

Attack Phase Outline

Eligible Targets: Target must lie within Weapon Arc, Must be within Range. Nominate a target for every weapon intended to fire at the same time. Pre measuring is allowed. May Target Ship in Same Stellar Deris.

Firing: AD is the number of dice rolled. For every die >= Hull score roll on the Hit Table. Weapon with multiple AD may split dice between Different Targets, the amount split must be declared before any firing takes place.

Damage: Crew Score is 0 it is Running Adrift. Ship moves a 1/2 speed in straight Line. If Damage score = 0 It is Destroyed. Roll 1D6 +1 for every point below 0 use results on Damage Chart

Thresholds: Damage Score equals the lower number it is crippled. All Turns reduced by 1 and to 45 (min of 1) Speed is Halved. Only 1 weapon per arc my fire, Interceptors destroyed. Roll 1D6 per Special Trait on a 4+ it is destroyed, No Special Actions, 2 penalty to All Damage Control checks

Dogfights: Fighter Craft Only. Two or more flights must be touching. Dogfights are automatic. No AD are rolled. Each make a Crew Quality Check, Highest wins other flight is Destroyed. Ties neither are destroyed. If more one flight per side gain +1 per flight. Winner picks which is destroyed.

Critical Hits: If Critical hit roll 1d6 on location Table. Special effect of Crit hits are not cumulative, the highest applies. Record all as each must be repaired separately. Damage and Crew Loss is applied immediately plus normal damage. Extra damage and crew loss is multiplied by Double & triple damage as normal.

Hit Table	
1D6	Results
1	Bulkhead Hit: No Damage Dealt
2-5	Solid Hit: -1 Damage, -1 Crew
6	Critical Hit: As Solid Hit But Also roll on Systems Table

Damage Table	
2D6	Results
1 5	Running Adrift
6 9	Ship Destroyed: Burned Out Hulk, Left Stationary on Table
10+	Ship Explodes: All Targets within 4" are attacked by half the Exploding Ships Starting Damage in D (Maximum 10 AD). Removed Destroyed Ship.

Critical Hit Location	
D6	Location of Critical
1 2	Engines
3	Reactor
4	Weapons
5	Crew
6	Vital Systems

2 Engine Critical Hit

D6	Area	Damage	Crew	Effects
1 2	Power Relays Destroyed	+0	+0	1 Speed
3 4	Thrusters Damaged	+1	+0	2 Speed
5	Fuel System Ruptured	+2	+1	4 speed
6	Engines Disabled	+3	+1	Speed 0, No Special Actions

3 Reactor Critical Hit

D6	Area	Damage	Crew	Effect
1 3	Capacitors Damaged	+0	+1	2 Speed
4 5	Reactor Gas Leak	+0	+3	No Special Actions
6	Reactor Explosion	+3	+4	Speed to 0, No special Actions

4 Weapons Critical Hit

D6	Area	Damage	Crew	Effect
1 3	Targeting Systems Damaged	+0	+1	All weapons Lose 1 AD (min of 0)
4	Power Fluctuations	+0	+0	Each Weapon will only fire on roll of 4+ on 1D6
5	Weapons Offline	+2	+2	No firing out of one random Arc
6	Catastrophic Ammunition Explosion	+3	+4	No weapons can fire

5 Crew Critical Hit

D6	Area	Damage	Crew	Effect
1 2	Fire	+0	+2	—
3 4	Multiple Fires	+0	+3	—
5	Localized Decompression	+1	+3	—
6	Hull Breach	+2	+4	—

6 Vital System Critical Hit

D6	Area	Damage	Crew	Effect
1	Bridge Hit	+0	+1	No Special Actions
2	Engineering	+4	+3	No Damage Control Permitted
3	Weapons Control	+4	+4	No firing out of one Random Arc
4	Secondary Explosions	+1D6	+1D6	—
5	Reactor Implosion	+2D6	+4D6	—
6	Catastrophic Explosion	+4D6	+2D6	—

Note that Vital Systems Can not be Repaired Though Damage Control

The Turn

Initiative Phase: Resolve any non Player actions (ships adrift). Roll 2d6, High player choose Who goes First

Movement Phase: First player performs any special actions and then moves a ship. Next player moves his ship and perform special actions, repeat till all ships have moved. Then move Auxiliary Craft. Move half speed score than may make first turn, second turn may be made at any time.

Attack Phase: Players Alternate Firing of their ship one at a time. Resolve all attack & damage rolls before Alternating

End Phase: Tidy up battlefield, Perform Damage Control and update book keeping

Babylon 5 A Call to Arms
Reference Sheet (2.0)
 Standard Rules
 Created By Jon Osborn
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Crew Quality Scores	
Crew	CQS
Elite	6
Veteran	5
Military Grade	4
Green	3
Civilian	2

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

Planetary Table					
D6	Planet Size	Diameter	Moons	Gravity Well	Speed Increase
1 3	Lifeless Rock	Up to 3"	0	2"	3"
4 5	Earth like World	4" 9"	1D6 4	6"	5"
6	Gas or Ice Giant	10" or More	1D6 3	12"	8"

Random Stellar Debris	
D6	Stellar Debris
1 3	Asteroid Field
4 5	Dust Cloud
6	Planet. If Planet exist re roll.

End Phase Outline
Damage Control: May attempt one repair per ship per turn. May not attempt to repair a crit on the turn it was suffered. Roll 1D6 plus CQS. On 9+ the effect is repaired. Vital system may never be repaired.

Priority Level
Patrol
Skirmish
Raid
Battle
War

Breaking Down War and Battle FA Points	
PL Point	Breaks Down to
1 Battle Pt.	1 Raid, 2 Skirmish
1 War Pt.	1 Battle, 3 Patrol
1 War Pt.	1 Battle, 2 Skirmish
1 War Pt.	1 Battle, 1 Raid, 1 Patrol
1 War Pt.	2 Raid, 2 Patrol
1 War Pt.	1 Raid, 2 Skirmish, 1 Patrol
1 War Pt.	1 Raid, 4 Patrol
1 War Pt.	2 Skirmish, 3 Patrol
1 War Pt.	1 Skirmish, 4 Patrol

Fleet Allocation	
Difference in Priority Level	Fleet Allocation Points Cost
Ship is same Priority Level as scenario	1 Per Ship/Wing
Ship is 1 Priority Higher than Level as scenario	2 Per Ship/Wing
Ship is 2 Priority Higher than Level as scenario	4 Per Ship/Wing
Ship is 1 Priority Lower than Level as scenario	1 Point buys 2 Ships/Wings
Ship is 2 Priority Lower than Level as scenario	1 Point buys 3 Ships/Wings
Ship is 3 Priority Lower than Level as scenario	1 Point buys 4Ships/Wings
Ship is 4 Priority Lower than Level as scenario	1 Point buys 6 Ships/Wings

Initiative Modifiers	
Earth Alliance	+1
Centauri Republic	+3
Narn Regime	+2
Minbari Federation	+4
League of N A Worlds	+0
ISA	+2
Raiders	+0
Vorlon Empire	+6
Shadows	+6

Firing Arc	
Fore [F]	90 Degrees Forward
Aft [A]	90 Degrees Rearward
Port [P]	90 Degrees Left
Starboard [S]	90 Degrees Right
Bore sight [B]	Straight Line Ahead
Bore sight Aft [Ba]	Straight Line Behind
Turret [T]	360 Degreees

Victory Point Calculation	
Difference In Priority Level as Scenario	Victory Points
Ship is same Priority Level as scenario	10
Ship is one Priority Level higher than scenario	20
Ship is two Priority Levels higher than scenario	30
Ship is one Priority Level lower than scenario	5
Ship is two Priority Levels lower than scenario	3
Ship is three Priority Levels lower than scenario	2
Ship is four Priority Levels lower than scenario	1
For each Auxiliary Craft counter destroyed	1

The Turn
Initiative Phase: Resolve any non Player actions (ships adrift). Roll 2d6, High player choose Who goes First
Movement Phase: First player performs any special actions and then moves a ship. Next player moves his ship and perform special actions, repeat till all ships have moved. Then move Auxiliary Craft. Move half speed score than may make first turn, second turn may be made at any time.
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Random Scenarios	
2D6	Scenario
2	Assassination
3	Recon Run
4	Convoy Duty
5	Ambush
6	Space Superiority
7	Call to Arms
8	Annihilation
9	Blockade
10	Carrier Clash*
11	Flee to the Jump Gate**
12	Supply Ships/Planetary Assault***

* This scenario may only be used if both fleets have ships capable of acting as carriers. Otherwise
 ** This scenario may only be used if the Strategic Target being fought over is a Jump Gate. Otherwise, re-roll this result.
 *** If the attacker rolls for a Supply Ships mission during a campaign while targeting a Mining Outpost, Dead World or Settled World, he may instead choose Planetary Assault.

