ability to move among the worlds of others without hassle. Some believe the carrion eaters have an ulterior motive for placing so many of their kind in the communities of the other races, considering how disliked their presence tends to be.

THE PAK'MA'RA FLEET LIST

The following forms the entire fleet list for the pak'ma'ra.

Priority Level: Patrol

Porfatis Wing (3 flights)

Sunhawk-class battlecruiser

Priority Level: Skirmish

Ikorta-class armed merchant

Warbird-class cruiser

Priority Level: Raid

Halik-class frigate

Urik-Hal-class Supermerchant

Priority Level: Battle

Hurr gunship

Priority Level: War

Pshul'shi-class convoy guardian

PAK'MA'RA FLEET SPECIAL RULES

The following special rules apply to all pak'ma'ra fleets.

Redundant Systems: Pak'ma'ra ships are a bewildering mess to the eyes of aliens, filled with refuse, junk and multiple, competing systems. While a nightmare for the uninitiated to fly, pak'ma'ra ships are exceptionally durable. Whenever a pak'ma'ra ship loses either Crew or Damage, roll one dice for every point lost. On a 6 or more, the damage is ignored. This does not nullify the special effects of critical hits, though Damage and Crew lost because of them are rolled for as normal.

If a pak'ma'ra ship takes the Close Blast Doors and Activate Defence Grid! Special Action, then this roll will be increased to a 5 or more as usual – it does not get two rolls for every point of Crew or Damage!

Plasma Web: When multiple pak'ma'ra ships co-ordinate their attacks, they can create spectacular plasma displays that cover huge areas of space, trapping multiple enemies in a nightmarish web of energy. If a squadron of pak'ma'ra ships with plasma cannon or heavy plasma cannon target the same area of space (this need not be an enemy ship, and may just be an empty space on the table), then these weapons will have their combined AD halved (rounding down) but will gain the Energy Mine trait. Heavy plasma cannon will only retain their Double Damage trait if no plasma cannon are used in the construction of the web.

Gentle Beings: The pak'ma'ra have never really been distinguished as warriors, whether it is due to their psychology or the complicated design of their ships. All pak'ma'ra ships suffer a -1 penalty to their Crew Quality scores.

Scavengers: Pak'ma'ra are the original scavengers, and where other races see junk, they see profit.

In campaign games, if a pak'ma'ra fleet wins a scenario and has at least one ship on the table at the end of the game, he may opt to scavenge any enemy ships that are running adrift or left as burned out hulks (results 7-11 on the Damage table on page 9 of the main rulebook) and are still on the table. The pak'ma'ra fleet will immediately receive a number of RR points for each running adrift enemy ship left on the table, according to their Priority Level, as shown on the table below.

Ship's Priority Level	RR Points Gained	Ship's Priority Level	RR Points Gained
Patrol	1	Battle	10
Skirmish	2	War	20
Raid	5	Armageddon	25

Destroyed enemy ships (not those that have exploded) will yield half the number of RR points listed on the table above, rounding down.

Simple Traders: The pak'ma'ra and their movements go unnoticed in the galaxy, until it is too late. In a campaign game, no one may attack a Strategic Target that was claimed by a pak'ma'ra fleet in the same or previous turn, unless the pak'ma'ra defeated them in the previous turn. In addition, a pak'ma'ra fleet picks a ship in their fleet to receive a free roll on the pak'ma'ra Refits table on page 120 every turn.

PAK'MA'RA INITIATIVE: -3

Halik-class Frigate

Raid

As a frigate, the Halik is a good purchase for any pak'ma'ra fleet looking to protect its trade interests from raiders and light attack fleets.

Speed: 7 **Damage:** 36/4
Turn: 2/45° **Crew:** 42/4
Hull: 5 **Troops:** 1
Craft: None
Special Rules: Anti-Fighter 6, Escort
In Service: 2259+



Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	15	F	8	AP, Double Damage
Plasma Cannon	10	P	8	AP
Plasma Cannon	10	S	8	AP

Hurr Gunship

Battle

The brute force one of these vessels brings to a fleet allows the pak'ma'ra to maintain control of their most lucrative trade routes.

Speed: 6 **Damage:** 44/5
Turns: 1/45° **Crew:** 42/5
Hull: 5 **Troops:** 1
Craft: None
Special Rules: Anti-Fighter 8, Interceptors 4, Lumbering
In Service: 2265+



Weapon	Range	Arc	AD	Special
Plasma Torpedoes	25	F	6	AP, Slow-Loading, Triple Damage
Heavy Plasma Cannon	15	F	12	AP, Double Damage
Heavy Plasma Cannon	15	A	12	AP, Double Damage
Heavy Plasma Cannon	15	P	12	AP, Double Damage
Heavy Plasma Cannon	15	S	12	AP, Double Damage

Ikorta-class Armed Merchant

Skirmish

Though, per ton, an expensive purchase for the pak'ma'ra, the Ikorta is a valued addition to their fleets. Their conversion is quite extensive, as they make use of the huge hanger and troop mustering areas for cargo, making this one of the few war-grade merchant ships flying.

Speed: 7 **Damage:** 22/3
Turn: 1/45° **Crew:** 24/4
Hull: 5 **Troops:** 0

Craft: None
Special Rules: Anti-Fighter 4, Atmospheric, Interceptors 2
In Service: 2256+

Weapon	Range	Arc	AD	Special
Plasma Torpedoes	25	F	2	AP, Slow-Loading, Triple Damage
Heavy Plasma Cannon	15	F	4	AP, Double Damage
Plasma Cannon	10	P	2	AP
Plasma Cannon	10	S	2	AP



Porfatis System Patrol Boat

(Wing of Three Flights)

Classified by other races as a super heavy fighter, the pak'ma'ra regard it more as a small warship, with plenty of room inside for its crew. It is used to escort allied traders through friendly space and can sometimes be seen flying alongside short-ranged convoys.

Speed: 8 **Damage:** –
Turn: SM **Crew:** –
Hull: 6 **Troops:** –
In Service: 2231+

Dogfight: -1
Craft: –
Special Rules: Anti-Fighter 1, Atmospheric, Dodge 6+, Fighter



Weapon	Range	Arc	AD	Special
Light Plasma Array	2	T	4	AP
Micro Plasma Torpedo	8	T	1	AP, Double Damage, Slow-Loading

Pshul'shi-class Convoy Guardian

War

The largest vessel ever constructed by the pak'ma'ra, this ship is used primarily to ensure the safe arrival of large convoys through contested or dangerous space. With little room for cargo, the Pshul'shi has massive power reserves, allowing it to meet the demands of its weapon systems.

Speed: 6 **Damage:** 63/6
Turn: 1/45° **Crew:** 78/7
Hull: 6 **Troops:** 1

Craft: None
Special Rules: Anti-Fighter 6, Jump Engine, Lumbering
In Service: 2257+

Weapon	Range	Arc	AD	Special
Plasma Torpedo	25	F	4	AP, Slow-Loading, Triple Damage
Plasma Torpedo	25	F	4	AP, Slow-Loading, Triple Damage
Heavy Plasma Cannon	15	F	16	AP, Double Damage
Heavy Plasma Cannon	15	P	16	AP, Double Damage
Heavy Plasma Cannon	15	S	16	AP, Double Damage
Plasma Cannon	10	F	6	AP
Plasma Cannon	10	A	6	AP
Plasma Cannon	10	P	6	AP
Plasma Cannon	10	S	6	AP



Sunhawk-class Battlecruiser

Patrol

One of the most numerous ships bought by the pak'ma'ra from other governments, many hulls are quickly refitted to suit their new owners. Plasma weapons, known intimately by the pak'ma'ra, are fitted, along with long-ranged torpedoes.

Speed: 10 **Damage:** 12/3 **Craft:** None
Turn: 2/45° **Crew:** 14/4 **Special Rules:** Agile, Anti-Fighter 3, Atmospheric, Dodge 5+
Hull: 4 **Troops:** 0 **In Service:** 2212+

Weapon	Range	Arc	AD	Special
Plasma Cannon	10	B	4	AP
Plasma Torpedo	25	F	2	AP, Slow-Loading, Triple Damage



Urik'Hal-class Supermerchant

Raid

One of the few examples of homegrown military vessels from the pak'ma'ra, the Urik'Hal is a large merchant ship designed to weather attacks from a heavy raiding force while retaining enough firepower to destroy smaller warships. Many trading fleets are based around one of more of these ships, making them a common sight outside of pak'ma'ra space.

Speed: 6 **Damage:** 27/4 **Craft:** None
Turn: 1/45° **Crew:** 32/4 **Special Rules:** Anti-Fighter 4, Jump Engine, Lumbering
Hull: 6 **Troops:** 1 **In Service:** 2233+



Weapon	Range	Arc	AD	Special
Plasma Torpedo	25	F	4	AP, Slow-Loading, Triple Damage
Heavy Plasma Cannon	15	F	4	AP, Double Damage
Plasma Cannon	10	P	8	AP
Plasma Cannon	10	S	8	AP

Warbird-class Cruiser

Skirmish

Once the Warbird became available on the galactic market, the pak'ma'ra were quick to sign contracts with the Drazi Freehold, pleased to get their hands on a ship that was still very familiar to them, but so much more capable. It features the standard pak'ma'ra modifications, made all the more effective by its enhanced hardpoints.

Speed: 10 **Damage:** 18/2 **Craft:** None
Turn: 2/45° **Crew:** 20/3 **Special Rules:** Agile, Anti-Fighter 4, Atmospheric, Dodge 5+
Hull: 5 **Troops:** 0 **In Service:** 2241+

Weapon	Range	Arc	AD	Special
Plasma Cannon	10	B	8	AP
Plasma Torpedo	25	F	2	AP, Slow-Loading, Triple Damage



CAMPAIGNS: REFITS AND OTHER DUTIES

Pak'ma'ra Fleets use the following tables for Refits and Other Duties when playing campaign games.

Pak'ma'ra Refits

2d6 Refit

- 2 Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 18 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
- 3 Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 Miniature Plasma Torpedo: A small plasma torpedo launcher has been fitted to the ship. The ship gains a new Miniature Plasma Torpedo with a Range of 15, Fore arc, 1 AD, and the AP, Slow-Loading and Double Damage traits. This may only be applied once to the ship.
- 5 Enhanced Interceptors: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 6 Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 Additional Weapons Fitted: Choose one weapon system that has at least 6 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
- 9 Reinforced Hull: Add +20% to the ship's Damage score but reduce Speed by -1.
- 10 Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
- 11 Auxiliary Hanger: The ship immediately gains a Porfatis system patrol boat, so long it is of Raid level or higher.
- 12 Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Pak'ma'ra Duties

2d6 Other Duty

- 2 Contact Made: A diplomatic mission to a local government has paid off well. You may immediately add one League ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 Expert Engineers: The engineers of this ship know their vessel inside out and have built multiple redundant systems. Once during every battle, this ship may ignore the effects of one critical hit, even if it is to Vital Systems.
- 4 Just a Simple Merchant: This ship is a known trader and, as such, has a tendency to be ignored. Whenever this ship makes a Tactical Withdrawal, it will not yield any Victory Points for doing so.
- 5 Hard Workers: Efforts are redoubled to patch up this ship. It immediately repairs 2D6 Damage points.
- 6 Rich Q-40 Vein: The ship is entrusted to carry a large and valuable shipment of Q-40. Roll a dice. On a 1, the ship is intercepted by Raiders and is heavily damaged – it must be sent back to High Command for repair, missing two full Campaign Turns as usual. On a 2 or more, you immediately gain 2D6 RR Points.
- 7 Watching While Unseen: The ship has been put on scouting missions, unnoticed by the other fleets, as it travels on trade routes. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 8 Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 Devout Believers: The crew of this ship believe they are unusually blessed – and they may be right! The ship gains a free re-roll for every battle it takes part in. This re-roll must be used during the battle, or it will be lost.
- 10 Are They Attacking?: Few give pak'ma'ra war fleets serious consideration, particularly if they have traded with them in the past. Whenever this ship is present in a battle, the pak'ma'ra will automatically win the Initiative on the first turn.
- 11 Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, any League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE VREE CONGLOMERATE

Withdrawn and mysterious, the Vree have been amongst the stars long before most of the other spacefaring races, save maybe only the Minbari. They are generally an enigma, using technologies that baffle the other League races to ends that seem unbelievable to onlookers. Although they are secretive and purposefully vague on all matters, the Vree have been involved in nearly every major war or conflict this galaxy has seen in over a thousand years.

The Vree are short, grey-skinned humanoids with natural telepathic abilities that allow them to communicate easily with the many species they have investigated over the centuries. Their brightly lit saucers have landed on a thousand different planets for a hundred different reasons, if only to try and map out the galaxy. They are secretive, but have no issue meeting new species on their own terms. Vree are creatures of plan and logic, and once an equation has been laid to work it will only be deviated from in cases of prior engagements or true emergencies.

This ability to structure and confirm the cause and effect of anything a Vree plans to do has made them seem cold and mathematical to many other races, who see this lack of emotional steerage as a lack of moral conviction. This could not be more wrong. They have a collective view upon their society and its dealings almost as total as the hive mind of the Gaim. Linked by their innate telepathic abilities, the Vree are aware what is best for their Guild as a whole and do not need to seek to ask whys or why nots. The resulting society is a staggered number of large Guilds that work more or less in harmony and unison for the common goals of the Conglomerate.

Vree war saucers are capable of firing their weapons in all directions at the same time they can manoeuvre in all three axis without fail. With little to no margin of error, the Vree can bring any number of their weapon arrays to target multiple enemy ships at once. Vree ships are best served in the centre of an engagement where they can unleash their antimatter shots upon several targets, relying on their partners and allies to make up for their own wartime misgivings. They have good fighters with extremely good coordination between the telepathic pilots, but extremely inefficient carriers. This means very few Vree engagements support fighters, as they would much rather not risk their own kind when they can pay to bring other governments' carriers to their battles, saving their own fighters for outpost and station defences where they are better served.