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Special Ships	
Adaptive Armour	The entire hull of the ship comprises of semi-living organic material which can readily adjust itself to repel the worst of most attacks. Whenever the ship sustains damage from an attack, halve the Damage and Crew points lost (to a minimum of 1 each).
Adv Jump Point	The jump point of the ship entering realspace will not deviate and the ship may act normally on the turn it arrives.
Afterburner	When using the All Power to Engines! Special Action, the ship may double its Speed for the turn. Afterburners may only be used once per game.
Atmospheric:	Though most auxiliary craft are designed purely for combat in space, a few are capable of entering an atmosphere and making attacks on ground targets. See Planetary Assaults on page 15 for more details.
Breaching Pod	These are large Auxiliary Craft designed to carry troops to enemy ships and space stations and force an entry straight through the hull. The Breaching Pod counts as if it had the Fighter trait. However, it will automatically lose any Dogfight and cannot be used in planetary assaults (see p15). Each Breaching Pod carries one Troop. If the Breaching Pod moves into base contact with a ship or space station, the Troop it carries will fight first in the boarding action (see p20).
Carrier X	While most ships are limited to launching or recovering just one flight in a turn, this ship can launch <i>or</i> recover a number of flights equal to its Carrier score. The number of launchings/recovering cannot exceed the ship's Carrier score.
Command +X	A ship with this trait is equipped with advanced communications systems and is usually crewed by high-ranking officers who use it as a flagship, dictating the actions of an entire fleet. So long as the ship is on the table and not Crippled or reduced to a Skeleton Crew, the owning player gains an extra bonus to his Initiative rolls equal to the Command score in the ship's description. This is not cumulative and may not be added to the bonus granted by other ships with the Command trait.
Defence Network X	The Defence Network score of a space station represents the banks of close-range antifighter weaponry that it carries for fending off fighter waves. The Defence Network score represents a 'pool' of dice that a player can assign for use against auxiliary craft. As well as firing normally using the Targets trait, the space station can fire on auxiliary craft using its Defence Network, effectively a Turret-mounted weapon system with a 4" range and the antifighter trait. It can target a number of auxiliary craft up to its Defence Network score, attacking each with 1AD.
Dodge X	Whenever the ship suffers a hit, roll one die. If the die equals or exceeds the Dodge score listed for the ship, all effects of the attack are ignored.
Fighter	Their Crew Quality score is either equal to their mother ship's Crew Quality score or is determined by their Wing. Fighters may never take any Special Actions.
Fleet Carrier	<p>The ship is not a mere carrier of auxiliary craft – it is the centre of an entire fleet, providing support for countless other ships. A fleet carrier may always deploy two flights before the start of a battle.</p> <p>In addition, so long as the fleet carrier remains on the table, every auxiliary craft flight in the fleet is granted a +1 bonus to its Dogfight dice, giving them a slight edge in combat, as ranks of fighter controllers on board give them detailed and explicit instructions when engaging the enemy.</p> <p>Finally, whenever you remove an auxiliary craft counter within 30" of your fleet carrier, roll one die. On a 5 or 6, the flight was not completely destroyed and managed to struggle back to the fleet carrier. It will be available next turn for launch, completely revitalised and ready for battle. If an enemy ship (not auxiliary craft counter) was within 4" of the counter when it was removed or if it was removed during a dogfight, apply a -1 penalty to this dice roll. A +1 bonus to the roll is granted if the flight was within 10" of the fleet carrier. If you roll lower than this, the flight is completely destroyed or scattered and will not reappear.</p> <p>A fleet carrier may only repair and replenish craft that it could normally carry, so it will be unable to use this special ability on craft from allied fleets.</p> <p>The effects of this trait are lost once the fleet carrier becomes Crippled or goes down to a Skeleton Crew.</p>
Flight Computer	A ship listed as having a Flight Computer can never have a Crew Quality score less than 4. In addition, they ignore all penalties for being reduced to a Skeleton Crew, though being reduced to 0 Crew will still leave a ship Running Adrift
Interceptors X	When the ship first suffers a hit from an attack in a turn, roll a number of dice equal to the Interceptor score. If any die results in a 2 or higher, the hit from that Attack Die is completely negated and ignored. Dice that do not roll 2 or higher are removed. All dice that rolled 2 or more may be used against the next attack that strikes the ship, but they must then roll 3 or more. Interceptors will cease to function when a ship becomes Crippled. Note that Interceptor dice 'refresh' at the beginning of every turn, meaning that a ship's Interceptors will be at optimum capability (maximum number of dice, needing 2+ rolls) against the first attack of every turn. Interceptors may not be used against weapons with the Beam, Mini-Beam or Energy Mine traits. In addition, they may not be used against exploding ships or opening Jump Points.
Jump Point	The full rules for creating and using jump points are detailed on page 18 of the Advanced Rules Chapter
Self Repairing X	Due to highly advanced bio- or nano-technology, this ship can actually repair itself, albeit slowly. The ship grants its crew a +1 bonus to all Damage Control checks. In addition, the ship will regain a number of lost Damage points in every end phase equal to the score listed after self-repairing.
Scout	<p>This ship has been designed specifically for gathering intelligence on enemy fleets and relaying it back to friendly ships. The presence of just one scout ship can therefore make an entire fleet fight far more effectively. A ship with the Stealth trait can perform a number of duties during a battle.</p> <p>So long as you have more ships with the Scout trait than the enemy fleet, you may re-roll Initiative for both setting up and the first turn, so long as the scenario allows these rolls in the first place.</p> <p>So long as it is within 24" of a ship with the Stealth trait, it may make a Crew Quality check at the start of the Attack Phase. If it rolls a 9 or more, the target ship will have its Stealth score reduced by one for the remainder of the turn.</p> <p>Instead of reducing the target's Stealth score, the scout ship may try to redirect attacks aimed against the enemy ship. Make a Crew Quality check. If the result is 9 or more, you may choose any one weapon system on any ship attacking the enemy target. You may re-roll all Attack Dice for that weapon system that fail to hit the target.</p>
Shuttles X	Ships designed for planetary assaults carry many shuttles or have some other method of transporting large numbers of troops quickly and safely to the surface of a world. The Shuttles score of a ship shows how many Troops it can land on a planet in one turn. See Planetary Assaults on p15 for more details.
Space Station	These are huge structures, outposts and military stations designed to provide a permanent presence in space for their builders. The full rules for Space Stations can be found on p13.
Stealth X	After an attack has been declared on this ship, a target lock on must be achieved. Roll a die and compare it to the target's Stealth score. If the score is equaled or exceeded, the attack proceeds as normal. If not, all attacks that had been nominated to hit the target are wasted. Also, if a ship with Stealth is more than 10" away from a ship trying to gain a lock on upon it, its Stealth score is increased by 1.
Targets X	The Targets score of a space station is the maximum number of targets it can engage with its weapons in each turn. If more than one target is in range, then the space station may attack each available target, up to its Targets maximum, once with each of its listed weapon systems.

Special Actions

Activate Jump Gate!	Crew Quality Check: Automatic (or opposed if the jump gate is controlled by opposition, see page 18)
Effect: The vast networks of jump gates present throughout the galaxy are what makes interstellar commerce and communication truly possible. Any ship within 6" of a jump gate may activate it and prepare to enter hyperspace. While attempting this Special action, the ship may not fire any weapons and its speed score is halved. A ship may not enter a jump gate on the same turn that it is activated. See page 18 in the advanced rules for details.	
All Hands to Deck!	Crew Quality Check: 9
Effect: The Captain orders the entire engineering division to alert. If successful, the ship gains +1 modifier when attempting damage control and can attempt to repair any number of critical hits in this End Phase.	
All Power to Engines!	Crew Quality Check: Automatic
Effect: Diverting all power away from side and station keeping thrusters, the Captain orders his crew to make best speed. The ship adds +50% to its Speed score for this turn. No turns may be attempted.	
All Stop!	Crew Quality Check: Automatic
Effect: Once a position of advantage has been gained, the Captain may be reluctant to relinquish it. The ship may move between 0 and half of its Speed in this turn. If the ship is in a gravity well at the time (see page 20), another Special Action may be attempted in the same turn. No Turns may be made while performing All Stop!	
All Stop and Pivot!	Crew Quality Check: Automatic
Effect: So long as the ship used the All Stop! Special Action in its last turn, you may use All Stop and Pivot! in its current turn. The ship may not be moved any distance and it may not attack any target. You may turn the ship any amount, in any direction	
Close Blast Doors and Activate Defense Grid!	Crew Quality Check: Automatic
Effect: Securing all bulkheads and bringing online short range defensive systems, the crew prepares to withstand a brutal attack. If successful, the ship has its number of turns reduced by one and can only fire one weapon system. However, for each point of damage taken this turn, roll one dice. On a 5 or more, the damage is ignored. This has no effect on Crew loss but may be used to mitigate the effects of Critical Hits which inflict extra Damage, though the special effects of Critical Hits will still take effect.	
Come About!	Crew Quality Check: 9
Effect: Pushing the ship's thrusters to dangerous levels, the Captain orders his ship to turn hard to gain a position of advantage. The ship can either make one more turn than normal (following the usual rules for turning) or may increase one normal turn by an extra 45.	
Concentrate All Firepower!	Crew Quality Check: Automatic
Effect: By ordering well practiced firing solutions, the Captain concentrates his ship's weapons onto a single target, with devastating effect. Nominate one enemy target before you begin moving your ship. All AD used by the ship that miss this target may be re rolled. No turns may be attempted, nor may any other target be attacked.	
Give Me Ramming Speed!	Crew Quality Check: 10
Effect: If a ship is crippled, its Captain may decide to make the ultimate sacrifice and order a course that heads straight for an enemy vessel. A Crew Quality check must be made – it takes tremendous strength of will to not only make the ultimate sacrifice but to also convince your crew to do the same. This ship may add 50% to its Speed but can only turn once. If it contacts an enemy ship, you may try to ram it. Only one enemy ship can be targeted in this way and auxiliary craft may not be targeted. Both Players make opposed Crew Quality checks. Should you fail this check, your ship narrowly misses the enemy no ram is made. If you score higher, you have successfully rammed the enemy. Both ships suffer immediate Damage and Crew loss equal to half the opponent's starting Damage score. Note that this damage is automatic; no Attack Dice are tolled. Each ship also suffers 1d6 Critical Hits.	
Initiate Jump Point!	Crew Quality Check: Automatic
Effect: Only ships with the Jump Point or Advance Jump Point trait may use this action. The Captain, deciding either his objectives are complete or that it would be far wiser to disengage from the battlefield, orders the ship into the safety of hyperspace. A ship initiating a jump point has its Speed score is halved for this turn. In addition, it may not fire any weapons. A ship may not enter a jump point on the same turn that it is created. See page 18 for more details of jump points.	
Launch Breaching Pods and Shuttles!	Crew Quality Check: Automatic
Effect: Using this Special Action, you may use any and all Troops on board your ship to launch a boarding action on a nearby enemy ship. No one may attack the ship you are targeting for the boarding action in the following Attack Phase and the ship must be within 4" of your own. In addition, the enemy ship may not have moved more than half its <i>original</i> Speed this turn. If all these conditions are met, a boarding action may be launched in the Attack Phase of this turn. See p20 for the full rules on conducting boarding actions	
Maneuver to Shield Them!	Crew Quality Check: Opposed
Effect: With careful maneuvering, the Captain orders his ship to physically shield another from attack. Nominate one friendly target and one enemy target. Note that auxiliary craft such as fighter flights may not be targeted with this special action. Your ship must end up within 3" of the friendly target, your ship need only get its base or counter between the two of them. If you ship does not manage this, the maneuver automatically fails. If the Enemy target attempts to fire upon the friendly target this turn, it must make an Opposed Crew Quality check with you ship. Should your ship's result exceed the enemy target's result, all attacks that were to be fired at the friendly target are instead fired at you sup. These attacks are resolved normally.	
Run Silent!	Crew Quality Check: 10
Effect: The ship powers down all systems in an effort to avoid detection by the enemy. If the Crew Quality check is passed, the ship gains the Stealth 3+ trait for this turn only. During this time, it may not fire, its Speed score is halved and it may not turn. If the Crew Quality check is failed, these restriction still apply – the crew are still trying to run silent, they are just not successful.	
Scramble! Scramble!	Crew Quality Check: Automatic
Using This special action, the ship can launch two flights of auxiliary craft at the end of its movement. If the ship has the carrier trait, it may launch one more flight than normal. Note that this is an exception to the normal rule that a ship cannot launch auxiliary craft if it uses a Special Action	
Stand Down and prepare to be Boarded!	Crew Quality Check: Opposed
Effect: One of the most Breathtaking Special Actions available to a player, a Captain can order a battered enemy vessel to stand down and surrender, forcing it out of the battle. If an enemy ship is either Crippled or on a Skeleton Crew, you may try to force it to surrender. You must have ships within 10" of it whose total starting Damage points are greater than the enemy ship's starting Damage points. Ships involved in this Special Action (other than the enemy ship) may not make any attacks. Both players make an opposed Crew Quality check. If you beat your opponent, his crew will surrender. Leave the ship motionless on the table. So long as one of your ships stays within 10", it will take no further part in the battle. If it is attacked, control passes immediately to you opponent once more. If all you ships are more than 10" away in the Initiative Phase of any turn, you opponent may make a Crew Quality check. If he scores 10 or more, control of the ship passes to him once more. Auxiliary craft, such as Fighters, may not be affected by this Special Action	

Babylon 5 A Call to Arms Reference Sheet (2.0) Special Actions.

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Special Weapons	
Accurate	The incredibly advanced targeting computers onboard will automatically hit any ship that is attacked with this weapon system. As such, every Attack Die of the weapon is rolled as a hit on the targeted ship. Accurate Beam weapons automatically hit once; subsequent rolls to hit only need a 3+ roll of the AD to hit again. As long as these secondary hits roll 3+, they may be re rolled to inflict further hits on a 3+.
AP (Armour Piercing)	Add +1 to the results of all Attack Dice rolled for this weapon.
Anti Fighter	Designed to track and destroy fast moving craft, these weapons ignore the Dodge score of any target.
Beam	If an Attack Die from this weapon successful strikes a target, immediately re roll to attack again – the target number this time, however, will be one higher than before. You may continue to re roll every Attack Dice that continues to hit the target, with a target number one higher than previously used, until you run out of Attack Dice. A roll of a 6 always counts as a successful attack and may be re rolled again. Beam weapons completely ignore Interceptors, rendering them useless. However, they can only split fire if the targets are within 4” of each other.
Double Damage	Double all Damage and Crew loss dealt to a target, including the bonus damage caused by Critical Hits. In addition, they will always cause at least one point of Damage (but not Crew loss), even if the Damage Table lists the attack as a Bulkhead Hit.
Energy Mine	When fired, nominate a point in space that is within range and the appropriate fire arc. You do not have to target an enemy ship Every object within 3” of this point will automatically be attacked by the Energy Mine. Energy Mine attacks ignore Dodge and Stealth traits on all ships within the 3” radius. Ignore Interceptors but suffer –1 penalty to all Rolls made on Attack Dice (meaning that they cannot inflict critical hits. Mine weapons cannot split fire to create multiple areas of Effect
Gravitic Shifter	This weapon can affect the mass of an entire ship, forcing it to turn against the will of its crew. This weapon has no Attack Dice. Instead, nominate a target in range and within the appropriate fire arc. Make opposed Crew Quality checks. If you beat the targeted ship, you may immediately turn it up to 45o in any direction.
Mini Beam	A Mini Beam weapon ignores Interceptors just like a Beam but does not gain the ability to score multiple hits with every Attack Dice. They are particularly effective when used at short range against flights of Fighters. When targeting flights within 4”, Mini Beam weapons may also be counted as Anti Fighter weapons.
Precise	You may add +1 to all rolls on the Damage Table.
Slow Loading	Some weapons take an inordinate amount of time to either reload or recharge. These weapons may only fire every other turn.
Super AP	Add +2 to the results of all Attack Dice rolled for this weapon.
Triple Damage	All Damage dealt to a target will be tripled. In addition, they will always cause at least one point of Damage (but not Crew loss), even if the Damage Table lists the attack as a Bulkhead Hit.
Twin Linked	Any Attack Dice for this weapon that do not successfully strike their target may be re rolled.
Weak	Deduct 1 from the results of all Attack Dice rolled for this weapon.

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Dog Fighting

Moving into a Dogfight: Once you move a flight into base contact with an enemy flight of auxiliary craft, you are considered to be dogfighting and will then follow these rules. Auxiliary craft may only conduct dogfights against other flights, not ships. A dogfight develops automatically by one flight moving into base contact with another and neither may move until the enemy has been destroyed –

Firing into Dogfights: Dogfighting flights may not be fired upon by either side for fear of hitting their own fighters. In multiplayer games you may fire into Dogfights that none of your fighters are in. In this case, you must randomise each Attack Dice used in an attack against the dogfight.

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

Dogfight Score: Every flight of auxiliary craft in A Call to Arms now has a new characteristic – a Dogfight score. This is a reflection of the raw potential of a fighter and its potential to manoeuvre into an advantageous position.

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

When two opposing flights engage in a dogfight, both players roll one dice and add the Dogfight score and the Crew Quality of their flight. Note that the Stealth trait never applies in dogfights.

You may add +1 to your dice roll for every extra flight you have in base contact with the enemy flight you are targeting. Flights may support any number of dogfights in this manner but they may never conduct a dogfight against a flight they have already helped support against.

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

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

Supporting Ships

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

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

Whatever the result, the enemy flight may not attack the original target ship if it is intercepted in this way. If the defending flights survive the dogfight, they are returned to the base of the ship they were protecting.

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

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

Deployment

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

Movement Phase

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

Attack Phase

Every auxiliary craft in your fleet will attack at the same time, after every ship on the table has had a chance to attack. The player who won the Initiative will attack with all of his auxiliary craft first, followed by the player who lost the Initiative. If you decide to attack an auxiliary craft flight or ship with your own flight, resolve the attack as described in Book One. You will make an ordinary attack and targets will receive any Dodge applicable. However, if you are in base contact with an enemy flight, then you are considered to be engaged in a dogfight.

Fighter Special Actions

Activate Jump Gate!: A flight may activate a jump gate in the same way as a ship can. However, it cannot activate an enemy controlled jump gate.

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

Scanners to Full!: Auxiliary craft may be used to aid larger vessels to gain a lock-on to Stealth capable targets.

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

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

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

Campaigns

Replacement flights can be bought in a campaign from the fleet list. For example, if an Earth Alliance fleet lost 3 Starfury flights in a recent battle, it could spend 5 RR points and purchase a complete wing of 3 Starfuries (a normal Patrol level choice). These Starfuries are then split between the ships that suffered losses to their auxiliary craft.

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

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

Babylon 5 A Call to Arms Reference Sheet (2.0)

Advanced Auxiliary Craft Rules
Created By Jon Osborn

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Initiating a Boarding Action

A boarding Action can be started in one of two ways – either the Launch Breaching Pods and Shuttles! Special Action or by moving one or more Breaching Pods into contact with an enemy ship or space station. Note that the Special Action requires certain requirements to be fulfilled, as detailed on pXX.