The Vree have more dealings, more old contracts and agreements in place within the League than possibly even the Brakiri, and are far more quiet about who they do and do not owe. Leverage is just another card to be played when the time is right. They are silent and powerful, and do not answer to anyone – not even the League at times it seems. Ever present in matters of trade and commerce, policing the mapped routes and the void between the spaces, their distinct saucer ships can be seen all over the galaxy. No one knows when the Vree might be sent to parlay, scout or attack.

No one ever knows what the Vree are going to do. They prefer it that way.

THE VREE CONGLOMERATE FLEET LIST

The following forms the entire fleet list for the Vree Conglomerate.

Priority Level: Patrol

Tzymm Wing (3 flights)
Ximm-class close escort

Xaar-class patrol boat
Zorth Wing (3 flights)

Priority Level: Skirmish

Vaarka-class escort scout
Xeel-class war carrier
Xixx-class torpedo saucer

Vaarl-class scout saucer
Xirr-class bombardment saucer
Xorr-class war saucer

Priority Level: Raid

Xill-class battle saucer

Priority Level: Battle

Xaak command saucer

Xonn-class Dreadnought

Priority Level: War

Z'Takk-class command saucer

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Flights of Tzymms carried on board ships may be replaced freely with flights of Zorths.

VREE CONGLOMERATE FLEET SPECIAL RULES

The following special rules apply to all Vree Conglomerate fleets.

Telepathy: Due to their intra-species mental communications, all Vree gain a +1 bonus on all Crew Quality checks. Vree telepaths are unable to disrupt Shadow ships (see page 138).

Super Manoeuvrability: Vree ships are incredibly agile. All Vree ships may move less than half their Speed if this wish. If they do so, they may also move as if they had the Super Manoeuvrable trait.

Conglomerate Backing: When the Vree undertake a major military action, they do so with the support of their entire race and all their resources. The Vree player has 10 bonus RR points each campaign turn, but these bonus points can only be used to repair and re-crew damaged ships. Any bonus points the Vree player does not use during the Repair and Reinforcements step are lost at the end of the current campaign turn.

VREE CONGLOMERATE INITIATIVE: +0

Tzymm Heavy Fighter

Patrol (Wing of Three Flights)

Agile to a degree that few craft can hope to achieve, the Tzymm carries enough firepower to be a nuisance to frigates and capitol ships.

Speed: 10**Damage:** –**Dogfight:** +1**Turn:** SM**Crew:** –**Craft:** –**Hull:** 5**Troops:** –**Special Rules:** Atmospheric, Dodge 4+, Fighter**In Service:** 2200+

Weapon	Range	Arc	AD	Special
Light Antimatter Shredder	4	T	4	Twin-Linked
Twin Antiproton Gun	2	T	3	AP, Twin-Linked



Vaarl-class Scout Saucer

Skirmish

A very effective sensor-carrying ship, this design has proliferated into nearly every fleet in the Conglomerate because of its efficiency and advanced capabilities.

Speed: 10**Damage:** 10/3**Craft:** None**Turn:** 2/90°**Crew:** 12/4**Special Rules:** Anti-Fighter 4, Jump Engine, Scout, Stealth 5+**Hull:** 4**Troops:** 1**In Service:** 2200+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	3	Double Damage, Super AP



Vaarka-class Escort Scout (Vaarl Variant)

Skirmish

An upgrade to the Vaarl saucer, this ship exchanges its main weapon and is still in the testing stages so far as mass deployment is concerned.

Speed: 10 **Damage:** 10/3 **Craft:** None
Turn: 2/90° **Crew:** 12/4 **Special Rules:** Anti-Fighter 5, Escort, Jump Engine, Scout, Stealth 4+
Hull: 4 **Troops:** 1 **In Service:** 2230+

Weapon	Range	Arc	AD	Special
Antimatter Shredder	10	T	4	Double Damage, Twin-Linked



Xaar-class Patrol Boat

Patrol

The smallest capital ship in the Vree fleet, the Xaar exemplifies the philosophy of super-manoeuvrability and all-round firepower. The Xaar is used to patrol lightly defended systems and protect convoys against the ever present threat of Raiders, as well as escort mid-ranged ships into battle.

Speed: 12 **Damage:** 8/3 **Craft:** None
Turn: 2/90° **Crew:** 10/4 **Special Rules:** Anti-Fighter 3, Dodge 5+
Hull: 5 **Troops:** 1 **In Service:** 2225+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	4	Double Damage, Super AP

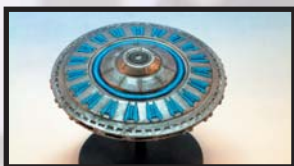


Xill-class Battle Saucer

Raid

With the hull of a cruiser, the Xill battle saucer is a strange ship to conventional space navy eyes, and it possesses both strong all-round firepower and exceptional manoeuvrability. Though the design originally dates back to the Dilgar Invasion, it has been constantly upgraded to compete with the best the rest of the League can produce. The current antimatter and antiproton weaponry are unique to the Vree and can unleash a degree of firepower that can cause serious problems even for the major races.

Speed: 8 **Damage:** 34/9 **Craft:** None
Turn: 1/90° **Crew:** 40/10 **Special Rules:** Anti-Fighter 6, Jump Engine
Hull: 5 **Troops:** 1 **In Service:** 2250+



Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	8	Double Damage, Super AP
Antimatter Shredder	10	T	10	Double Damage, Twin-Linked

Xaak-class Command Saucer (Xill Variant)

Battle

Retaining the exceptional manoeuvrability of the Xill hull on which it is based, the Xaak is one of the most powerful vessels to be found in the Vree fleets. The original design was first constructed just after the Dilgar Invasion but it has been subsequently updated and modified throughout the years to keep pace with technological developments. This has kept the Xaak at the forefront of Vree naval design.

Speed: 8 **Damage:** 34/9 **Craft:** None
Turn: 1/90° **Crew:** 40/10 **Special Rules:** Anti-Fighter 6, Command +2, Jump Engine
Hull: 6 **Troops:** 2 **In Service:** 2256+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	25	T	4	Precise, Slow-Loading, Super AP, Triple Damage
Antimatter Torpedo	25	T	4	Precise, Slow-Loading, Super AP, Triple Damage
Antimatter Cannon	15	T	8	Double Damage, Super AP
Antimatter Shredder	10	T	12	Double Damage, Twin-Linked



Xeel-class War Carrier**Skirmish**

With advanced gravitic hangar bays and classified Conglomerate launch methods, the Xeel can manage to pack two dozen heavy fighters in its comparably small frame and disgorge them in rapid succession. For its usefulness, it relies very heavily on those fighters and escorting craft for protection, as it is very poorly armed and armoured.

Speed: 10
Turns: 1/90°
Hull: 4

Damage: 20/5
Crew: 26/6
Troops: 1

Craft: 4 Tyzmm flights
Special Rules: Anti-Fighter 5, Jump Engine
In Service: 2189+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	6	Double Damage, Super AP

**Xonn-class Dreadnought****Battle**

Upon launch, the Xonn's deadly reputation spread quickly, and the Vree were pleased to hear that it was looking like the dreadnought would be among the most feared vessels in the galaxy. While not as large as the other dreadnoughts in the galaxy it was modelled after, The Xonn somehow manages to keep the Vree's signature mobility and the constant ability to turn its most lethal weaponry on any enemy in an instant.

Speed: 7
Turns: 1/90°
Hull: 6

Damage: 50/9
Crew: 52/9
Troops: 2

Craft: None
Special Rules: Anti-Fighter 8, Jump Engine, Shuttles 2
In Service: 2216+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	12	Double Damage, Super AP
Antimatter Shredder	10	T	16	Double Damage, Twin-Linked

Xorr-class War Saucer**Skirmish**

One of the oldest ships in the Vree Conglomerate military, the war saucer is outclassed by most modern capital ships but still retains a great degree of agility that keeps it in service. The flat saucer shape often confuses enemies in battle and, like most Vree spacecraft, the Xorr can quickly change direction to face new threats with ease.

Speed: 10
Turn: 2/90°
Hull: 4

Damage: 18/6
Crew: 20/6
Troops: 1

Craft: None
Special Rules: Anti-Fighter 4
In Service: 2150+



Weapon	Range	Arc	AD	Special
Twin Antimatter Cannon	15	T	4	Double Damage, Super AP, Twin-Linked
Antimatter Cannon	15	T	2	Double Damage, Super AP

Ximm-class Close Escort (Xorr variant)**Patrol**

A defensive variant of the common and aging Xorr, this ship was designed in direct response to the growing problem of Raiders along the Conglomerate's most important trade borders. These pirates had proven too tenacious to stave off with normal warships and the Vree's heavy fighters were too expensive to use in battles against them.

Speed: 10
Turn: 2/90°
Hull: 4

Damage: 18/6
Crew: 20/6
Troops: 1

Craft: None
Special Rules: Anti-Fighter 4, Escort
In Service: 2255+

Weapon	Range	Arc	AD	Special
Antimatter Cannon	15	T	3	Double Damage, Super AP



Xirr-class Bombardment Saucer (Xorr Variant)

Skirmish

The menacing Xirr is an experimental vessel that abandons antiproton technology altogether in favour of an impossibly large-bored antimatter cannon. Based on the Xorr hull, this deadly vessel demonstrates just how flexible the original design can be.

Speed: 10 **Damage:** 18/6 **Craft:** None
Turns: 2/90° **Crew:** 20/6 **Special Rules:** Anti-Fighter 4
Hull: 4 **Troops:** 1 **In Service:** 2239+

Weapon	Range	Arc	AD	Special
Heavy Antimatter Cannon	25	T	3	Super AP, Triple Damage



Xixx-class Torpedo Saucer (Xorr Variant)

Skirmish

An unusual ship for the Vree, as they usually despise projectiles as wasteful of resources, the Xixx was constructed as a response to similar vessels in the navies of other League worlds. Not wishing to have a class of vessel underrepresented by their fleet, the Vree created this design from the hull of the aging Xorr.

Speed: 8 **Damage:** 18/6 **Craft:** None
Turn: 2/90° **Crew:** 20/6 **Special Rules:** Anti-Fighter 4
Hull: 4 **Troops:** 1 **In Service:** 2195+

Weapon	Range	Arc	AD	Special
Antimatter Torpedo	25	T	2	Precise, Slow-Loading, Super AP, Triple Damage
Antimatter Torpedo	25	T	2	Precise, Slow-Loading, Super AP, Triple Damage



Z'Thkk-class Command Saucer

War

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:** 80/14 **Craft:** 4 Tzymm flights
Turn: 1/90° **Crew:** 95/16 **Special Rules:** Anti-Fighter 10, Command +2, Jump Engine
Hull: 6 **Troops:** 3 **In Service:** 2268+



Weapon	Range	Arc	AD	Special
Antimatter Torpedo	25	T	8	Precise, Slow-Loading, Super AP, Triple Damage
Antimatter Cannon	15	T	12	Double Damage, Super AP
Antimatter Shredder	10	T	20	Double Damage, Twin-Linked

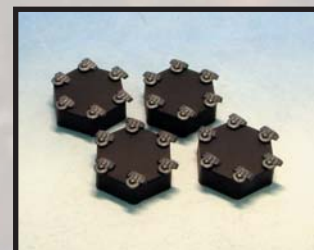
Zorth Light Fighter Flight

Patrol (Wing of Three Flights)

Used in small quantities due to their fragile hulls and need for very experienced pilots, the Zorth flies circles around nearly everything else in the sky – but must watch for even a single wayward shot, which would shatter it like glass. The Zorth's main battlefield purpose is to tie up enemy fighters with harassing flybys and strict pursuit patterns while Tzymms can get across the void between fleets and set anti-ship firing solutions.

Speed: 16 **Damage:** – **Dogfighting:** +3
Turns: SM **Crew:** – **Craft:** –
Hull: 3 **Troops:** – **Special Rules:** Atmospheric, Dodge 2+, Fighter
In Service: 2188+

Weapon	Range	Arc	AD	Special
Light Antiproton Gun	2	T	3	—



CAMPAIGNS: REFITS AND OTHER DUTIES

Vree Conglomerate Fleets use the following tables for Refits and Other Duties when playing campaign games.

Vree Conglomerate Refits

2d6 Refit

- 2 **Jump Engines:** The ship gains the Jump Engine trait if it did not have it before and has at least 15 Damage points. If the ship already possesses the Jump Engine trait, it gains the Advanced Jump Engine trait instead.
- 3 **Turbo Weapons:** Choose one weapon system. It gains the Triple Damage trait but has its Attack Dice reduced by half (round up) +1.
- 4 **Extreme Manoeuvrability:** This ship has upgraded lateral thrusters, making it even more agile than other Vree ships. The ship may move as if it had the Super Manoeuvrable trait so long as it moves no more than three quarters its Speed (rounding down) in a turn.
- 5 **Advanced Sensor Arrays:** The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
- 6 **Long Range Targeting Systems:** Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 **Additional Weapons Fitted:** Choose one weapon system that has at least 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 **Superior Antimatter Weapons:** Increased spending in the ship's budget has allowed the purchase of superior weaponry. Add 2 Attack Dice to the weapon that currently has the most Attack Dice.
- 9 **Reinforced Hull:** Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 **Supercharged Thrusters:** The ship gains a +2 bonus to its Speed score.
- 11 **Extra Hanger:** The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
- 12 **Flight Computer:** The ship gains the Flight Computer trait if it did not have it before.

Vree Conglomerate Duties

2d6 Other Duty

- 2 **Contact Made:** A diplomatic mission to the local Raiders has paid off well (or, rather, Conglomerate funds have paid the Raiders off well). You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 **New Captain:** A new Captain takes command of the vessel – a highly decorated Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed. A ship may only gain a New Captain once!
- 4 **Investment Pay Off:** The crew of this ship have invested their shares in this system wisely and have gained a massive payout for the entire fleet. Double all RR points gained this turn.
- 5 **More Funding:** The ship's exploits have become well known throughout the Conglomerate, attracting investment and funding. The entire fleet immediately gains 2d6 RR points.
- 6 **Abduction:** The ship accomplishes an abduction mission, spiriting away key personnel from another fleet in order to learn what they know. Choose an enemy fleet. In the next campaign turn, if they attack you, you turn the tables on them and launch a counterattack before they can strike. Immediately choose one of their Strategic Targets and roll for a scenario and Priority Level as if you were the attacker. If they do not possess a Strategic Target, you can lead them in a merry chase through empty space – they will simply fail to attack you in this turn.
- 7 **Bounty:** The ship brings news from the Conglomerate of a bounty set up by companies on Vreetan. During the battles of the next campaign turn, the fleet will gain a bonus of 1d6 RR points for every enemy ship the fleet destroys and 2d6 for every enemy ship that surrenders.
- 8 **Veteran Engineers:** The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 **Adept Telepaths:** The crew of this ship is joined by some of the strongest telepaths in the Conglomerate. Together, they are able to broadcast and receive messages between every Captain in the fleet. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. They may also disrupt Shadow vessels. This may only be applied once.
- 10 **Withdrawal of Funding:** The ship's Captain uses his influence with various Vree companies to target the home forces of an enemy fleet. By manipulating the target's home money markets and investments, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
- 11 **Superior Strategic Position:** A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 **Assistance Rendered:** A rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, any League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

THE RAIDERS

Not truly a faction in the purest sense, the Raiders of the galaxy are a motley crew of thieves, assassins, smugglers and outlaws that gather in small cells and communities with other likeminded individuals. Preying on smaller, weaker systems or jump routes and shipping lanes unable to protect themselves, Raiders carve their livelihoods directly from the gains of others. Some are little more than pirates, while others are part of huge organisations with starbase headquarters and control fleets of vessels.

There are some more powerful Raider cells throughout the galaxy that acquire many larger vessels from various League governments or civilian escort cruisers, turning a few scattered fighter-laden carriers into a capable fleet. These Raider fleets will eventually need to come into a starbase to dock for refuelling, repairs or unloading – which is why many outdated explorer outposts are claimed as soon as one presents itself. Left vacant by the exploring governments or corporations that first traversed various areas, these outposts are perfect. Large cargo and supply bays, enough shuttle bay access to store a hundred fighters or more and often elaborate maps and diagrams of the area's jump gates and routes.

With better facilities, Raiders can equip and upkeep larger warships designed (mostly from scavenged and salvaged parts) for attack runs on larger convoys that might have actual military support. Routinely called 'battlegagons', these ships are cheap and easy to maintain, and pack far more firepower than the ships that collectively made up its parts. These battlegagons are the primary escort to carriers, even though both can vomit clouds of Delta-Vs. Without knowing which ships may or may not come back from any particular raid, every attack will require multiple working jump engines on multiple vessels. A quick escape is preferable to a fiery destruction or any number of punishments called for by the various galactic governments. Raiding is a difficult and hazardous life, but it is one of the oldest professions to be found between the stars. When the first races began to make a profit from trade between planets, the first Raiders soon crept out of the void to skim off of it.

When undertaking any sort of engagement, a Raider fleet leader should never let better technology or faster ships get him down – nothing stings more to a career military officer like being duped by 'lowly Raiders.' It does mean that every shot has to count and that any situation could call for a full retreat, possibly even leaving behind your friends and cellmates just to slow down the authorities. When engaged in a fleet battle with something other than civilian tankers and police cutters, Raider forces must hit hard to cripple as early as their second-rate weaponry will allow. Each ship damaged in any way is a small victory towards the greater one, because a crippled vessel not only cannot harm you but they may also be claimed for salvage after a battle is won. This is the main purpose for the swarms of Delta-Vs every Raider ship packs full of.

Small and difficult to hit, the Delta-Vs' sole role in the fleet is to dogfight against other fighters, keeping them away from the sometimes-cumbersome battlegagons. They can be used in a pinch as 'system snipers' against space stations or larger capital ships, but most vessels that large carry adequate anti-fighter defences. Raider commanders that order suicide runs against Earth Alliance capital ships or Abbai defence frigates will soon find themselves staring at empty fighter bays and the bodies of an equal amount of dead pilots.

Battlegagons of any variety pack a pretty decent punch for being patchwork capital ships, and they work well in pairs. One 'wagon pours on the direct fire into a target while one releases fighters, then the other does the same to cover both his fighters and the other ship playing carrier. When all fighters are away, all offensive fire should be aimed at the greatest threat to the fighter wings – unless of course the battlegagon feels more endangered. After all the Delta-Vs carry less than an hour of life-support and would be dead anyway if their carrier is destroyed!

There are dozens upon dozens of Raider cells in existence throughout the galaxy, even during the height of the Interstellar Alliance and their constant patrols. When one cell is destroyed or routed, two others pop up elsewhere to distract the authorities – then another creeps into the original cell's place! Greed is universal, and too many societies make it too easy to assemble sizeable Raider fleets in a surprisingly short amount of time. Rare to see in a military battle, the Raider forces scattered along the jump routes and travelled places are a constant. It will be a great day when all places are free of them, but it is a day *long* off.

THE RAIDERS FLEET LIST

The following forms the entire fleet list for the Raiders.

Priority Level: Patrol

Breaching Pod Wing (5 flights)

Delta-V2 Wing (5 flights)

Raiders Modified Freighter

Delta-V Wing (8 flights)

Double-V Wing (5 flights)

Priority Level: Skirmish
Strike Carrier

Priority Level: Raid
Battlewagon

Priority Level: Battle
Raiders Nova Dreadnought

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights of fighters on board. One or more of these flights may be deployed as normal at any time before or during the battle and do not cost anything extra – the cost of these flights is included in that of their parent ships.

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

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

RAIDERS FLEET SPECIAL RULES

The following special rules apply to all Raiders fleets.

Allied Fleets: Raiders are renowned for using any ship they can steal or buy to supplement their own jury-rigged Delta-Vs, Strike Carriers and Battlewagons. A Raider fleet will nearly always have a few League ships that it has managed to commandeer through any number of dubious or illegal means.

When using a Raiders fleet, you may spend 1 Fleet Allocation Point of your allowance on ships from one of the following fleet lists; Abbai Matriarchy, Brakiri Syndicracy, Drazi Freehold, Gaim Intelligence, pak'mara, or Vree Conglomerate.

In campaign games, the Raiders may have a maximum of 1 Fleet Allocation Point at Battle level spent on allied ships at any one time. They are not restricted in this way when choosing fleets for individual scenarios – in theory, the Raiders could field ships bought from another fleet list with nothing from the Raiders fleet if the scenario was at Patrol level.

Scavengers: While Raiders generally possess no great technological expertise, they are masters of finding buyers for rare and expensive items. Looting derelict ships is a common pastime for any force of Raiders, and is usually a lot easier than forcing live prey to surrender.

In campaign games, if a Raider fleet wins a scenario and has at least one ship on the table at the end of the game, he may opt to scavenge any enemy ships that are running adrift or left as burned out hulks (results 7–11 on the Damage table on page 9 of the main rulebook) and are still on the table. While the advanced parts scavenged will likely be of no use to the Raiders themselves, they will easily be able to sell them on to the highest bidder. The Raiders fleet will immediately receive a number of RR points for each running adrift enemy ship left on the table, according to their Priority Level, as shown on the table below.

Ship's Priority Level	RR Points Gained	Ship's Priority Level	RR Points Gained
Patrol	1	Battle	10
Skirmish	2	War	20
Raid	5	Armageddon	25

Destroyed enemy ships (not those that have exploded) will yield half the number of RR points listed on the table above, rounding down.

RAIDERS INITIATIVE: +0

Battlewagon

Raid

Though slow, the Battlewagon is very well armoured and has enough weaponry to defend itself and any allies before jumping to hyperspace to avoid destruction.

Speed: 6
Turn: 1/45°
Hull: 6

Damage: 35/8
Crew: 40/10
Troops: 4

Craft: 3 Delta-V flights
Special Rules: Anti-Fighter 2, Interceptors 2, Jump Engine, Lumbering
In Service: 2242+



Weapon	Range	Arc	AD	Special
Medium Laser Cannon	20	B	3	Beam, Double Damage
Medium Pulse Cannon	10	F	10	—
Twin Particle Array	8	A	6	Twin-Linked, Weak

Breaching Pod

Patrol (Wing of Five Flights)

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

Speed: 6
Turn: SM
Hull: 5
In Service: 2203+

Damage: —
Crew: —
Troops: 1

Dogfight: —
Craft: —
Special Rules: Breaching Pod, Dodge 5+

Delta-V Fighter

Patrol (Wing of Eight Flights)

Favoured by raiders and smaller military forces, the Delta-V (also called the Zephyr) can be found throughout the galaxy. Though lacking the strengths of heavy fighters from the main races, the Delta-V is capable of atmospheric flight, thus greatly increasing its utility for minor military powers.

Speed: 8
Turn: SM
Hull: 3
In Service: 2190+

Damage: —
Crew: —
Troops: —

Dogfight: +0
Craft: —
Special Rules: Atmospheric, Dodge 2+, Fighter

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



Delta-V2 Fighter

Patrol (Wing of Five Flights)

At nearly double the cost of its predecessor the V2 is 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.

Speed: 12
Turn: SM
Hull: 4
In Service: 2260+

Damage: —
Crew: —
Troops: —

Dogfight: +1
Craft: —
Special Rules: Atmospheric, Dodge 2+, Fighter

Weapon	Range	Arc	AD	Special
Particle Gun	2	T	2	—



Double-V Heavy Fighter

A craft with good armour and capable of carrying missile racks and heavy guns, though coming at the cost of its manoeuvrability.

Speed: 8 **Damage:** – **Dogfight:** -1
Turn: SM **Crew:** – **Craft:** –
Hull: 5 **Troops:** – **Special Rules:** Dodge 3+, Fighter
In Service: 2190+

Weapon	Range	Arc	AD	Special
Twin-Linked Light Particle Gun	2	T	4	Twin-Linked, Weak
Missile Rack	4	T	2	AP

Patrol (Wing of Five Flights)



Modified Freighter

Patrol

Refitted captured ships with armour and upgraded weaponry are a very profitable exercise for some Raiders.

Speed: 6 **Damage:** 12/3 **Craft:** 1 Delta-V flight
Turn: 1/45° **Crew:** 12/3 **Special Rules:** Anti-Fighter 1, Lumbering
Hull: 5 **Troops:** 1 **In Service:** 2190+



Weapon	Range	Arc	AD	Special
Plasma Cannon	8	F	6	AP
Plasma Cannon	8	A	6	AP
Plasma Cannon	8	T	2	AP

Nova Dreadnought

Battle

With discarded hulls of older military ships being relatively easy to locate for an established raider, greatly increase their firepower.

Speed: 4 **Damage:** 60/20 **Craft:** 6 Delta-V flights
Turn: 1/45° **Crew:** 85/25 **Special Rules:** Anti-Fighter 3, Carrier 2, Interceptors 4, Jump Engine, Lumbering
Hull: 5 **Troops:** 2 **In Service:** 2262+

Weapon	Range	Arc	AD	Special
Combat Laser	18	B	6	Beam
Heavy Plasma Cannon	12	F	8	AP, Double Damage
Plasma Cannon	8	A	8	AP, Double Damage
Plasma Cannon	8	P	12	AP, Double Damage
Plasma Cannon	8	S	12	AP, Double Damage



Strike Carrier

Skirmish

The Strike Carrier has extensive weapon upgrades and is ringed by a set of rails designed to hold Delta-V fighters.

Speed: 6 **Damage:** 32/7 **Craft:** 4 Delta-V flights
Turn: 1/45° **Crew:** 54/12 **Special Rules:** Anti-Fighter 2, Carrier 4, Fleet Carrier, Lumbering
Hull: 4 **Troops:** 3 **In Service:** 2247+

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	8	—
Medium Pulse Cannon	10	P	4	—
Medium Pulse Cannon	10	S	4	—



CAMPAIGNS: REFITS AND OTHER DUTIES

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

Raiders Refits

2d6	Refit
2	Fighter Rails: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters). These may always be launched in addition to any existing fighters, as they use external rails.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
4	Point Defence: The ship gains a small weapon system designed to destroy close in attackers. The ship gains Anti-Fighter +1.
5	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of fighters (or an extra flight if it already possesses fighters).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Raiders Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to another Raiders group has paid off well. You may immediately add one Raider ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	Lightning Attack: With typical Raider aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
4	Now You See Me...: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Raiding Force: This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
6	Veteran Fighter Pilots: A squadron of mercenary pilots volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +2.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand Down and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: Mercenary engineering crew have joined this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Raiding Force: This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Compatible Goals: A large government begins to secretly support your fleet. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Narn or League fleet lists but it may not come from a fleet that your are currently fighting against in the campaign.

THE VORLON EMPIRE

From the earliest age of existence in the galaxy, the Vorlons have tried to maintain a certain order of things. One of the First Ones, ancient beings that shaped the history and flow of life in the galaxy today, Vorlons were amongst the youngest of their brethren – having ascended to a higher form of existence for only a few millennia before the current races began to evolve.

Each Vorlon ship is actually grown as a living being around a semi-sentient core, which is responsible for the piloting, navigation, systems and fire control. Based around a similar genetic structure as the telepath gene, the ships communicate with each other and outside systems with electromagnetic burst transmissions that could as easily jam or scramble a receiver as allow the message to be received. Using a form of telekinetic/gravitic thrust, Vorlon ships glide effortlessly through the void without so much as a backwash or ionic signature.

The ships' hull – or possibly skin – is a quickly regenerating living alloy that reflects or absorbs as much damage as it can, sloughing off dead cells as debris if necessary, then healing those lost cells in a few short minutes. The active control the ship has over its hull allows for subtle alterations such as colour, texture or more commonly the availability of doors or portals.