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

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

Sabotage and Capture

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

D6	Effect
1	The Troop is killed by valiant crew members
2-5	This many Crew are killed on board the ship
6	The Troop deals one critical hit on the ship

If the Crew of the ship are completely wiped out by the Troops on board, the ship is considered to be captured. You will earn double the normal Victory Points for it at the end of the battle, as if it had surrendered. Note that the Troops cannot take over the ship and start piloting it

Note that Troops on board a space station cannot deal Crew damage, as space stations do not have a Crew score. Instead, on a result of 2-5 on the table above, the number is the amount of Damage inflicted on the ship by the rampaging soldiers. A result of a 6 inflicts a critical hit that deals d6+6 Damage, following the normal rules for critical hits on space stations

Conducting a Boarding Action

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

Gaining a foothold on an enemy ship is usually a short and very violent affair. Every Troop on the defending ship rolls one dice. On each roll of a 5 or more, one of the attacking Troops is destroyed. Once this is done, all surviving attacking Troops roll a dice each. On a 5 or more, one of the defending Troops is destroyed.

Continue alternating attacks with defenders and then attackers until all Troops on one side or another are destroyed. All these attacks are completed in the same End Phase until one side is reduced to 0 Troops. If the defender destroys all attacking Troops, he has successfully defended his ship. If the attacker wins, he can start causing real damage in subsequent End Phases.

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

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

Counterattack!

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

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

Babylon 5 A Call to Arms

Reference Sheet (2.0)

Boarding Actions

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Planetary Defences

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

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

Winning the Planet

Once the defender's Troops have been reduced to 0, the attacker has conquered the planet. Note that once all Emplacements have been destroyed, the attacker has to send Troops and auxiliary craft down to the planet's surface in order to engage the enemy. He cannot attack Troops directly from orbit, as once their Emplacements have been destroyed, the Troops will scatter and effectively begin fighting a guerilla war on their homeworld.

Planetary Ground Defences

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

Planetary Orbital Defences

Priority Level	Patrol Boats	OD Satellites
Patrol	2	-
Skirmish	3	1
Raid	4	2
Battle	6	3
War	10	5

Non-Allowed weapons in Planetary Assault

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

Centauri Mass Drivers

Mass drivers have the following characteristics.

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

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

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

Assaulting The Planet

Attacking

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

Attacking Emplacements

In order to launch an attack on Emplacements, a ship must be in Low Orbit – that is, within half the distance of the gravity well and either orbiting or holding position (using the All Stop! action). Orbiting ships may use all weapons in any one fire arc against planetary targets while ships holding position may only use the fire arc that is facing towards the planet. Either way, they may choose to attack the planet or space-base targets as normal. They may not do both in the same turn. They may also not perform the Concentrate All Firepower! action while attacking planetary targets. In addition, only certain weapons may be used to attack planetary targets. The following weapons may not be used to attack such targets. Auxiliary craft may not attack Emplacements. They may be used against Troops. Once a ship has moved into position, it may attack any and all Emplacements on the planet. Roll to attack as normal – the Emplacements have a Hull score of 6. Each successful strike will destroy one Emplacement, while Double and Triple Damage weapons will destroy 2 and 3 Emplacements respectively. Whenever an Emplacement is destroyed, roll an extra dice. On the roll of a 6, one Troop on the planet's surface has been destroyed as well.

Attacking Troops

All ships carry some form of ground trooper or marine. These are typically used as security forces on board the ship, to repel boarding actions and forming away teams when missions require planetside operations. However, in war they are sometimes used as frontline ground assault forces. All ships carry a number of Troops, as shown in their descriptions in Part Three. Troops may be deployed when a ship is in Low Orbit, as if it were going to attack Emplacements. The ship may not attack Emplacements and deploy troops in the same turn. It assumed the ship will have enough shuttles to deploy one Troop every turn, unless it has the Shuttles trait (see pXX). In the End Phase of every turn, attacking Troops that have landed on the planet will fight the defending Troops already present. The attacking Troops go first, rolling one dice for every Troop currently on the planet. On the roll of a 5 or more, an enemy Troop is destroyed. After the attacking Troops have made their assault, the surviving defending Troops then attack in the same manner. So long as there are more Emplacements than defending Troops, the defenders will gain a +1 bonus to this roll.

Troop Carriers

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

Auxiliary Craft

Auxiliary craft with the Atmospheric trait may be used to attack enemy Troops on the planet. To engage targets planetside, the auxiliary craft must be placed on the planet itself. When it is to be moved, an auxiliary craft on the planet may choose to either dogfight one enemy fighter also on the planet (and thus stop it attacking friendly Troops) or attack enemy Troops. Dogfights between auxiliary craft are conducted normally. To attack Troops, the auxiliary craft simply makes its attacks as normal. Any attacks that roll a 5 or more will destroy one enemy Troop. Special Traits for weapons are not applied when attacking Troops.

Thunderbolts

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

Shadows and Vorlons

Shadow fleets use their Shadow Clouds to attack enemy-held planets. Vorlon fleets will never engage in a Planetary Assault of this nature, as they have their own methods of dealing with troublesome worlds. Vorlon and Shadow held worlds may never be attacked by using a planetary assault – the ancient defences these races have makes the prospect of direct invasion akin to suicide.

Babylon 5 A Call to Arms

Reference Sheet (2.0)

Planetary Assaults

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The Campaign Turn

0. Setup	All players have 10 Battle Level Fleet Allocation Points. Players may increase or decrease Points if agreed upon. Roll for Starting Fleet Crew Quality. Roll for Number of targets and Types of Targets. Then Roll for # of Unusual Features. (See next Page for all system Tables)
1. Initiative	Roll 2D6 + Fleet Mod -1 for every Target held. Roll Random CQ for each ship in fleet. Only roll CQ for new ships.
2. Select Targets	Init winner selects one target not currently possessed by winner. If Target is being held by Enemy, move to next phase. If target was unoccupied the next player picks a target. If the Attacking player picks an unoccupied target he gains the strategic targets automatically without a fight. Each ship on the Fleet roster may only fight once per turn. If the target is unoccupied the next player in initiative order may decide to occupy it.
3. Generate Scenario	Once battle to started, the attacker rolls on Random Scenario table. Priority Level is Decided Randomly, using Random Priority Level Table. Players secretly write a mod from -3 to +3 on paper, after rolls revealed and add mod. FA Points Determined on Random Table.
4. Fight Battle	Fight as normal. Any Damage or lost ships are update on the roster immediately. The winner will either retain or gain the Strategic Target. This is immediately added to his fleet roster and may be used in later phases of the same turn. All ties go to the original owner
5. Ship Experience	Refer to Ship Experience table. Killing Blow gets the XP, Same for crippling. May earn XP for Crippling and Skeleton Crew. May not Earn XP for either of these and destroying ship, just the Destroying XP are gained. But one ship may get XP for crippling and another for destroying. XP may be saved or spent Immediately. NO XP for Civ Ships, Auxiliary craft do not earn XP Dice. Destroying auxiliary craft does not earn the destroying ship any XP Dice. Dice may be save or spent then.
6. Repairs and Reinforcements	All Players Automatically get 10 RR points + points from RR Points Mod Table. Refer to R&R Point Cost table for repair cost

Random Scenarios

2D6	Scenario
2	Assassination
3	Recon Run
4	Convoy Duty
5	Ambush
6	Space Superiority
7	Call to Arms
8	Annihilation
9	Blockade
10	Carrier Clash*
11	Flee to the Jump Gate**
12	Supply Ships/Planetary Assault***

* This scenario may only be used if both fleets have ships capable of acting as carriers. Otherwise
 ** This scenario may only be used if the Strategic Target being fought over is a Jump Gate. Otherwise, re-roll this result.
 *** If the attacker rolls for a Supply Ships mission during a campaign while targeting a Mining Outpost, Dead World or Settled World, he may instead choose Planetary Assault.

Random Priority Level

2D6	Priority Level
4 <	Patrol
5-6	Skirmish
7-8	Raid
9-10	Battle
11 >	War

Random Crew Quality

2D6	Crew	CQS
2	Civilian	2
3-4	Green	3
5-8	Military	4
9-10	Veteran	5
11-12	Elite	6

Reinforcements

PL of Ship	RR Points
Patrol	5
Skirmish	10
Raid	15
Battle	20
War	25
Space Station	x2

Random FA Points

2D6	FA Points
2	3
3-4	4
5-7	5
8	6
9	7
10	8
11	9
12	10

Ship Experience Table

Action	XP Dice Gained
Destroys enemy ship of lower Priority Level than your ship	1
Destroys enemy ship of the same Priority Level of your ship	2
Destroys enemy ship of a Priority Level one higher than your ship	3
Destroys enemy ship of a Priority Level two higher than your ship	4
Destroys enemy ship of a Priority Level three higher than your ship	5
Destroys enemy ship of a Priority Level four higher than your ship	6
Forcing an enemy ship to surrender until end of game*	Double XP Dice earned for destroying it
Crippling an enemy ship	Half XP Dice for destroying it (round down)
Reducing an enemy ship to a Skeleton Crew	Half XP Dice for destroying it (round down)
Winning side of the battle	2
losing or drawing the battle	1
Being reduced to a Skeleton Crew	-2 (and lose 1 point of Crew Quality)