Like the Earth electric eel, every Vorlon ship generates massive amounts of bio-electromagnetic energy which can be focused into specially crafted directing nodes. Whether released as thin raking beams, scattered bursts or titanic ship-coring streams, the electromagnetic weaponry of the Vorlon warships strike harder and hotter than a hundred lightning bolts, and are far more accurate and frequent. These weapons will turn a younger race's ship into steam in seconds, and will overwhelm the energy-absorbing hulls of Shadow vessels in a surprisingly short amount of time.

Fighting as a matter of instinct rather than tactics, Vorlon fleets are often hectic things to watch as they dart to and fro in search of targets. They do not seem to cease until their prey is vapour and with the resilience and healing capabilities of their ships, they can ignore most everything else until they are satisfied the job is done!

When these unbelievably terrible warships began to clash, this new Shadow War had set a new precedent – the First Ones were fighting directly against one another. It was unheard of, and it brought the game to a dangerous level. In response for the direct intervention, the Shadows fully stepped over the line and assassinated Ambassador Kosh. Whilst it shook the younger races, this act did not shatter them. In fact, it made them want to defeat the Shadows even more.

After a sacrificial strike by Sheridan delivered a major blow to the Shadow homeworld, killing many Shadows – at the hands of a *mortal* – the Shadows went for the endgame and unleashed a planet-razing superweapon. Having thought the same thing centuries ago, and planning for such an event, the Vorlons had made their own planet-killer. This ship, essentially the size of several small moons, was the core of the largest Vorlon war fleet since the Kirishiac War. Using what could only be called a 'planet cracker' beam, this titanic ship could focus enough energy into a planet to completely eradicate it. All life, in seconds, would be so much dust.

Both sides sought out all the allied forces of the other and erased them from existence. Essentially resetting the pieces on their chessboard, the Vorlons had taken on a new image in the minds of their former allies – that of a vengeful god gone mad.

Having taught their allies about plots and schemes far better than they ever would have expected, the Army of Light manipulated both sides of the galaxy-scouring war to Coriana VI where they had some surprises waiting for them both – each other. The two planet-killing war fleets clashed against the largest combined fleet of the younger races in the largest battle most of the galaxy had ever seen, with the remaining First Ones who stayed behind after the Kirishiac War as watchmen. It would have been a tragic scene of devastation to be sure, if it were not for the interjection of the oldest of the First Ones – Lorien.

Setting up some sort of telepathic debate between the Vorlons, Shadows and the younger races, Lorien opened the table for negotiations. Both sides wanted the lesser to pick theirs as the right way to do things and were willing to kill the other to prove it. It proved only to be a stalemate, as their minions and pawns told them passionately that they were no longer needed, or *wanted*, here anymore. Seeing finally that the question of chaos versus order was lost in the game long ago, the Vorlons and the Shadows both agreed to go and join their older brethren beyond the Rim. Lorien went along with them, officially taking the last of the First Ones to another place and leaving this galaxy in the hands of mortals. It was the end of an era, and the end of the game.

What followed was the aftermath of their plots and schemes, a galaxy eager to take the place of the Vorlons as the most powerful beings. Like galactic grave robbers several attempts were made to enter and loot the Vorlon Empire. Like the curse of the Egyptian tombs the Vorlons left behind powerful and dauntless defence mechanisms to keep the younger races out – until they would be ready. In addition to the traps and defences in the Empire, the Vorlons left behind many half-finished schemes and manipulations, like the doomsday telepath Lyta, scattered throughout the galaxy.

It is only a matter of time before some of those timers find the zero mark, and the Vorlons' unfathomable equations come to pass.

THE VORLON FLEET LIST

The following forms the entire fleet list for the Vorlons.

Priority Level: Patrol
Vorlon Fighter Wing (3 flights)

Priority Level: Skirmish
Transport

Priority Level: Battle
Destroyer

Priority Level: War
Light Cruiser

Priority Level: Armageddon
Heavy Cruiser

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right.

VORLON FLEET SPECIAL RULES

The following special rules apply to all Vorlon fleets.

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

Vorlon ships 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: Vorlon ships cannot be boarded, nor can they initiate boarding actions. They are completely immune to any critical hits that affects crew, and have no Crew or Troops score.

Special Actions: Vorlon ships may only use the following Special Actions; Activate Jump Gate!, All Stop!, All Stop and Pivot!, Come About!, Initiate Jump Point!, and Run Silent!

Superior Technology: The technical advances of the younger races pose few problems for the Vorlons. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ship's Stealth.

Reinforcements: Vorlons have extremely limited numbers of warships and rarely create new vessels, restricting the number of ships they can bring to battle. They pay twice the normal cost of all Reinforcements in campaign games.

VORLON EMPIRE INITIATIVE: +4

Vorlon Destroyer

Battle

All Vorlon ships can be considered rare but any intruder into the Empire's space is most likely to encounter one of these vessels. Slim and fast, the destroyer is geared for close range work, relying on its adaptive armour and self-repairing hull to keep it safe from the worst the younger races can deal. Once among an enemy fleet, it will use its superior turning capabilities and endurance as it blasts opponents apart with its powerful discharge gun.

Speed: 9
Turn: 1/90°

Damage: 35
Crew: –

Hull: 5
Troops: –

Craft: None

Special Rules: Adaptive Armour, Advanced Anti-Fighter 2, Advanced Jump Engine, Flight Computer, Self-Repairing 1D6

In Service: Until 2261



Weapon	Range	Arc	AD	Special
Discharge Gun	24	F	6	Beam, Double Damage, Precise

Vorlon Fighter Flight

Patrol (Wing of Three Flights)

Vorlon fighters can be a nightmare for the pilots of other races to face though in protracted campaigns, if there are enough survivors, it is possible to begin learning how to defeat them. The discharge guns of the Vorlons can literally sweep through enemy fighter formations and they are powerful enough to cause serious damage to capital ships.

Speed: 12
Turn: SM
Hull: 5

Damage: –
Crew: –
Troops: –

Dogfight: +0

Craft: –

Special Rules: Advanced Anti-Fighter 1, Atmospheric, Dodge 3+, Fighter

In Service: Until 2261



Weapon	Range	Arc	AD	Special
Discharge Gun	3	T	1	Beam, Precise

Vorlon Heavy Cruiser

Armageddon

Reckoned to be one of the largest Vorlon ships in the Empire (though rumours of a Dreadnought and even a Planet Killer persist), even this ship is thought to be crewed by a single pilot. With both lightning cannon and discharge guns, the heavy cruiser is utterly lethal and is at least the equal of any artificial craft in known space.

Speed: 6
Turn: 1/45°

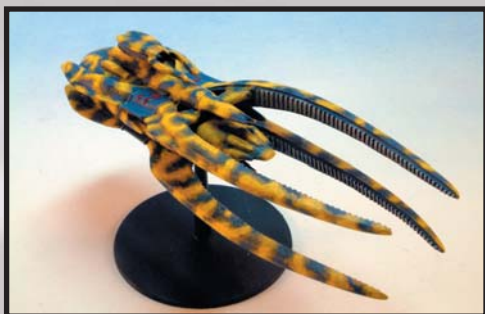
Damage: 90
Crew: –

Hull: 5
Troops: –

Craft: None

Special Rules: Adaptive Armour, Advanced Anti-Fighter 4, Advanced Jump Engine, Flight Computer, Lumbering, Self-Repairing 3D6

In Service: Until 2261



Weapon	Range	Arc	AD	Special
Super Lightning Cannon	30	F	6	Beam, Precise, Quad Damage
Discharge Gun	24	F	10	Beam, Double Damage, Precise

Vorlon Light Cruiser

Not seen as often as the destroyer or transport, the light cruiser lacks the discharge gun of many Vorlon craft, replacing it with highly efficient lightning cannon that is capable of cutting an enemy in half on a solid hit. Typically used as a gunship, it complements the heavy cruiser extremely well and a pair will often escort each of the larger ships in any major engagement.

Speed: 7 **Damage:** 55 **Craft:** None
Turn: 2/45° **Crew:** – **Special Rules:** Adaptive Armour, Advanced Anti-Fighter 4, Advanced Jump Engine, Flight Computer, Self-Repairing 2D6
Hull: 5 **Troops:** – **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Super Lightning Cannon	30	F	6	Beam, Precise, Quad Damage

Vorlon Transport

The Vorlons are the most technologically advanced race yet encountered in the galaxy and even their transports, while rarely seen, are wonders to behold. Like all Vorlon vessels, the transport is a product of extremely advanced bio-technology – in a strange way, it is alive and sentient and they seem capable of flying themselves without direction from the Vorlon normally carried.

Speed: 10 **Damage:** 12 **Craft:** None
Turn: 1/90° **Crew:** – **Special Rules:** Adaptive Armour, Advanced Anti-Fighter 1, Advanced Jump Engine, Flight Computer, Self-Repairing 1
Hull: 5 **Troops:** – **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Discharge Gun	18	F	2	Beam, Double Damage, Precise

CAMPAIGNS: VORLON SHIP PERSONALITIES

Due to their unique control systems of their ships, Vorlons do not use the normal Refits and Other Duties tables. Over time, the personalities of the Vorlons that control their ships will begin to manifest themselves in the physiology and behaviour of the vessel itself. A Vorlon vessel may roll on the table below for the cost of 2 XP Dice.

1d6	Refit
1	Evasive: A Vorlon ship gains an additional Turn. This may only be applied once.
2	Urgent: This personality always believes it will be too late. The ship gains a +1 bonus to its Speed. Multiple applications of this personality may not increase the ship's Speed more than 150% of its original score.
3	Aggressive: Choose one weapon system on the ship. It gains another AD. This may only be applied to each weapon system once.
4	Resilient: The personality of this ship will resist the worst of pain. The ship gains a +10% bonus to its Damage points. Multiple applications of this personality may not increase the ship's Damage more than 150% of its original score.
5	Maternal: The ship gains one flight of fighters. These are carried on board.
6	Determined: The personality of this ship will keep on going, no matter the cost. It gains a +1 bonus to all Self-Repair rolls. This may be applied a maximum of 5 times.

THE SHADOWS

Among the oldest races in the entire galaxy, the Shadows are amongst the beings collectively known as First Ones. Having escaped into the stars long before even the Minbari had learned to make fire; the First Ones are from an era of galaxy-shaping events. Playing and plotting chess-like manipulations of each others' worlds and servant races, the First Ones once used the entire galaxy like a game board – and everything within were just game pieces. Lesser races were exactly that – lesser.

The Shadows have a longstanding philosophy of 'chaos breeds strength', and through conflict and battle the strongest will crush the weak, creating a natural progression of worthiness to gauge success by. This philosophy has led countless societies – entire species – to rise or fall under the fiery eyes of the Shadows. Constantly manipulating younger races to war and cull one another, under promises of power and shows of unimaginable technologies, they have been the cause of a thousand times a thousand wars and revolutions in the galaxy.

These manipulations are not very fast, and sometimes take decades, even centuries, to manifest. With the chaos theory of the Shadows, it might take a hundred years for one race to find and eliminate another to take its place. In order to preserve strength and to be able to truly appreciate the changes they have caused, the Shadows would hibernate for centuries at a time. Setting a dozen plans into motion, becoming dormant far away from the eyes of their pawns – without fear, as the Vorlons would not dare break the rules of the game – the Shadows would later awaken to see the wonderful things that had occurred while they were 'gone.'

Shadow ships use molecular technology to quite literally rip the seams between a target's mass, burning a line of fusion like a hot knife through spoo. Nothing can withstand these surgical slashes long, and the largest of younger races' ships would soon be floating components and bleeding atmosphere in seconds. Even the smaller Shadow vessels, including their fighters, are undaunted by any amount of armour and can shred vessels two or three times their size with the efficiency of a swarm of locusts in a wheat field. All Shadow vessels have the ability to create an energy field that shunts incoming attacks around their entire structure, expending their energy uselessly.

Each Shadow vessel requires a living mind to pilot it. Being made a part of the vessel itself, the modified being would dodge and dart as a matter of instinct and survival. Being 'part of the machine' gave the Shadow ships an unearthly agility and mobility unlike any other ship of its size and power, with the ability to bring their weapons' unmatched capabilities to bear on a target much smaller quite easily. Essentially creating a cybernetic living ship had its drawbacks however. This became especially evident when the younger races realised they could effectively 'jam' the living pilot core of a Shadow vessel with powerful telepathic feedback. It was for this reason that centuries before the Shadows had eliminated the telepaths from the Narn, and seek to stifle the growth of telepaths in any race they can.

Even against the Vorlons, the Shadow ships are a terror. Their energy absorbing hulls and hardwired living pilots are capable of shrugging off anything but the most concentrated blasts of younger races' weaponry, but are less effective against the titanic beams of the Vorlon vessels. While against lesser foes, a direct confrontation could be won without so much as a sweat, with the only tactic necessary being attack. Against an equal foe or overwhelming numbers, hit and run sweeps are preferred. Shadow ships are tough as hull rivets but even they can get mired with constant fire. Leaving a warship in hyperspace to appear later and clean up damaged targets is not below them, as the win is all that matters – how it is achieved is irrelevant.

It was at Coriana VI, where the Shadow and Vorlon fleets finally clashed, that the game would finally be played out. After being subtly manipulated by their pawns, the two gigantic planet-killing war fleets engaged each other en masse. The battle was massive and intense on all sides. The last remaining First Ones from the era of the Kirishiac War came out of hiding to stop their misguided brothers, or at least delay them long enough for the solution to present itself – which it did. After a mind-boggling debate between Lorien (who was old when the Shadows were children), the Shadows, the Vorlons and the two leaders of the Army of Light, it was decided that the game was over. Not because either side won, or because chaos was stronger than order, or vice versa. It was over because the pieces refused to play anymore. The manipulators had no one to manipulate. Like parents forcing a child to choose one side or the other, the younger races would rather lose them both than be used to declare a winner. As a result, Lorien forgave his children for their error and chose to guide them beyond the Rim with the rest of their kind, leaving the younger races to their own devices once and for all.

The Shadow War was over, and only the echoes of their passing would remain to haunt the galaxy. In the form of a Shadow-stained Earth Alliance, the vengeful and bitter Drakh and a hundred other plots that the Shadows may have set in motion long before this final hibernation. Who knows, maybe they still have some inactive ships elsewhere to be hardwired and reactivated by the fools and dreamers of the galaxy. Because truly, how deep do the shadows run between the stars?

THE SHADOWS FLEET LIST

The following forms the entire fleet list for the Shadows.

Priority Level: Patrol

Shadow Fighter Wing (2 flights)

Priority Level: Raid

Shadow Scout

Priority Level: Battle

Shadow Stalker

Priority Level: War

Shadow Ship (young)

Priority Level: Armageddon

Shadow Ship (ancient)

FIGHTERS

Any ship that has Fighter Dispersal Tubes automatically comes equipped with a full complement of Shadow Fighters for free. These fighters may be deployed with the rest of the Shadow fleet, regardless of normal scenario restrictions.

SHADOWS FLEET SPECIAL RULES

The following special rules apply to all Shadow fleets.

Hyperspace Mastery: Shadow vessels may enter realspace from hyperspace at any point, without risk of deviation. They may do so without allied ships being present on the table, and any number may be held in hyperspace, so long as the scenario allows at least one to be placed in hyperspace. No damage will be caused to ships in the area, as can be the case with other jump points. They can move, attack and otherwise act normally during the turn it leaves hyperspace. Shadow vessels must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table. Instead, the Shadow vessel is simply removed into hyperspace at the beginning of its next turn. Shadow Fighter flights may also enter and leave hyperspace by this method without having to take any Special Action.

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

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

Special Actions: Shadow vessels may only use the following Special Actions; Initiate Jump Point!, and Run Silent!

Superior Technology: The technical advances of the younger races pose few problems for the Shadows. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ship's Stealth.

Superb Manoeuvrability: Shadow vessels are supremely agile in space but it is still important to keep track of their heading. Shadow Ships and Shadow Scouts may either use the normal Super-Manoeuvrability rules or may instead turn up to 90° at the start of its movement and then move up to twice its Speed in a straight line.

Jump Point Disruptor: A Shadow Ship may choose to use its Jump Point Disruptor in place of any other weapons during its turn. This may target any jump point leading to hyperspace within 18". This attack will immediately shut down the jump point. In addition, every ship that went through the jump point this turn or is within 4" of its forward arc must roll a die. On a 1, it escapes destruction and sustains 3d6 points of damage. On a 2–3, it suffers d6 critical hits, multiplying all damage by three as if it had been hit by a Triple Damage weapon. On a roll of 4–6, the ship is automatically destroyed. Auxiliary craft flights will always be destroyed on a roll of 2 or more.

Fighter Dispersal Tube: Holding a swarm of fighters deep within their organic hulls, Shadow Ships are capable of ‘firing’ them great distances, where they instantly deploy. This allows the Shadows to use their fighters to delay and distract their enemies while their main ships close range. A Shadow Ship that uses its Fighter Dispersal Tube may not use any other weapon in the same turn. Up to six Shadow Fighter flights may be placed anywhere within 30” of the launching ship. They must be placed within 3” of one another and may not take any action in the turn they were launched in this fashion.

Physical Disruption: Shadow vessels are living entities and a concentrated attack can leave them almost helpless for a short time. If a Shadow vessel suffers at least 25% of its original Damage (listed in parentheses after the Damage score of each Shadow vessel) in a single attack from a Beam weapon, it will be pinned. It may take no further action in this turn or the next. The attacking player may continue to try pinning the Shadow vessel in subsequent turns. However, the Shadow vessel will be immediately released and free to act if the attacking ship that caused this damage is destroyed.

Telepathic Disruption: The Shadows have long known of the vulnerabilities within the control systems of their craft by telepaths and have taken many steps to curb telepathic development within the younger races. Several races make reference to gaining telepaths in campaign games, usually through their Other Duties tables. If a ship noted as carrying telepaths moves within 12” of a Shadow vessel, it may attempt to telepathically jam the Shadow in the Attack Phase, as part of its normal attacks. Only one ship may try to jam any one Shadow vessel in a turn.

Both ships make a Crew Quality check. The Shadow player adds +2 if the vessel being jammed is a Shadow Ship.

If the attacking player rolls higher, he has successfully jammed the Shadow vessel. It may take no further action in this turn or the next. The attacking ship may continue to try jamming the Shadow vessel in subsequent turns, but if it fails to jam a Shadow vessel, it may not try again for the rest of the battle as its telepaths become burned out.

Reinforcements: The Shadows have extremely limited numbers of warships and rarely create new vessels, restricting the number of ships they can bring to battle. They pay twice the normal cost of all Reinforcements in campaign games.

SHADOWS INITIATIVE: +6

Shadow Fighter

Patrol (Wing of Two Flights)

The polarity cannon mounted in the nose of this craft is incredibly powerful and its pulses can easily rip through the armour of the largest capital ship.

Speed: 12 **Damage:** –
Turns: SM **Crew:** –
Hull: 5 **Troops:** –

Dogfighting: +0
Craft: –
Special Rules: Atmospheric, Dodge 3+, Fighter, Shields 1/1

In Service: Until 2261

Weapon	Range	Arc	AD	Special
Polarity Cannon	2	T	3	AP, Double Damage



Shadow Scout

Raid

Frighteningly swift and likely the deadliest ship of its size in the galaxy, Shadow scouts are usually the first wave of reconnaissance for the dark armada.

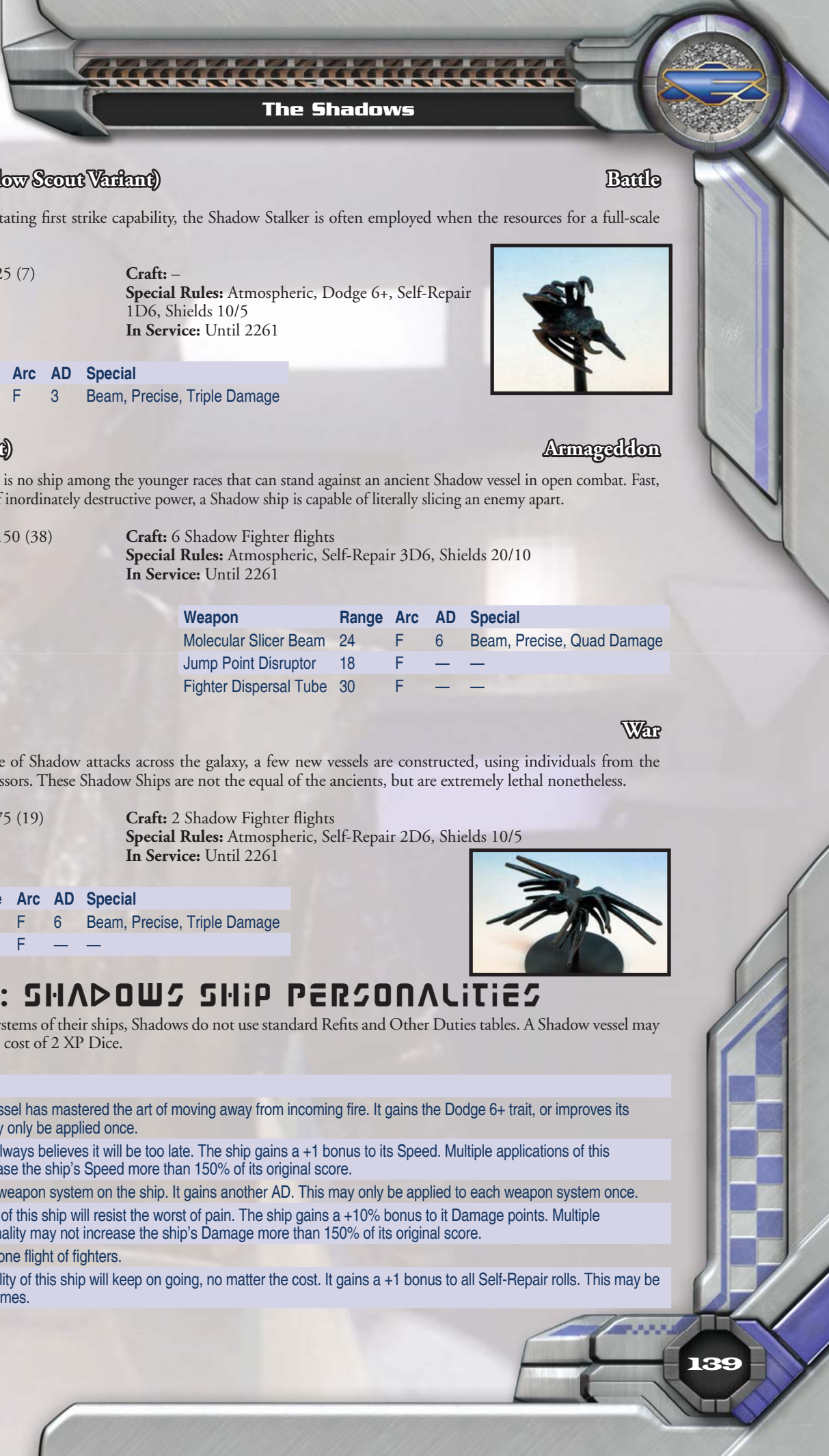
Speed: 10 **Damage:** 25 (7)
Turn: SM **Crew:** –

Hull: 5 **Troops:** –

Craft: –
Special Rules: Atmospheric, Dodge 6+, Scout, Self-Repair 1, Shields 5/5, Stealth 5+
In Service: Until 2261

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





The Shadows

Shadow Stalker (Shadow Scout Variant)

Battle

Eschewing stealth for a devastating first strike capability, the Shadow Stalker is often employed when the resources for a full-scale assault are not available.

Speed: 10 **Damage:** 25 (7) **Craft:** –
Turn: SM **Crew:** – **Special Rules:** Atmospheric, Dodge 6+, Self-Repair 1D6, Shields 10/5
Hull: 6 **Troops:** – **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	18	F	3	Beam, Precise, Triple Damage

Shadow Ship (Ancient)

Armageddon

Fearless and unstoppable, there is no ship among the younger races that can stand against an ancient Shadow vessel in open combat. Fast, agile and possessing weapons of inordinately destructive power, a Shadow ship is capable of literally slicing an enemy apart.

Speed: 8 **Damage:** 150 (38) **Craft:** 6 Shadow Fighter flights
Turn: SM **Crew:** – **Special Rules:** Atmospheric, Self-Repair 3D6, Shields 20/10
Hull: 6 **Troops:** – **In Service:** Until 2261



Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	24	F	6	Beam, Precise, Quad Damage
Jump Point Disruptor	18	F	–	–
Fighter Dispersal Tube	30	F	–	–

Shadow Ship (Young)

War

At the start of each new wave of Shadow attacks across the galaxy, a few new vessels are constructed, using individuals from the younger races as central processors. These Shadow Ships are not the equal of the ancients, but are extremely lethal nonetheless.

Speed: 8 **Damage:** 75 (19) **Craft:** 2 Shadow Fighter flights
Turn: SM **Crew:** – **Special Rules:** Atmospheric, Self-Repair 2D6, Shields 10/5
Hull: 6 **Troops:** – **In Service:** Until 2261

Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	24	F	6	Beam, Precise, Triple Damage
Fighter Dispersal Tube	30	F	–	–



CAMPAIGNS: SHADOWS SHIP PERSONALITIES

Due to their unique control systems of their ships, Shadows do not use standard Refits and Other Duties tables. A Shadow vessel may roll on the table below for the cost of 2 XP Dice.

1d6	Refit
1	Evasive: This Shadow vessel has mastered the art of moving away from incoming fire. It gains the Dodge 6+ trait, or improves its Dodge trait by 1. This may only be applied once.
2	Urgent: This personality always believes it will be too late. The ship gains a +1 bonus to its Speed. Multiple applications of this personality may not increase the ship's Speed more than 150% of its original score.
3	Aggressive: Choose one weapon system on the ship. It gains another AD. This may only be applied to each weapon system once.
4	Resilient: The personality of this ship will resist the worst of pain. The ship gains a +10% bonus to its Damage points. Multiple applications of this personality may not increase the ship's Damage more than 150% of its original score.
5	Maternal: The ship gains one flight of fighters.
6	Determined: The personality of this ship will keep on going, no matter the cost. It gains a +1 bonus to all Self-Repair rolls. This may be applied a maximum of 5 times.

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 Coriana VI. They were instrumental in destroying the Vorlon's Planet Killer ship, an immense vessel intended to destroy the populated world of Coriana 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!

THE ANCIENTS SPECIAL RULES

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	Ship's Priority Level	No. of Ships per Ancient
Ancient	1	Raid	12
Armageddon	2	Skirmish	18
War	4	Patrol	30
Battle	8		

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 affect crew, and have no Crew or Troops score.

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.