Ship Experience Cost

Increase Crew Quality	May spend 1 XP Die in an Attempt to improve the crew Quality. Roll the XP Dir, if > your current CQ raise it 1 point. If =< Die is wasted and Crew stay the same. May only attempt 1 per Campaign turn.
Repair Ship	Any # of XP dice may be expend in trying to makeshift repair a ship. Roll any # of die multiply by 3 (or four if in asteroid belt). This is the number of damage points recovered. Crippled ships can not do this.
Tactical Judgment	Any number if XP dice may be kept aside for use in future battles. Each XP dice spent allows you to re roll one die that directly affects that ship.
Refitting	For every 2 XP dice you expend you may roll once on the refitting table. This may be done any number of times. Effect are not cumulative within a specific system. If results cannot be applied re roll
Other Duties	Every 2 XP dice you expend you may roll once on the fleets other duties table. This may be done any number of times. Effect are not cumulative within a specific system. If results cannot be applied re roll

R&R Point Cost

R&R Points	Result
0	you may voluntarily send a ship back to high command for complete repairs, no matter what its condition. You will not be able to use the ship for a full two Campaign Turns but after this period, it will be returned to your fleet roster as normal, fully repaired of any damage if the ship had been reduced to a Skeleton Crew it suffers a permanent 1 point loss to its CQ
0	Ships with the Self Repairing trait will automatically recover all lost Damage points (though not Crew or critical hits) before their next battle.
1	5 Damage Points repaired. Crippled requires an additional 5 RR points. If the player owns a space dock as a Strategic Target then ignore the 5 RR points to repair crippled status
1	Each RR point may be expended to replace up to 8 lost Crew points from any ship in the fleet. If you possess a settled world as a Strategic Target, each RR point will replace 10 lost Crew points.
2	points may be spent repairing a single Critical Hit to a ship's Vital Systems. Other Critical Hits will each cost 1 RR point to negate.
*	You may purchase new ships for your fleet roster by spending an amount of RR points shown on the Reinforcements table. You may only purchase ships from the same fleet list that you originally selected for your fleet.
*	If a ship has been reduced to 0 Crew, you may recover it at the end of the battle, so long as the ship is on your fleet roster and you won the battle. You will need to buy a whole new crew for it - roll a new Crew Quality score for them.

Repair and Reinforcement Mod Table

Event	RR Points
Player captured a new Strategic Target this turn	+10
Player lost a Strategic Target this turn	-15
For every battle won this turn	+5
For every space station the player possesses	-5

Babylon 5 A Call to Arms Reference Sheet (2.0)

Campaign Tables
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# of Strategic Targets	
2D6	# of Targets
2-4	6
5-8	7
9-12	8

Random Unusual Features	
1d6	# Unusual Features
1-3	0
4-5	1
6	2

Random Target Category	
2D6	Strategic Target Category
2-3	Space Installation
4	Space Debris
5	Gas Giant
6	Settled World
7	Dead World*
8	Uninhabited World*
9	Jump Gate
10	Space Debris
11-12	Inner System Comet

* Are unexplored. Roll on Exploration Table

Exploration Table	
2d6	Exploration
2	Ancient Ruins
3	Crashed Spacecraft
4-5	Resource Cache
6-8	Nothing
9-10	Hidden Resources
11	Raiders
12	Lost Outpost

Jump Gate Table	
d6	Jump Gate
1-4	Jump Gate
5	Ancient Jump Gate
6	Faulty Jump Gate

Space Installation Table	
d6	Space Installation
1	Construction Yard
2	Diplomatic Station
3	Military Installation
4	Scrap Yard
5	Space Docks
6	Trade Station

Settled World Table	
2d6	Settled World
2-3	Leisure World
4-5	Primitive World
6-8	Industrial World
9-10	Agrarian World
11-12	Commerce World

Space Debris Table	
d6	Space Debris
1-3	Asteroid Belt
4	Planetary Ring
5	Rich Dustcloud
6	Ship Graveyard

Inner System Comet Table	
d6	Inner System Comet
1-4	Ice-Rock Composite Comet
5-6	Mineral-Rich Comet

Uninhabited World Table	
d6	Uninhabited World
1-2	Temperate Planet
3-4	Verdant Planet
5-6	Water World

Exploration Table Description
Ancient Ruins: The discovering player may make a free refit roll for a single ship in their fleet.
Crashed Spacecraft: The discovering player may add a single League ship of Skirmish or Patrol level to their fleet for no cost.
Resource Cache: a one-off cache of resources can be quickly exploited for a one-off bonus of +1d6 RR for the discovering player.
Nothing: The Strategic Target is exactly as it appears to be.
Hidden Resources: The Strategic Target permanently produces 1 additional RR per turn.
Raiders: This results in temporarily increased piracy for one turn before they are driven off, reducing the RR income of all players by -1d6. Raiders fleets do not suffer this RR penalty and indeed gain a single Raider ship of Skirmish or Patrol level for free.
Lost Outpost: Replace this Strategic Target with a random outpost. Table next Page.

Space Installation Table Description
Construction Yard (3 RR): A player who controls a construction yard gains an additional 5 RR on top of the normal 3 RR that this strategic target produces. The bonus 5 RR can only be spent on the purchase of new ships, and is lost at the end of the turn if it has not been used
Diplomatic Station (1 RR): During the Initiative phase of the campaign turn, after initiative has been rolled, a player who controls a diplomatic station may pay 3 RR to target any player lower in the initiative order than themselves for a ceasefire. By designating a single strategic target in the system, the chosen player may not attack that target this turn.
Military Installation (1 RR): A player who controls a military training installation may reroll one XP die being used to try and increase the Crew Quality of a ship, once per campaign turn
Scrap Yard (1 RR): A player who controls a scrap yard gains an additional 1 RR point for every ship that they control which is destroyed in a game which they win. If a ship is reduced to 0 crew but not destroyed then the ship can be salvaged and scrapped for 2 RR. RR points are not gained for enemy ships destroyed or reduced to 0 crew.
Space Docks (1 RR): A player who controls a spacedocks ignores the 5 RR point premium required for repairing Crippled ships

Inner System Comet Table Description
Ice-Rock Composite Comet (0 RR): A player who controls an ice-rock composite comet may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point traits by 10%, rounding up. This reduction may be not combined with that given for a Jump Gate or another Inner System Comet
Mineral-Rich Comet (1 RR): A player who controls a mineral-rich comet may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point traits by 10%, rounding up. This reduction may be not combined with that given for a Jump Gate or another Inner System Comet.

Jump Gate Table Description
Jump Gate (5 RR): A player who controls a jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.
Ancient Jump Gate (5 RR): A player who controls an ancient jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate. When the system is created, an ancient jump gate must always have an unusual feature generated for it, in addition to any others in the system.
Faulty Jump Gate (2 RR): A player who controls a faulty jump gate may reduce the cost of all reinforcements by 10%, rounding up. This reduction may be not combined with that given for an Inner System Comet or another Jump Gate.

Space Debris Table Description
Asteroid Belt (0 RR): A player who controls an asteroid belt may multiply the dice rolled by five instead of three when spending XP Dice to make repairs. Any battle that takes place for the possession of an asteroid belt has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris.
Planetary Ring (0 RR): A planetary ring is assigned to a specific planet in the system when it is created. A player who controls both the planetary ring and its planet gains a +1 Initiative bonus in any battles fought defending the planet. A player who controls the planetary ring gains a +1 Initiative bonus in any battles fought attacking the planet, which increases to a +2 bonus in a Planetary Assault scenario. Any battle that takes place for the possession of a planetary ring has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris
Rich Dustcloud (3 RR): Any battle that takes place for the possession of a rich dust cloud has an additional d3 dust clouds generated on the battlefield in addition to normal stellar debris. These dust clouds are generated even if the scenario does not normally permit stellar debris
Ship Graveyard (D6 RR): A ship graveyard does not generate a fixed RR total in the normal manner, instead generating 1d6 RR each turn for the controlling player. Any battle that takes place for the possession of a ship graveyard has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. Unlike normal asteroids, these are not shards of rock or ice but the twisted, mangled remnants of destroyed spaceships

Settled World Table Description
Leisure World (3 RR): A player who controls a leisure world may replace 10 lost Crew points for every RR spent on recruiting new Crew for a ship. A player who controls a leisure world may reroll both dice of a single Other Duties roll once per campaign turn. If this option is chosen, the player must accept the second roll and may not chose to use the results of the first roll instead.
Primitive World (2 RR): A player who controls a primitive or low-tech world may replace 10 lost Crew points for every RR spent on recruiting new Crew for a ship.
Industrial World (10 RR): A player who controls an industrial world may replace 10 lost Crew points for every RR spent on recruiting new Crew for a ship.
Agrarian World (5 RR): A player who controls an agrarian world may replace 10 lost Crew points for every RR spent on recruiting new Crew for a ship.
Commerce World (6 RR): A player who controls a commerce world may replace 10 lost Crew points for every RR spent on recruiting new Crew for a ship. For every other settled world that the controlling player possesses, the commerce world generates an additional 2 RR every turn.

Uninhabited World Table Description
Temperate Planet (1 RR): Planets of this type are usually very similar to earth in terms of climate and geography. Some basic assets can be acquired from such a planet but until full-scale colonisation occurs, the wealth of resources that a temperate world holds cannot be tapped into efficiently.
Verdant Planet (2 RR): Some uninhabited planets are possessed of an incredible natural fertility and an abundance of life. In some cases an entire planet can be swathed in thick vegetation. The natural resources of such a planet are so easily available that they can be harvested even without the development of a proper colonial infrastructure.
Water World (1 RR): Some planets have their surfaces mostly or entirely covered by water. Generally, planets with less than 10% of their surface area as land will fall into this category. The vast oceans of such a world can teem with life and a wealth of resources but they can be hard to begin colonisation of, as there may be little or no solid land on which to build initial outposts.

Unusual Feature Table Description

Space-Time Anomaly: Any battle fought for control of the Strategic Target will have a number of special rules applied during the game. During the Initiative phase, both players roll 4d6, not 2d6. Note that race and fleet modifiers are only applied to this roll once, as per normal. Whenever a capital ship is nominated to move, roll a d6. On a 1, it has its Speed halved this turn. On a 2-5, it moves as normal. On a 6, it has its Speed doubled this turn. Finally, whenever a capital ship attempts to open a jump point into or out of hyperspace, roll a d6. On a 4+ the attempt is successful, but on a 1-3 it fails due to the space-time anomaly.

Heavy Dust Clouds: Any battle fought for control of the Strategic Target count as having the *entire battlefield* as a dust cloud, even if the scenario does not normally permit stellar debris. The area covered by these dust clouds can be vast, extending far beyond the boundaries of the strategic target.

Electromagnetic Distortion: Any battle fought for control of the strategic target will be affected by this electromagnetic distortion. All ships gain +1 to their Stealth score (to a maximum of 5+) or the Stealth 2+ trait if they did not have it before. This is only for the duration of the battle; they do not keep the trait afterwards, as it is a result of the local environment.

Minefield: Any battle fought for control of the Strategic Target must take the mines littered around into account. Ships moving under half their current speed are able to scan the local area for any dormant mines and avoid or destroy them. Whenever a ship moves over half its current speed, it triggers a mine on a d6 roll of a 6. This is resolved as an AP attack of 2 AD on the ship.

Heavy Asteroid Density: Any battle fought for control of the Strategic Target has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris.

Power Drain: Any battle fought for control of the Strategic Target will have a number of special rules applied during the game. During the first 5 turns of the game, all ships will suffer a penalty of -1 AD to all weapons systems and a -2 Speed penalty. On turns 5 and every 5 turns thereafter, this penalty increases by an additional -1 AD and -2 Speed. These penalties cannot reduce the AD of a weapons system below 1 and cannot reduce a ship's speed below 2.

Gas Giant Table Description

Medium-Yield Gas Giant (3 RR): Most gas giants are considered medium-yield, as useful levels of raw material can be harvested from their atmospheres. Many end up with dozens or hundreds of orbiting facilities in their upper atmosphere, sifting out the desired elements.

Low-Yield Gas Giant (1 RR): A gas giant of this kind has virtually no constituent gases or elements of any use, or any such substances are only to be found so deep within the giant as to be unreachable for the purposes of harvesting significant amounts. A few small harvesting facilities will be able to provide some resources but there is little point in developing any holdings further.

High-Yield Gas Giant (5 RR): Some gas giants have an abundance of valuable gases that are easily accessible for harvesting facilities. Some of these planets even end up with extensive colonisation in the form of orbiting space stations and habitats, all supported by the produce of the gaseous world below.

Hidden Outpost (1 RR): A gas giant can provide an excellent hiding place for a hidden outpost to be located, with the swirling clouds of the upper atmosphere and the vast surface area of such a planet. A gas giant with few useful elements to be harvested is unlikely to draw much attention to itself, so a small facility in its orbit is likely to go unnoticed by most cursory surveys and even from more determined searches by military spacecraft.

Whenever a hidden outpost would be captured, the victorious player must pay 5 RR or the strategic target remains with its current owner (or without an owner if as yet unclaimed).

Outpost Table Description

Mining Outpost (10 RR): An outpost of this kind is a facility set up to mine raw materials from a moon or asteroid where there is no justification for any larger-scale settlement to occur. Large sections of the outpost are likely to be automated. Mining outposts are valuable to any warring faction for the sheer amount of resources that they can provide and don't even require the large garrison that can be needed to keep a planetary population in line.

Observation Outpost (1 RR): A player who controls a Observation outpost may increase or decrease the number they rolled for campaign turn Initiative by up to 2, after all players have rolled their Initiative. Alternatively, the controlling player may pay 5 RR to swap Initiative results with one other player.

Religious Outpost (1 RR): A community of this kind is rarely of much direct use to a military commander due to small populations and low levels of material and goods production.

Scientific Outpost (3 RR): A player who controls a scientific outpost may reroll both dice of a single Refits roll once per campaign turn. If this option is chosen, the player must accept the second roll and may not chose to use the results of the first roll instead.

Unusual Feature Table

d6	Unusual Feature
2	Space-Time Anomaly
3-5	Heavy Dust Clouds
6-7	Electromagnetic Distortion
8-9	Minefield
10-11	Heavy Asteroid Density
12	Power Drain

Outpost Table

d6	Outpost
1-3	Mining Outpost
4	Observation Outpost
5	Religious Outpost
6	Scientific Outpost

Gas Giant Table	
d6	Gas Giant
1-3	Medium-Yield Gas Giant
4	Low-Yield Gas Giant
5	High-Yield Gas Giant
6	Hidden Outpost

Dead World Table

d6	Dead World
1-2	Barren World
3-4	Ice World
5	Molten World
6	Toxic World

Dead World Table Description

Barren World (0 RR): They lack the basic requirements for life, sometimes entirely bereft of an atmosphere or without a drop of water anywhere on their surface.

Ice World (0 RR): Ice worlds usually exist on the outer fringes of a system, water worlds so far from the warmth and light of a star that they have simply frozen over.

Molten World (1 RR): he opposite of ice worlds, any water on the surface of a molten or volcanic world will have long since boiled away into space. Usually notable for extremely close proximity to a star, a molten world's surface is lethally hot and riven with extreme volcanic activity.

Toxic World (0 RR): Toxic worlds may sometimes appear from a distance as quite hospitable or even welcoming locations. They usually sport an atmosphere, seas and even life. All this masks the truth that they are uninhabitable for almost any known sentient species in the galaxy.

Other Campaign Rules

Trade Routes: Trade routes are not randomly generated like other types of strategic target; instead, every system always has one trade route.

A trade route is not held from turn to turn by a controlling player, nor does it represent a physical location.

A player targeting a trade route can be intercepted just as with any other Strategic Target. Should a player who chose the trade route successfully win control of it, it grants an income of 5 RR points in addition to the usual benefits for acquiring a new Strategic Target. Furthermore, the income of all other players for that turn is reduced by 2 RR.

Should a player successfully intercept an attempt to take control of the trade route, they do not gain control of it. Instead, they gain a flat bonus of 10 RR.

If a Raiders fleet acquires control of the trade route, the income of all other players for that turn is reduced by d6 RR. If Raiders successfully intercept an attempt to take control of the trade route then they gain a flat bonus of 15 RR.

At the end of the turn, the trade route returns to neutral status, uncontrolled by any player.

Space Stations: Space stations may be bought as Reinforcements as normal but you will pay double the normal cost in RR points. In addition, you must pick one Strategic Target you currently hold. The space station will be placed here and may not be moved for the duration of the campaign.

Each space station you have in your possession will reduce the number of RR points you gain in each campaign turn by -5.

In return, it is difficult to force a fleet out of a Strategic Target if a space station is present. The presence of a space station has the following effects when an attack is made on the Strategic Target;

- 1 The random Priority Level of scenarios in this Strategic Target may never be modified by either player.
- 2 The Strategic Target will only be lost if the attacking player wins in a scenario that involved the space station.
- 3 Space stations must be used in the scenario if it is of Battle or War Priority Level and the Space Superiority, Call to Arms or Annihilation scenarios are rolled for. In all other scenarios and Priority Levels, it is the defending player's choice whether to use his space station or not.

Shadow Clouds: The vast clouds used by the Shadows in times of war may be used as an ordinary space station as detailed above. However, the Shadow player also has the option to keep the Shadow Cloud with the rest of his fleet. In this case, it may never be used to protect a Strategic Target and may only be used in Planetary Assault scenarios where the Shadow player is the attacker.

Babylon 5 A Call to Arms

Reference Sheet (2.0)

System Generator Tables

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Earth Alliance	
Priority Level: Patrol	
Breaching Pod	
Hermes Class Transport	
Starfury Wing (3 Flights)	
Tethys Class Cutter	
Tethys-class Laser Boat	
Tethys-class Missile Boat	
Thunderbolt Wing (3 Flights)	
Priority Level: Skirmish	
Artemis Class Heavy Frigate	
Belerophon Heavy Defense Satellite	
Hyperion-class Missile Cruiser	
Hyperion-class Rail Cruiser	
Olympus Class Corvette	
Priority Level: Raid	
Chronos-class Attack Frigate	
Delphi-class Advanced Scout	
Explorer Class Survey Ship	
Hyperion-class Cruiser	
Hyperion-class Assault Cruiser	
Hyperion-class Pulse Cruiser	
Nova Class Dreadnought	
Olympus-class Gunship	
Oracle Class Scout Cruiser	
Sagittarius Class Missile Cruiser	
Priority Level: Battle	
Apollo-class Bombardment Cruiser	
Avenger Class Heavy Carrier	
Babylon 5 Diplomatic Station (pre 2259)	
Hyperion-class Command Cruiser	
Omega-class Heavy Destroyer	
Omega-class Pulse Destroyer	
Orestes Class System Monitor	
Orion Starbase	
Priority Level: War	
Babylon 5 Diplomatic Station Pre 2260	
Omega-class Command Destroyer	
Poseidon Class Super Carrier	
Shadow Omega-class Adv Destroyer	
Warlock Class Advanced Destroyer	
Flights: Any Ship Carrying one or more Starfury Flights may replace any Number of them for Thunderbolts, or Vice Versa, as long as the scenario is set in 2259 or Latter	
Earth Alliance Initiative: +1	