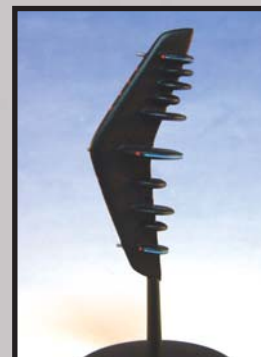
Speed: 10
Turns: SM

Damage: 250/25
Crew: –

Craft: None
Special Rules: Advanced Anti-Fighter 8, Advanced Jump Engine, Flight Computer, Self-Repairing 2D6, Stealth 5+
In Service: Until 2261

Hull: 5
Troops: –

Weapon	Range	Arc	AD	Special
Power Laser	30	F	8	Beam, Precise, 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
Turns: 2/45°

Damage: 150/15
Crew: –

Craft: None
Special Rules: Adaptive Armour, Advanced Anti-Fighter 8, Advanced Jump Engine, Flight Computer, Self-Repairing 2D6
In Service: Until 2261

Hull: 6
Troops: –



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

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
Turns: 1/45°

Damage: 300/40
Crew: –

Craft: None
Special Rules: Advanced Anti-Fighter 8, Advanced Jump Engine, Flight Computer, Self-Repairing 2D6, Shields 10/10
In Service: Until 2261

Hull: 5
Troops: –



Weapon	Range	Arc	AD	Special
Ultra Pulse Cannon	15	T	20	AP, Precise, Triple Damage
Trioptic Pulsar	12	F	6	Beam, Double Damage, Precise
Trioptic Pulsar	12	A	6	Beam, Double Damage, Precise
Trioptic Pulsar	12	P	6	Beam, Double Damage, Precise
Trioptic Pulsar	12	S	6	Beam, Double Damage, Precise

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:** 250/25
Turns: 1/45° **Crew:** –

Hull: 5 **Troops:** –

Craft: None

Special Rules: Advanced Anti-Fighter 8, Advanced Jump Engine, Flight Computer, Self-Repairing 2D6

In Service: Until 2261

Weapon	Range	Arc	AD	Special
Lightning Array	30	F	12	Beam, Precise, 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: A ship approaching within 10" of the Traveller will immediately act as if it were Crippled and Skeleton Crewed (including rolling to see if traits are lost). All effects are immediately reversed once 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:** 200/20
Turns: 2/45° **Crew:** –

Hull: 6 **Troops:** –

Craft: None

Special Rules: Advanced Anti-Fighter 8, Advanced Jump Engine, Flight Computer, Self-Repairing 4D6

In Service: Until 2261

Weapon	Range	Arc	AD	Special
Hyperplasma Cutter	25	F	6	Beam, Precise, Triple Damage
Hyperplasma Cutter	25	F	6	Beam, Precise, Triple Damage
Hyperplasma Cutter	25	F	6	Beam, Precise, 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 from 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 Engine! 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.

THE DRAKH

The Drakh are the most active and vengeful of the Shadows' servants. They were rescued by the Shadows millennia ago when their world was destroyed by the Vorlons and given a new home deep within the darkness. Over the next few thousand years, the Drakh slowly rebuilt. No other race had ever developed in such close proximity to the darkness and the Drakh were horribly warped by it. In many ways, the Shadows treated the Drakh like the Vorlons treated the other younger races. The Shadows experimented on the Drakh, augmented them, taught them and guided them towards the Shadow philosophy of chaos. To the Drakh, the Shadows were parents, teachers and dark angels with eyes of fire.

As the Drakh became more and more active in the darkness, they abandoned their second homeworld, building vast clanships capable of supporting hundreds of thousands of Drakh. These self-sustaining vessels took to the stars, hiding from the eyes of the Vorlons by waiting in the gulfs between systems for decades at a time. The Drakh Unity's forces are likely the equal of the Earth Alliance or Centauri Republic but they have no borders or colony worlds to pin them down. The Drakh are a lurking threat on the fringes of the galaxy.

The Drakh never understood why the Shadows left the galaxy and the race was essentially driven mad by the abandonment. The loss of Z'hā'dum also hurt them deeply. They swore vengeance on the Interstellar Alliance and all the other Vorlon-touched races, vowing to destroy their sacred worlds and tear down their gods just as the ISA had destroyed Z'hā'dum and driven away the Shadows.

With access to Shadow technology and their fleets scattered in well-concealed hiding places when not in use, the Drakh pose a very clear and present danger to every civilised government in the galaxy. Their ability to attack almost anywhere at a whim, as demonstrated by the Drakh's strike against Earth, combined with motives that are not fully understood, has caused many headaches within the Interstellar Alliance.

Though they had close relations with the Shadows for centuries, the Drakh have not simply taken what remained of their masters' technology on Z'hā'dum. Rather, they have adapted it for their own unique physiology and purposes, whatever they might ultimately be. Drakh spacecraft are therefore very distinctive and betray no external trace of their origins. A fleet engaging the Drakh for the first time are unlikely to guess that they are battling Shadow technology unless they are able to actually capture a ruined hulk.

Drakh ships rely on bio-technology though they are not the true living ships of the Shadows and Vorlons. Drakh ships may be entered normally and a visitor will see control panels, access ports and other features that would be familiar to anyone who has spent time on spacecraft. However, the hull and fitting of the ship would be unmistakably organic in nature, strange to the touch and possessing a limited regenerative capability. Bio-electric reactor-equivalents provide all the power these ships need for their powerful weapons, fast speed and high technological equipment. Chief among these are the gravitic energy grids found on all but the smallest Drakh craft.

Eschewing or unable to replicate the organic self-repair systems of the Shadow ships, most Drakh vessels instead harness the awesome output of their bio-reactors to construct a powerful energy field around their hulls. This screen is powerful enough to deflect any weak attack and only continued salvos have a chance of overwhelming this advanced defensive mechanism. The gravitic energy grid, far superior to the shields of the Abbai, can be fitted to even small scouts, often forcing an enemy to deploy his big guns against small ships in order to guarantee a kill.

The weaponry of Drakh ships revolve around very simple concepts and only two separate offensive systems have so far been identified. Though the Drakh possess an organic weapon that is similar in many respects to the pulse cannon of Earth and other races, their favoured attack is conducted with the heavy neutron cannon.

THE DRAKH FLEET LIST

The following forms the entire fleet list for the Drakh.

Priority Level: Patrol

Atas'da Breaching Pod Wing (4 flights)

Kama're Scout

Priority Level: Skirmish

Ria'stor Heavy Raider

Kama're Sas Patrol Cruiser

Sa'ria'stor Light Raider

Priority Level: Raid

Ria'stor Gris Fast Destroyer

Sa'dravash Light Cruiser

Priority Level: Battle

Ma'cu Carrier

Ria'vash Strike Cruiser

Priority Level: War

Dra'vash Cruiser

Priority Level: Armageddon

Amu Mothership

DRAKH FLEET SPECIAL RULES

The following special rules apply to all Drakh fleets.

Huge Hangars X: Drakh have little use for fighters, preferring to use Raiders that are just as agile and far more powerful than the auxiliary craft of other races. Ships with Huge Hangars carry a number of Heavy Raiders, Light Raiders and Scouts equal to that shown in the trait. No carried ships may start deployed with the rest of the fleet but may be launched as though they were fighters.

The ship starts the game with hangars filled with a mixture of Light Raiders, Heavy Raiders and Scouts, each with the ship's Crew Quality score – these cost no Fleet Allocation Points. They are launched and can be taken back on board the carrier as if they were Fighters, though they can never start the battle deployed. If destroyed, the Raiders and Scouts will yield Victory Points normally.

The Amu Mothership is a gigantic spacecraft, and may carry even Cruisers, Light Cruisers or Strike Cruisers within. If you choose to do this, each Cruiser or Strike Cruiser will take up 8 slots in the Amu Mothership's Huge Hangars, while a Fast Destroyer, Light Cruiser or Patrol Cruiser will take 2 slots.

DRAKH INITIATIVE: +4

Amu Mothership

Generally recognised as the largest ship in space since the disappearance of the Shadow and Vorlon planet-killing craft, the Drakh mothership is capable of being used as a frontline battleship, advanced carrier or a forward base of operations in hostile space. Able to withstand incredible amounts of damage and with the most advanced gravitic energy grid array found on any Drakh vessel, only the most powerful weapons will have an appreciable effect on the mothership.

Speed: 4**Turns:** 1/45°**Damage:** 140/30**Crew:** 150/25**Craft:** 12 Breaching Pod flights**Special Rules:** Advanced Jump Engine, Carrier 4, Command +2, Flight Computer, Gravitic Energy Grid 4, Huge Hangars 12, Lumbering**In Service:** 2260+**Hull:** 5**Troops:** 24

Armageddon



Weapon	Range	Arc	AD	Special
Medium Neutron Cannon	20	F	4	Beam, Double Damage, Precise
Medium Neutron Cannon	20	A	4	Beam, Double Damage, Precise
Medium Neutron Cannon	20	P	4	Beam, Double Damage, Precise
Medium Neutron Cannon	20	S	4	Beam, Double Damage, Precise
Pulse Cannon	10	F	16	AP, Twin-Linked
Pulse Cannon	10	A	16	AP, Twin-Linked
Pulse Cannon	10	P	20	AP, Twin-Linked
Pulse Cannon	10	S	20	AP, Twin-Linked

Atas'da Breaching Pod

Patrol (Wing of Four Flights)

These breaching pods are the smallest Drakh vessel yet seen and are often used as small shuttles when Drakh dignitaries are ferried to the ships and worlds of other races. They are typically flown in the manner of transport shuttles and have surprised a ship's captain more than once as their true capabilities are revealed at the last moment, allowing the Drakh to enter the target vessel at almost any point and thus allow them to rapidly gain control of entire sections.

Speed: 6 **Damage:** – **Dogfight:** –
Turn: SM **Crew:** – **Craft:** –
Hull: 6 **Troops:** 1 **Special Rules:** Breaching Pod, Dodge 5+
In Service: 2260+

Dra'Vash Cruiser

War

A solid warship, showcasing the finest technology the Drakh have developed from their Shadow sources, the cruiser can be a frightening opponent. Its heavy neutron laser is powerful enough to match the beam weapons of any other race while its reinforced gravitic energy grid can often make it appear invulnerable unless an enemy employs its heaviest weapons first.

Speed: 8 **Damage:** 58/12 **Craft:** None
Turns: 1/45° **Crew:** 58/10 **Special Rules:** Advanced Jump Engine, Flight Computer, Gravitic Energy Grid 4
Hull: 5 **Troops:** 4 **In Service:** 2260+

Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	25	F	8	Beam, Double Damage, Precise
Heavy Neutron Cannon	25	A	6	Beam, Double Damage, Precise
Pulse Cannon	10	F	8	AP, Twin-Linked
Pulse Cannon	10	A	8	AP, Twin-Linked
Pulse Cannon	10	P	10	AP, Twin-Linked
Pulse Cannon	10	S	10	AP, Twin-Linked



Ria'vash Strike Cruiser (Cruiser Variant)

Battle

Based on the solid cruiser hull, the strike cruiser was designed to enter a hostile system, deploy a raider and then take the fight to an enemy fleet if necessary. It is also used to deploy scouts throughout enemy-held territory, allowing the Drakh to explore regions far beyond their own worlds in relative safety.

Speed: 10 **Damage:** 58/12 **Craft:** None
Turns: 1/45° **Crew:** 58/10 **Special Rules:** Advanced Jump Engine, Flight Computer, Gravitic Energy Grid 2, Huge Hangars 1
Hull: 5 **Troops:** 2 **In Service:** 2264+



Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	25	F	4	Beam, Double Damage, Precise
Pulse Cannon	10	F	4	AP, Twin-Linked
Pulse Cannon	10	A	4	AP, Twin-Linked
Pulse Cannon	10	P	6	AP, Twin-Linked
Pulse Cannon	10	S	6	AP, Twin-Linked

Kama're Sas Patrol Cruiser

Skirmish

Designed as a 'bruiser' to defeat the forward elements of the fleets within the ISA. Able to provide jump point support to small fleets of raiders, it is well armoured and concentrates much of its power reserves into offensive weaponry.

Speed: 7 **Damage:** 22/6
Turns: 1/45° **Crew:** 24/7

Hull: 5 **Troops:** 1

Craft: None

Special Rules: Advanced Jump Engine, Flight Computer, Gravitic Energy Grid 1

In Service: 2268+



Weapon	Range	Arc	AD	Special
Pulse Cannon	10	F	6	AP, Twin-Linked
Pulse Cannon	10	A	4	AP, Twin-Linked
Pulse Cannon	10	P	4	AP, Twin-Linked
Pulse Cannon	10	S	4	AP, Twin-Linked

Kama're Scout

Patrol

The smallest Drakh capital ship, scouts are used to watch the enemies of the Drakh from the furthest reaches of hostile systems, quietly slipping away before patrols can track down their exact location. Their stealth capabilities match those of many Minbari vessels and even if one is cornered by an enemy squadron, the presence of a gravitic energy grid in so small a ship often comes as a surprise. The one weakness of the scout is its lack of jump engines, making it reliant on other Drakh vessels to either carry it within their hulls or else form a jump point.

Speed: 12 **Damage:** 12/3
Turns: 2/45° **Crew:** 12/2
Hull: 4 **Troops:** 1

Craft: None

Special Rules: Flight Computer, Gravitic Energy Grid 1, Scout, Stealth 4+

In Service: 2260+

Weapon	Range	Arc	AD	Special
Pulse Cannon	10	F	4	AP



Ma'en Carrier

Battle

Often mistaken for a mothership by fleets who have never faced the Drakh before, the carrier is actually somewhat smaller and is used when a mothership would otherwise be considered at risk. Four raiders or scouts can be kept within its cavernous hangars and many others will usually be attached to form a task force that jumps into realspace alongside the carrier. Unlike the carriers of other races, this Drakh vessel is designed to be a battleship that can also carry smaller vessels, rather than a specialised ship to carry auxiliary craft.

Speed: 6 **Damage:** 48/9
Turns: 1/45° **Crew:** 48/8

Hull: 4 **Troops:** 3

Craft: 3 Breaching Pod flights

Special Rules: Advanced Jump Engine, Carrier 2, Flight Computer, Gravitic Energy Grid 3, Huge Hangars 4, Lumbering

In Service: 2260+



Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	20	F	2	Beam, Double Damage, Precise
Pulse Cannon	10	F	4	AP, Twin-Linked
Pulse Cannon	10	A	4	AP, Twin-Linked
Pulse Cannon	10	P	4	AP, Twin-Linked
Pulse Cannon	10	S	4	AP, Twin-Linked

Ria'stor Heavy Raider

A group of heavy raiders are easily capable of dealing serious damage to larger warships with their heavy neutron cannon. In common with other Drakh ships, heavy raiders have a tendency to carry more crew than would be needed on the ships of other races but they are also extremely resilient to being crippled or reduced to a skeleton crew, further enhancing their effectiveness in battle.