Centauri Republic	
Priority Level: Patrol	
Breaching Pod	
Corvan Class Scout	
Haven Class Patrol Boat	
Razik Light Fighter	
Rutarian (3 Flights)	
Sentri Wing (5 Flights)	
Priority Level: Skirmish	
Centauri Defence Satellite	
Darkner-class Attack Frigate	
Amar-class Fast Carrier	
Kutai Class Frigate	
Maximus Class Frigate	
Morghath Class Frigate	
Vorchan Class Warship	
Vorchat-class War Raider	
Vorchar-class War Scout	
Priority Level: Raid	
Altarian-class Destroyer	
Elutarian-Bombardment Class	
Magnus-class Destroyer	
Balvarin-class Carrier	
Centurion-class Attack Cruiser	
Prefect-class Armoured Cruiser	
Dargan-class Strike Cruiser	
Demos-class Heavy Warship	
Sulust-class Escort Destroyer	
Priority Level: Battle	
Balvarix-class Strike Carrier	
Centauri Colony	
Primus-class Battlecruiser	
Primus-class Bombardment	
Secundus-class Battlecruiser	
Secundus-class Bombardment	
Tertius-class Battlecruiser	
Tertius-class Bombardment	
Priority Level: War	
Ocutrion Class Battleship	
Octurion-class Bombardment	
Flights: No Special	
Centauri and Narn: Centauri Vessels will never surrender to the Narn and are immune to any effect that would require them to surrender to Narn Vessels	
Centauri Republic Initiative: +3	

Narn Regime	
Priority Level: Patrol	
Breaching Pod 4 Flights	
Frazi Wing (3 Flights)	
Gorith Wing (3 Flights)	
Sho'Kos Class Cutter	
Sho'Kov-class Torpedo Cutter	
Priority Level: Skirmish	
G'Karith Class Patrol Cruiser	
G'Sten Class War Cruiser	
Ka'Toc-class Battle Destroyer	
Ka'Tan-class Escort Destroyer	
Sho'Kar Class Light Scout	
T'Gan Orbital Satellite	
Thentus Class frigate	
Priority Level: Raid	
Dag'Kar Class Missile Frigate	
Rongoth Class Destroyer	
Rothan-class Plasma Destroyer	
T'Loth Class Assult Cruiser	
T'Rann-class Heavy Carrier	
Priority Level: Battle	
G'Quan Class Heavy Cruiser	
G'Lan-class Mag Cruiser	
Narn Listening Post	
Var'Nic Long Range Destroyer	
Priority Level: War	
Bin'Tak Class Dreadnought	
G'Tal-class Command Cruiser	
G'Quonth-class Attack Cruiser	
Flights: No Special	
Narn and Centauri: Narn Vessels will never surrender to the Centauri and are immune to any effect that would require them to surrender to Centauri Vessels	
Narn Regime Initiative: +2	

Minbari Federation	
Priority Level: Patrol	
Breaching Pod	
Flyer Wing (2 Flights)	
Nial Wing (1 Flights)	
Tishat Wing (1 Flight)	
Priority Level: Skirmish	
Minbari Defence Satellite	
Torotha Class Assault Frigate	
Priority Level: Raid	
Leshath Class Heavy Scout	
Tigara Class Attack Cruiser	
Teshlan-class Fast Cruiser	
Ashinata-class Close Escort	
Esharan-class Anti-Fighter Frigate	
Priority Level: Battle	
Morshin Class Carrier	
Veshatan-class Fast Gunship	
Tinashi Class war frigate	
Shantavi-class Heavy Battle Frigate	
Troligan class armored Cruiser	
Priority Level: War	
Neshatan Class Gunship	
Norgath Starbase	
Sharlin Class War cruiser	
Sharroos-class Heavy Warcruiser	
Sharkaan-class Advanced Warcruiser	
Flights: Any Ship Carrying one or more Flyer Flights may replace any Number of them for Nial, or Vice Versa, as long as the scenario is set in 2250 or Latter	
Minbari Federation Initiative: +4	

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 Fleet List Page 1
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Interstellar Alliance
Priority Level: Patrol
Starfury Wing (3 flights)
Thunderbolt Wing (3 flights)
Priority Level: Skirmish
Nial Wing (1 Flights)
Priority Level: Raid
White Star
Priority Level: Battle
White Star 2
Priority Level: War
Babylon 5 Diplomatic Station (Post)
Victory-class destroyer
Flights: Any Ship Carrying one or more Starfury Flights may replace any number of them for Thunderbolts
Interstellar Alliance Initiative: +2

Brakiri Syndicaracy
Priority Level: Patrol
Breaching Pod (4 Flights)
Falkosi Flight (4 Flights)
Priority Level: Skirmish
Ikorta light Assault cruiser
Brikorta- Light Carrier
Tokrana Orbital Satellite
Priority Level: Raid
Batrado-Armed Transport
Halik-class Frigate
Haltona-class Frigate
Priority Level: Battle
Alykent Guardpost
Avioki- Heavy Cruiser
Kaliva- Lance Cruiser
Brokados- Battle Carrier
Priority Level: War
Tashkat Advanced Cruiser
Takata-class Mine Cruiser
Brakiri Syndicaracy Initiative: +0

The Raiders
Priority Level: Patrol
Breaching Pod 4 Flights
Delta-V Wing (6 flights)
Double-V 4 Flight
Modified Freighter
Priority Level: Skirmish
Raider Defence Post
Strike Carrier
Priority Level: Raid
Battle Wagon
Priority Level: Battle
Raider Base
Flights: No Special
Raider Initiative: +0

Drazi Freehold
Priority Level: Patrol
Breaching Pod (4 Flights)
Sky Serpent (2 Flights)
Star Snake (5 Flights)
Sunhawk Battlecruiser (SH)
Guardhawk Battle Escort (SHv)
Priority Level: Skirmish
Shodrama Armed Satellite
Darkhawk Missile Cruiser (SHv)
Jumphawk- Command Cruiser
Strikehawk Battle Carrier
Warbird Class Cruiser (WB)
Priority Level: Raid
Solarhawk Battlecruiser (SHv)
Priority Level: Battle
Brostilli Warbase
Stormfalcon Heavy Cruiser (SF)
Nightfalcom-class Heavy Carrier (SFv)
Flights: Flights of smaller craft may be purchased separately and used unites in their own right.
Drazi Initiative: +1/+2

Vorlon Empire
Priority Level: Patrol
Vorlon Fighter (3 Flights)
Priority Level: Skirmish
Orbital Installation
Transport
Priority Level: Raid
Destroyer
Priority Level: Battle
Light Cruiser
Priority Level: War
Heavy Cruiser
Observation Post
Vorlon Empire Initiative: +6

The Shadows
Priority Level: Patrol
Shadow Fighter (3 Flights)
Priority Level: Skirmish
Shadow Orbital Satellite
Priority Level: Raid
Shadow Scout
Priority Level: Battle
Shadow Hunter
Priority Level: War
Shadow Cloud
Shadow Ship
Flights: May initiate Jump Point
Shadows and Hyper-space: A Shadow vessel may enter realspace from hyperspace at any point with no deviation. It will also be able to move, attack and act normally during the turn it leaves Hyperspace. Shadow vessels must use the Initiate Jump Point SA to enter hyperspace but no jump point counter is placed on the board.
The Shadows Initiative: +6

Other Craft Fleet
Priority Level: Patrol
Civilian Trader
Corporate Freighter
Corporate Tanker
Patrol Boat
Space Liner
Space dock
Civilian Initiative: -4

Vree Conglomerate
Priority Level: Patrol
Tzymm Heavy Fighter (3 Flights)
Vaarl Class Scout Saucer (VA)
Xaar-class Patrol Boat
Ximm Close Escort (XOv)
Priority Level: Skirmish
Vaarka Escort Scout (VAv)
Xixx - Torpedo Saucer (XOv)
Xorr - War Saucer (XO)
Xoti Satellite
Priority Level: Raid
Xill - Battle Saucer (XI)
Priority Level: Battle
Xeecra Trading Post
Xaak Command Saucer (Xiv)
Flights: Flights of smaller craft may be purchased separately and used unites in their own right.
Vree Initiative: +2

Abbai Matriarchy
Priority Level: Patrol
Kotha (6 Flights)
Shyarie-class Jammer Frigate
Tiraca-class Attack Frigate
Bisaria-class Escort Frigate
Priority Level: Skirmish
Alanti Defence Satellite
Miliani-class Carrier
Marata-class Diplomatic Transport
Priority Level: Raid
Bimith-class Defender
Priority Level: Battle
Lakara-class Cruiser
Pirocia Starbase
Drazi Initiative: 2

Babylon 5 A Call to Arms
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 Fleet List Page 2
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The Shadow Fleet Rules

Hyperspace Mastery: Shadow Scouts and Shadow Ships may enter realspace from hyperspace at any point, without risk of deviation. They can move, attack and otherwise act normally during the turn it leaves hyperspace. Shadow vessels must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table, thus no damage is caused. Instead, the Shadow vessel is simply removed into hyperspace at the beginning of its next turn. Shadow Fighter flights may also enter and leave hyperspace by this method without having to take any Special Action.