Speed: 10
Turns: 2/45°

Damage: 18/4
Crew: 18/3

Craft: None
Special Rules: Agile, Dodge 5+, Flight Computer, Gravitic Energy Grid 1
In Service: 2260+

Weapon	Range	Arc	AD	Special
Medium Neutron Cannon	8	F	2	Beam, Double Damage, Precise

Skirmish



Ria'stor Gris Fast Destroyer

A development of the principles of the heavy raider, the fast destroyer was designed to be quick, manoeuvrable and yet give nothing away in terms of firepower. Though larger than a White Star, it is just as agile and can withstand far more damage. The main weakness of the fast destroyer is its inability to engage several dispersed enemies, though this is rarely an issue as a squadron of them will single out lone enemies before sweeping back to engage others. Only the largest and most heavily armoured warships can survive a determined attack run of this nature.

Speed: 12
Turns: 2/45°

Damage: 24/5
Crew: 24/4

Craft: None
Special Rules: Advanced Jump Engine, Flight Computer, Gravitic Energy Grid 3
In Service: 2260+

Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	18	F	3	Beam, Double Damage, Precise
Pulse Cannon	10	F	8	AP



Raid

Sa'dravash Light Cruiser

A more traditional warship when compared to the fast destroyer, the light cruiser is a more common sight, leaving the Drakh to rely on their raiders for manoeuvrability within their battle line. In common with all Drakh capital ships, the light cruiser is extremely durable, thanks to its toughened hull and gravitic energy grid. All round pulse cannon are mated to a heavy neutron laser that is capable of slicing through the best warships of other races.

Speed: 8
Turns: 2/45°

Damage: 28/6
Crew: 28/5

Craft: None
Special Rules: Advanced Jump Engine, Flight Computer, Gravitic Energy Grid 2
In Service: 2260+

Hull: 5
Troops: 2



Weapon	Range	Arc	AD	Special
Heavy Neutron Cannon	18	F	2	Beam, Double Damage, Precise
Pulse Cannon	10	F	6	AP
Pulse Cannon	10	A	6	AP
Pulse Cannon	10	P	6	AP
Pulse Cannon	10	S	6	AP

Raid

Saristar Light Raider

Skirmish

One of the more commonly encountered ships of the Drakh, the light raider is used for fast strikes and armed reconnaissance. Usually transported into the combat zone by a carrier or mothership, the raiders will then operate independently where their extreme manoeuvrability and tough hulls allows swarms of them to defeat much larger ships with ease. The light raider carries a down-sized heavy neutron cannon, similar to that used by its heavier cousin. However, the agility of the light raider allows it to take on enemy fighters, using its beam to sweep aside large numbers of them to clear the way for larger Drakh ships.

Speed: 14
Turns: 2/90°

Damage: 17/4
Crew: 17/3

Hull: 4

Troops: 1

Craft: None

Special Rules: Agile, Dodge 4+, Flight Computer, Gravitic Energy Grid 1

In Service: 2260+



Weapon	Range	Arc	AD	Special
Light Neutron Cannon	8	F	2	Accurate, Beam, Precise

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Drakh Refits

2d6	Refit
2	Enhanced Gravitic Energy Grid: The ship gains a +1 bonus on its Gravitic Energy Grid. This refit may only be received once.
3	Enhanced Shadow Technology: The ship gains the Self-Repairing 1D6 trait if it is of Battle level or higher, or Self-Repairing 1 otherwise.
4	Stealth: The ship gains a +1 bonus to its Stealth trait. If it does not have the Stealth trait, it gains Stealth 2+.
5	Precision Targeting Array: Choose one weapon system on the ship. It gains the Precise trait.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 6 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Hangar: The ship immediately gains a hangar and a breaching pod flight, regardless of whether it possesses one already or not. If the ship now has more breaching pod flights than Troops, it also gains +1 Troops.
12	Extra Huge Hangar: The ship gains an extra Huge Hangar and a free light or heavy raider. It may only receive this refit if it already possesses the Huge Hangar trait.

Drakh Duties

2d6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	Keeper: One captain of an enemy fleet has been introduced to a Keeper. Mark down which ship this is, though it must be a ship of the priority level or less as the ship rolling this duty. You can force your opponent to do anything you wish with this ship (and you do not have to reveal which ship it is until you first decide to take an action with it!) except fire upon its own fleet. You could therefore force it not to fire at your ships, cause it to enter a jump gate and withdraw or simply fly off the table. You may only influence this ship in battles you fight against it. Each time you force the enemy ship to do something, roll a D6. On a 5 or more, the Keeper's presence is detected and eliminated after the action is performed.
4	Political Influence: The ship's captain has deployed a Keeper to target the home forces of an enemy fleet. By manipulating the target's home politics and military direction, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It loses 1d6 RR points every turn. If you roll a 1, the Keeper's influence is discovered and eliminated – no more RR points will be lost.
5	Vital Mission: The ship receives very important orders, which must be followed to the letter. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
6	Strike Force: The ship leads a lightning strike into enemy space. Choose one enemy fleet. It immediately loses 1D6 RR points.
7	Whispers from the Shadows: The ship is engaged in diplomatic missions to several other fleets, purporting to find a peaceful solution to the hostilities. Instead, it has sown fear and mistrust. Pick one enemy fleet. You may select one Strategic Target in the next campaign turn that it must attack.
8	Superior Hyperspace Tactics: This may only be used if the ship has the Advanced Jump Engine trait. Manoeuvring into a superior striking position, the ship may automatically start its next battle in hyperspace, regardless of normal scenario rules.
9	Warmongering: Promises and threats have convinced two enemy fleets that the Drakh are with them and so they cannot be beaten. Pick two enemy fleets. In the next campaign turn, both fleets may only select Strategic Targets to attack belonging to the other.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Point available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from the Centauri or any League fleet lists but it may not come from a fleet that your are currently fighting against in the campaign.



THE PSI CORPS

The motto of the Psi Corps is 'Maternis, Paternis' - the Corps is Mother, the Corps is Father. Telepaths live their whole lives within the Corps. Their every need is taken care of by the Corps, from education to housing to medical care to socialisation. Biologically, telepaths have parents of course, but from an early age, the Corps sees to their well-being with the infinite devotion and care of a natural parent. No telepath need ever be alone.

Officially, the Psi Corps relies on the commercial and military ships of the Earth Alliance to traverse the galaxy, going where its telepaths are required. Unofficially, the Psi Corps has managed to sequester vast sums of money into black ops programmes which include an entire fleet of highly advanced ships. Spending much of their time hidden in hyperspace, these ships allow high-ranking members of the Psi Corps to range across the stars at will, rooting out traitors and furthering the goals of the Corps.

Though in possession of powerful ships, the Psi Corps avoids open confrontation at all costs, preferring to strike from the shadows where the odds turn very much in its favour. However, they do possess military-grade vessels and crew, and limited strikes may be authorised in situations of extreme need.

The Psi Corps was smashed soon after the creation of the ISA, as corruption had riddled its ranks and many members were implicated in both the rise of the Shadows and the tyrannical rein of President Clark which culminated in a civil war. Many high-ranking Psi Corps officials promptly disappeared and it soon became clear that while the Corps had been squeezed out of public life, rogue elements within EarthGov were continuing to support its principles. With its fleet still intact and hidden bases scattered across known space, the remnants of what had been Psi Corps began to gather its strength once more with a series of new and terrifying projects aimed at combining retrieved Shadow technology with humans in order to make the Earth Alliance into a huge empire that no alien race could withstand.

THE PSI CORPS FLEET LIST

The following forms the entire fleet list for the Psi Corps.

Priority Level: Patrol

Black Omega Starfury Wing (2 flights)
Shadowfury Wing (1 flight)

Shadowcloak Escort

Priority Level: Skirmish

Fighter Carrier

Priority Level: Raid

Mothership

Priority Level: Battle

Hunter-class experimental warship

Priority Level: War

Shadow Omega-class advanced destroyer

Priority Level: Armageddon

Nemesis-class advanced destroyer

FIGHTERS

Flights of smaller craft may be purchased separately and used as units in their own right. Some ships are noted as carrying one or more flights 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.

PSI CORPS FLEET SPECIAL RULES

The following special rules apply to all Psi Corps fleets.

Best of the Best: The Psi Corps has access to highly trained crew, and by using telepathic messaging, can keep them operating at peak efficiency. All ships in a Psi Corps fleet gain a +1 bonus to their Crew Quality scores, to a maximum of 6.

Psychic Crew: Ships with Psychic Crew can use a new Special Action: Cause Confusion. May make an opposed Crew Quality test, using their Psychic Crew score instead of their Crew Quality. If successful, they may automatically force one enemy ship within 8" to relinquish any Special Action currently in effect.

Fighters with Psychic Crew cannot use this Special Action. Instead, their danger sense allows them to retain a Dodge 4+ score against Anti-Fighter weapons. In addition, if a flight with Psychic Crew is eliminated in a dogfight, roll one dice – on a 4 or more, they will not be destroyed. Simply leave the flight in place (making the dogfight a draw).

Ships can trigger the Shadows' Telepathic Disruption special rule, using their Psychic Crew score (Fighters may not).

EarthForce Requisition: The Psi Corps has many friends within EarthGov and it is a relatively simple matter for telepaths to requisition Earth Alliance warships for their own purposes. The commanding officers of Earth are unlikely to ever know the true nature of their mission.

When using a Psi Corps fleet, you may spend 2 Fleet Allocation Points of your allowance on ships from one of the Earth Alliance fleet lists.

In campaign games, the Psi Corps may have a maximum of 2 Fleet Allocation Points at Battle level spent on Earth Alliance ships at any one time. They are not restricted in this way when choosing fleets for individual scenarios – in theory, the Psi Corps could field ships bought from the Earth Alliance with nothing from the Psi Corps fleet if the scenario was at Patrol level.

PSI CORPS INITIATIVE: +3

Black Omega Starfury Flight

The Black Omega squadron of telepath-piloted Starfuries was originally created by request of the Psi Cops – as rogue telepaths began moving further away from the core worlds and out to the colonies, the Corps needed a fast-response unit that could intercept transports. Their telepathic abilities give them greater awareness making them even better at dogfights than a standard Aurora Starfury flight.

Speed: 14
Turns: SM
Hull: 5
In Service: 2248+

Damage: –
Crew: –
Troops: –

Dogfighting: +3
Craft: –
Special Rules: Dodge 2+, Fighter, Psychic Crew

Patrol (Wing of Two Flights)



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

Fighter Carrier

Modified freighters designed to ferry Psi Corps Starfuries these carriers are the most deployed ships in the Corps' fleet. Mounting a dozen Starfuries to the undercarriage of a common freight transport means that the fighters are always crewed before leaving the larger mothership, making shorter trips safe for the telepathic pilots.

Speed: 6
Turns: 1/45°

Damage: 22/5
Crew: 28/6

Hull: 4
Troops: 1

Craft: 2 Black Omega Starfury flights
Special Rules: Advanced Jump Engine, Anti-Fighter 4, Lumbering, Psychic Crew 4, Stealth 3+
In Service: 2248+



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

Skirmish

Hunter-class Experimental Warship

Battle

Constructed from the same biotechnology as Shadow ships, the Hunter is a triumph of engineering and perseverance on the part of the darker side of EarthForce.

Speed: 12
Turn: 2/45°

Damage: 40/8
Crew: 45/9

Hull: 6

Troops: –

Craft: 2 Shadowfury flights

Special Rules: Advanced Jump Engine, Anti-Fighter 4, Self-Repair 2, Stealth 3+

In Service: 2259+



Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	15	F	5	Beam, Precise, Triple Damage

Mothership

Raid

Huge hybrids of the Skylark-class and Bradbury-lambda passenger liners converted to be hyperspace fortresses for hundreds of Psi Corps telepaths, the Motherships are where the real power of the Corps lies. In fact, most of the human governmental populace do not even know they exist. Rigged with some of the most advanced telepath-enhancing technologies the Corps has managed to research, each of the seven Motherships are a base in and of themselves.

Speed: 4
Turns: 1/45°

Damage: 38/6
Crew: 36/5

Hull: 4

Troops: 4

Craft: 4 Black Omega Starfury flights

Special Rules: Advanced Jump Engine, Anti-Fighter 6, Interceptors 4, Lumbering, Psychic Crew 5, Stealth 4+

In Service: 2250+

Weapon	Range	Arc	AD	Special
Heavy Laser	30	B	4	Beam, Double Damage
Medium Pulse Cannon	10	F	8	Twin-Linked
Medium Pulse Cannon	10	P	8	Twin-Linked
Medium Pulse Cannon	10	S	8	Twin-Linked

Nemesis-class Advanced Destroyer

Armageddon

The Shadow Omegas of the Clark regime were not sub-standard by any measure, even though they had been hurried off the production line. The entire fleet had, however, been squandered when set against the White Stars. Learning from this lesson, the Psi Corps and its allies set up many secret construction programmes across the galaxy. The result, many years later was this – the Nemesis advanced destroyer, a ship the equal or superior to anything else in the galaxy.

Speed: 9
Turns: 1/45°

Damage: 95/18
Crew: 105/20

Hull: 6

Troops: 3

Craft: 4 Shadowfury flights

Special Rules: Advanced Jump Engine, Anti-Fighter 8, Flight Computer, Interceptors 6, Self-Repairing 2d6

In Service: 2268+



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

* The Nemesis has a HEL track array, granting it 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.

Shadowcloak-class Escort

Patrol

Spy ships of the highest calibre, the Shadowcloak was an experimental vessel used by Psi Security to telepathically 'eavesdrop' on other hyperspace traffic without being seen or noticed. It looks at first glance – even electronically – like a Tethys police cutter, but packs a much different punch inside of it. Crewed wholly by telepaths trained in the ability to pick up on ambient thought patterns floating through hyperspace, each Shadowcloak is a mobile listening post.

Speed: 8
Turns: 2/90°

Damage: 8/2
Crew: 9/2

Craft: None
Special Rules: Interceptors 1, Psychic Crew 4, Scout, Stealth 4+
In Service: 2261+

Hull: 4
Troops: 1

Weapon	Range	Arc	AD	Special
Medium Pulse Cannon	10	F	4	Twin-Linked
Light Pulse Cannon	8	P	1	Twin-Linked
Light Pulse Cannon	8	S	1	Twin-Linked



Shadowfury Flight

Patrol (Wing of One Flight)

Using Earth-based technology for the basic structure, but overlaid with Shadowtech, the Shadowfury is an advanced but unstable fighter capable of gaining space superiority against any enemy. The pilots are specially trained and surgically implanted with Shadowtech devices, allowing them to control the movement and targeting systems of their craft effectively.

Speed: 14
Turns: SM
Hull: 5
In Service: 2258+

Damage: –
Crew: –
Troops: –

Dogfighting: +4
Craft: –
Special Rules: Dodge 2+, Fighter

Weapon	Range	Arc	AD	Special
Polarity Cannon	2	T	1	AP, Double Damage

Shadow Omega-class Advanced Destroyer

War

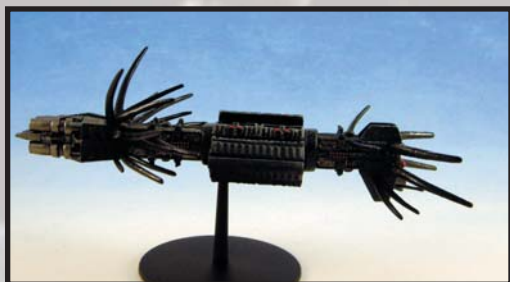
Created in highly secret development programmes initiated by President Clark during his reign, Earth opened its doors to dangerously advanced Shadow technology. Using basic Omega hulls that were to be iconic representations of Clark's power, Shadow agents still upset with their masters' defeat during 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.

Speed: 8
Turns: 1/45°

Damage: 75/12
Crew: 84/18

Craft: 4 Thunderbolt Starfury Flights
Special Rules: Advanced Jump Engine, Anti-Fighter 8, Flight Computer, Interceptors 6, Lumbering, Self-Repairing 1d6
In Service: 2261 only

Hull: 6
Troops: 3



Weapon	Range	Arc	AD	Special
Molecular Slicer Beam	18	B	6	Beam, Triple Damage
Heavy Phasing Pulse	12	P	12	AP, Double Damage
Heavy Phasing Pulse	12	S	12	AP, Double Damage
Light Multi-Phased Cutter	10	F	4	Mini-Beam, Twin-Linked
Light Multi-Phased Cutter	10	A	4	Mini-Beam, Twin-Linked

CAMPAIGNS: REFITS AND OTHER DUTIES

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

Psi Corps Refits

2d6 Refit

- 2 HEL Track Array: The ship has the advanced sensor array, granting it a +1 bonus to all attempts to break through a target's Stealth.
- 3 Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up) +1.
- 4 Missile Rack: The ship gains a single turret-mounted missile rack, Range 30, 2 AD, Precise, Slow-Loading, Super AP. This may only be applied once.
- 5 Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
- 6 Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
- 7 Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
- 8 Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
- 9 Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
- 10 Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
- 11 Advanced Focussing Lenses: Choose one Boresight weapon system. It immediately changes to a Fore firing arc.
- 12 Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Psi Corps Duties

2d6 Other Duty

- 2 Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
- 3 New Captain: A new Captain takes command of the vessel – a highly decorated, even legendary Captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
- 4 Now You See Me...: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
- 5 Psi Cop: The crew's dedication to duty has been rewarded (!) with a Psi Cop being made at home on board, and everyone on board suddenly finds renewed vigour in their duties. The ship may re-roll any Crew Quality check it is called to make.
- 6 Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Up to two on board flights of fighters may increase their Dogfight score by +1.
- 7 Seconded Troops: The ship gains an elite platoon of EarthForce special forces. Add +1 Troops.
- 8 Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
- 9 Psi Corps Fleet Operative: Your crew is joined by a Psi Corps telepath specially trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide Captains as to the best course of action. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
- 10 Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
- 11 Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
- 12 Extra Telepaths: The ship gains a +1 bonus to its Psychic Crew score.

OTHER CRAFT

There are a wide variety of spacecraft and artificial satellites beyond the range of warships this book has already studied. From small tramp traders to immense spacedocks, most races employ these to safeguard their worlds, ensure continued trade and support their military fleets.

Some scenarios, such as Convoy Duty, specify when and how to use some of these craft. The others are provided here to give you a start in creating your own scenarios. Perhaps you want to play out a vicious planetary assault, blasting through the picket lines with a new alien race, or maybe you wish to increase the variety of civilian ships in the game. Mongoose Publishing provides miniatures for a lot of these vessels and more are on the way! However, the ships here also give you an opportunity to use models from other manufacturers, combining them with your Babylon 5 fleets in order to create a truly diverse universe with races making a wide variety of different vessels for specialised tasks.

This section is divided into two parts – Civilian and Military. The Civilian ships listed here may be freely used in scenarios that already feature corporate freighters. Military ships are not part of any existing fleet list (though they may be in the future) and so should be used for special scenarios of your own devising.

CIVILIAN SHIPS

The main rulebook features corporate freighters as the 'standard' ship to protect or destroy when civilian vessels are involved. However, there is an immense range of ships in the galaxy, and you might like to swap the corporate freighters out from time to time.

A single corporate freighter is worth 1 Civilian Fleet Point (CFP). All the civilian ships detailed in this section have a Civilian Fleet Point cost listed, and you may freely swap and replace ships as you see fit. For example, in a War level Convoy Duty scenario, you would normally have ten corporate freighters – or 10 Civilian Fleet Points. You could spend those Civilian Fleet Points on any ships listed in this section, if you would prefer not to use corporate freighters.

Corporate Freighter

1 CFP

Operating at vastly inflated profits compared to those of the small-time mercantile companies, corporations are capable of sending extremely large freighters into space, maximising on the value of the cargoes they carry between different worlds. This freighter is typical of many similar designs, being little more than a crew compartment and engines built around a framework that allows the carrying of eight universal cargo pods. Rather than experiencing lengthy delays at any port of call while cargo is unloaded, the freighter can simply detach its cargo pods and pick up the next consignment within a few hours.

Speed: 4 **Damage:** 12/3 **Craft:** None
Turn: 1/45° **Crew:** 12/3 **Special Rules:** Anti-Fighter 1, Lumbering
Hull: 4 **Troops:** 1 **In Service:** –

Weapon	Range	Arc	AD	Special
Particle Beam	8	T	4	Weak



Corporate Tanker

1 CFP

Similar in construction to the freighter, the tanker replaces cargo pod hangers with vast tanks capable of carrying a variety of different gases or liquids. Such vessels are the lifeline to many desolate worlds with few resources of their own. Attackers wishing to pirate a tanker are cautioned to take care, lest an over zealous shot penetrate a tank and destroy the entire vessel.

Speed: 4 **Damage:** 12/3 **Craft:** None
Turn: 1/45° **Crew:** 12/3 **Special Rules:** Anti-Fighter 1, Lumbering
Hull: 4 **Troops:** 1 **In Service:** –

Weapon	Range	Arc	AD	Special
Particle Beam	8	T	4	Weak



* If a tanker is destroyed, it will automatically explode, as detailed on page 9 of the main rulebook. Tankers that are merely running adrift after being reduced to zero Damage will not explode in this fashion.

Patrol Boat

2 CFP

Not every government can afford to keep frontline military vessels in every system under its control without stretching its military to breaking point. Even in the heart of great empires, it is quite common to see small patrol boats, small and cheap armed vessels designed to keep light raiding activity and criminals under control, as well as stall larger invasions. These craft have no chance against a main warship but their presence stretches the capabilities of their fleets for little extra cost.

Speed: 8
Turn: 2/45°
Hull: 5

Damage: 8/2
Crew: 9/2
Troops: 1

Craft: None
Special Rules: Anti-Fighter 1
In Service: -



Weapon	Range	Arc	AD	Special
Particle Gun	6	T	4	Weak
Particle Beam	8	T	1	Weak

Space Liner

2 CFP

An extremely large vessel, the liners used by corporations are incredibly expensive to run but are capable of carrying enough passengers and cargo between the stars that most civilians can afford to make the occasional trip for business or leisure. Liners are manufactured to be fairly luxurious, though their running costs ensure that this level of quality and comfort is rarely maintained for long and so many become pure workhorses, travelling between different worlds and generating profits for their owners.

Speed: 4
Turn: 1/45°

Damage: 30/12
Crew: 32/12

Hull: 3

Troops: 1

Craft: None
Special Rules: Anti-Fighter 2,
Lumbering
In Service: -

Weapon	Range	Arc	AD	Special
Particle Beam	6	T	4	Weak



Military Ships

The ships in this section should not be used alongside other fleets in tournaments or campaigns. Instead, they are intended to show what else is possible in the galaxy, and for players to create their own scenarios involving vessels very different from those in the fleet lists.

Combined fleets of the Non-Aligned Worlds may select Hurr Gunships, Ipsha eWar Globes and Lumati Transports as if they were League ships.

Hurr Gunship

Battle

Another class of ship that varies from vessel to vessel, the Hurr are not restricted to hull chassis designs when they decide to build their naval warships. From jagged edged corvette-esque runners to cylindrical horrors that sail through the Republic's small borders, the term 'gunship' is the only thing appropriate to title them all. Bristling with ammunition-wasting ballistic cannons, the Hurr are happy to live uncomfortably and dangerously within these ships if it means they can put just a few more guns in the finished product.

Speed: 7
Turns: 1/45°
Hull: 5

Damage: 44/5
Crew: 42/5
Troops: 5

Craft: None
Special Rules: Anti-Fighter 8, Interceptors 4, Lumbering
In Service: 2263+



Weapon	Range	Arc	AD	Special
Heavy Ballistic Array	8	F	12	Triple Damage
Heavy Ballistic Array	8	A	8	Triple Damage
Heavy Ballistic Array	8	P	8	Triple Damage
Heavy Ballistic Array	8	S	8	Triple Damage
Ballistic Cannon	15	F	6	Double Damage
Ballistic Cannon	15	A	3	Double Damage
Ballistic Cannon	15	P	3	Double Damage
Ballistic Cannon	15	S	3	Double Damage

* Hurr fleets have a -2 penalty to Initiative.

Ipsa War Globe

Battle

Arguably the strangest looking warship ever produced by any race within the galaxy, the Ipsa War Globe is a metal ring of magnetic gyroscopics used to contain a powerful singularity within it. All Ipsa technology is based on the magnetic containment of these swirling green masses of unstable energy, using them to fuel their machines, arm their weapons, and essentially drive their technology en masse. Having created a powerful atomic reaction inside of the magnetic/gravitic coil of their vessels, there is an unbelievable amount of energy at the ship's disposal.

Speed: 8
Turns: SM
Hull: 5

Damage: 68/4
Crew: 72/5
Troops: 1

Craft: None
Special Rules: Advanced Jump Engine, Anti-Fighter 8, Flight Computer
In Service: 2247+

Weapon	Range	Arc	AD	Special
Focuser Cannon	30	F	6	Super AP, Triple Damage
Focuser Cannon	30	A	6	Super AP, Triple Damage

* Ipsa fleets have a +3 bonus to Initiative, and use the Shadows' Superb Manoeuvrability special rules. In addition, Ipsa ships use power of their singularity to protect them – for every point of damage they take (from whatever source), roll a dice. On a 5 or more, it is completely ignored. Critical hits are ignored on another dice roll of 6 or more.

Lumati Transport

Skirmish

Driven by a powerful gravitic engine and armed with numerous small electromagnetic weapons, the ship is capable of performing equally well on parade or in combat. Its composite hull structure is very resilient and durable, and its dual-drive jump engine system makes it capable of escaping nearly any situation with little damage. Retreating may not seem like a very fitting choice for the 'superior' Lumati, but in such cases they often claim that fighting with an inferior is beneath them.

Speed: 8
Turns: 1/45°
Hull: 6

Damage: 21/7
Crew: 24/8
Troops: 1

Craft: None
Special Rules: Advanced Jump Engine, Flight Computer
In Service: 2249+

Weapon	Range	Arc	AD	Special
Arc Cannon	28	F	6	Twin-Linked
Arc Cannon	28	A	5	Twin-Linked
Electromagnetic Lash	6	T	6	Beam, Precise

* Lumati fleets have a +0 bonus to Initiative. In addition, Lumati ships may enter or leave a jump point in the turn they were created

Techno Mage Pinnacle

Raid

The Order of the Techno Mages is a powerful, mysterious and almost mythical entity and their personal spacecraft even more so. Black, sleek and seamless they soar through the stars with neither heed nor care of the world around them. It is said that they can appear as they wish, creating images of comets and asteroids around themselves to cloak their presence.

Speed: 10
Turns: 2/45°

Damage: 10/1
Crew: 1

Craft: None
Special Rules: Advanced Jump Engine, Agile, Scout, Stealth 6+
In Service: 2160+

Hull: 5 **Troops:** –

Weapon	Range	Arc	AD	Special
Energy Blast	18	F	2	Precise, Super AP, Triple Damage

* Techno Mage fleets have a +5 bonus to Initiative, and their ships never suffer Crew Damage. They always have a Crew Quality of 6 and use the Shadows' Hyperspace Mastery special rules.



Dreamers and Shapers

As a Special Action, a Techno Mage ship can do one of the following.

- ⑤ Regain 1D6 lost Damage.
- ⑤ Instantly move 10" in any direction and face any heading. With a Crew Quality check (target 10), may also create two 'dummy' Techno Mage ships. Player does *not* have to announce which is the real ship. Each dummy ship will move and take damage as normal, and will stay on the table until the Techno Mage performs another special action or attacks, or it is destroyed. The dummy ships must stay within 20" of the real ship, or be instantly removed. Dummy ships may not attack or use Special Actions.
- ⑤ Use the Shadow's Jump Engine Disruptor special rule, to a range of 12".
- ⑤ Prepare to deflect incoming attacks. If attacked by a Beam weapon, make a Crew Quality check (target 9). If successful, the Beam attack is reflected back to the attacking ship, causing Damage as normal. Every subsequent Beam weapon reflected will cause the target number of the Crew Quality check to be raised by +1.