Damage Resistance: Based on highly advanced bio-technology, Shadow vessels are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner.

Every successful attack on a Shadow vessel that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Shadow vessels are immune to critical hits, as they have no specific vital systems. For every hit a Shadow vessel suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Armour halves all incoming damage as normal.

Shadow vessels have no effective Crew score, as the whole ship is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Shadow vessel that has been reduced to 0 Damage has been destroyed and is simply removed from the table.

Special Actions: Shadow vessels may only use the Initiate Jump Point Special Action.

Superior Technology: The technical advances of the younger races pose few problems for the Shadows. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ships Stealth

Superb Maneuverability: Shadow vessels are supremely agile at slow speeds but it is still important to keep track of their heading. Instead of using the normal SM rules, a Shadow vessel may instead turn up to 90° at the start of its movement and then move 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 186. This attack will immediately shut down the jump point. In addition, every ship that went through the jump point this turn or is within 46 of its forward arc must roll a dice. 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 four Shadow Fighter flights may be placed anywhere within 306 of the launching ship. They must be placed within 36 of one another and may not take any action in the turn they were launched in this fashion.

Vorlon Fleet Rules

Damage Resistance: Based on highly advanced bio-technology, Vorlon ships are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner. Every successful attack on a Vorlon ship that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Vorlon ships are immune to critical hits, as no specific vital systems. For every hit a Vorlon ship suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Armour halves all incoming damage as normal. Vorlon ships have no effective Crew score, as the whole vessel is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Vorlon ship that has been reduced to 0 Damage has been destroyed and is simply removed from the table.

Special Actions: Vorlon ships may use any Special Actions except All Hands to Deck!, Close Blast Doors and Activate Defense Grid!, Run Silent! and Stand Down and Prepare to be Boarded.

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 ships Stealth.

Narn Energy Mine Configurations

Any Narn ship capable of firing energy mines may freely select from the configurations listed below. Each energy mine weapon system on a ship may only fire one type of configuration and may only use that for the entire battle. Different energy mine weapon systems on the same ship may choose different configurations and ships in a campaign may freely change their configurations before the start of each battle.

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

Ionic Burst: The ionic burst gains the Weak trait but any enemy ship under its area while be unable to perform any Special Actions in its next turn and have the effects of any existing Special Actions negated.

Ship-Breaker: The energy mine's Special Traits change to Double Damage, Slow-Loading, Super AP (yes, it loses Energy Mine!). Its range is also halved

Short Charge: The energy mine loses its Slow-Loading trait. However, it will also lose Attack Dice. Halve the number of Attack Dice used, rounding down. Range will also be reduced to 20".

Wide Burst: Wide bursts roll their Attack Dice against every object within 5" of the target point instead of the normal 3" but gain the Weak trait.

Drazi Freehold Fleet Rules

Aggression: Drazi are an aggressive and belligerent race with a love of brawling and violence. More than any other race, they actively enjoy combat for combat's sake and are slow to surrender or flee even when a battle goes against them. The Drazi thus gain a +1 bonus to all Crew Quality checks made for Give Me Ramming Speed! or Stand Down And Prepare To Be Boarded! Special Orders, whether the Drazi are the instigators or subjects of such an order.

Sky Hook Catapult: The Drazi make use of a catapult system to launch their Sky Serpent fighters from carriers, literally hurling the craft into space at high velocity. When deploying Sky Serpents, a ship will place them up to 8" away in its front arc, rather than within 3" in any direction. Star Snakes are deployed normally.

Tactics – Quick & Decisive: The Drazi mindset, tactics and ships all favour quick, decisive strikes, hitting first and hitting hard. In any scenario where the Drazi are designated as the attacker, their Initiative bonus increases to +2. However, in any scenario where the Drazi are designated as the defender (or where this is not specified), their Initiative bonus decreases to +1.

Vree Conglomerate Fleet Rules

Telepathy: Due to their intra-species mental communications, all Vree gain a +1 bonus on all Crew Quality and Damage Control checks.

Super Manoeuvrability: Vree ships are incredibly agile. All Vree ships may move as if they had the Super Manoeuvrable trait so long as they move no more than half their Speed in a turn.

Conglomerate Backing: When the Vree undertake a major military action, they do so with the support of their entire race and all their resources. The Vree player has 10 bonus RR points each campaign turn, but these bonus points can only be used to repair and re-crew damaged ships. Any bonus points the Vree player does not use during the Repair and Reinforcements step are lost at the end of the current campaign turn.

Babylon 5 A Call to Arms

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Fleet Rules

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Space Station Rules

Fleet Lists and Scenarios	Space stations may be used in one of two ways. Either they will appear in a scenario where you will be told how their deployment affects each fleet, or you may include them in a standard battle. If you do the latter, however, you may only ever use one space station. In addition, it is considered good manners to inform your opponent that you will be using a space station, as it is very unlikely that even the worst scout could possibly hope to miss something that size! Space stations may be deployed anywhere in a player's deployment zone at the start of a scenario. It may never be moved or turned once in place.																		
Launching Attacks	Many space stations have an impressive list of weaponry in their descriptions but this covers a small fraction of the total hardware mounted across their hulls. Instead, what is listed are the weapons a space station can typically direct against one specific target. Space stations have a new trait, Targets. All weapons on a space station are considered to be Turret mounted and thus there are no 'blind spots' from which an enemy ship can approach.																		
Defence Networks & Auxiliary Craft	Flights of auxiliary craft may not be targeted by normal space station weapons systems. These primary weapon systems are not calibrated to attack fast-moving targets so close to the station's superstructure. Instead, space stations rely on defence networks of antifighter systems to defend themselves from auxiliary craft. All space stations have a new trait, Defence Network,...																		
Attacking a Space Station	<p>Because space stations are so large and mass so many thousands of tons, they cannot actually be destroyed during a battle. A space station can, however, be rendered inoperable and this is really the best an attacker can hope for when launching an assault. Space stations therefore following these special rules when attacked.</p> <ul style="list-style-type: none"> Every successful attack on a space station that beats its Hull score will cause damage, without the need to roll on the normal Attack Dice table. Instead, roll on the Space Station Attack Dice table below. <table border="1" style="margin: 10px auto;"> <thead> <tr> <th colspan="2" style="background-color: #e6f2ff;">Space Station Attack Dice Table</th> </tr> <tr> <th style="background-color: #e6f2ff;">D6</th> <th style="background-color: #e6f2ff;">Effect</th> </tr> </thead> <tbody> <tr> <td style="background-color: #e6f2ff;">1</td> <td style="background-color: #e6f2ff;">Solid Hit: 1 point of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">2</td> <td style="background-color: #e6f2ff;">Solid Hit: 2 points of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">3</td> <td style="background-color: #e6f2ff;">Solid Hit: 3 points of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">4</td> <td style="background-color: #e6f2ff;">Solid Hit: 4 points of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">5</td> <td style="background-color: #e6f2ff;">Solid Hit: 5 points of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">6</td> <td style="background-color: #e6f2ff;">Solid Hit: 6 points of Damage</td> </tr> <tr> <td style="background-color: #e6f2ff;">7</td> <td style="background-color: #e6f2ff;">Critical Hit: D6 + 6 points of Damage</td> </tr> </tbody> </table> <ul style="list-style-type: none"> All Damage is multiplied by Double and Triple Damage weapons as usual. Note that Precise weapons still add a bonus of +1 to rolls on this table and thus they are the only weapons that can score a critical hit. Space stations have no effective Crew score, as they usually have far more personnel on board than warships who can readily cover one another's duties, from different parts of the station, if necessary. A space station never performs Damage Control. Constant attacks on a space station will degrade its performance over time. Every space station has three scores listed for Damage, effectively giving it two thresholds instead of the normal one for ships. A ship taken to its first threshold is said to be Heavily Damaged. A ship taken to its second damage threshold is said to be Crippled. A space station that is reduced to 0 damage has been rendered inoperable and may not take any further action in the game. The counter is left in place, however, as it hangs silently in space. Space stations are massive structures and will block lines of sight between enemy ships. If any line of sight between two fighting ships passes within 1" of the station's centre point, then the line of sight is blocked and the ships may not launch attacks on one another. 	Space Station Attack Dice Table		D6	Effect	1	Solid Hit: 1 point of Damage	2	Solid Hit: 2 points of Damage	3	Solid Hit: 3 points of Damage	4	Solid Hit: 4 points of Damage	5	Solid Hit: 5 points of Damage	6	Solid Hit: 6 points of Damage	7	Critical Hit: D6 + 6 points of Damage
Space Station Attack Dice Table																			
D6	Effect																		
1	Solid Hit: 1 point of Damage																		
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3	Solid Hit: 3 points of Damage																		
4	Solid Hit: 4 points of Damage																		
5	Solid Hit: 5 points of Damage																		
6	Solid Hit: 6 points of Damage																		
7	Critical Hit: D6 + 6 points of Damage																		
Thresholds	When a space station passes each damage threshold, it becomes Heavily Damaged and then Crippled. Every time a space station passes a threshold, roll one dice for every Special Trait other than Space Station, Immobile, Interceptors and Defence Network. On a 4 or more, the trait is destroyed. Every time a station passes a damage threshold, the number of available Interceptors and Defence Networks is halved, rounding down. Additionally, every time a station passes a damage threshold it has its Targets number reduced by 1, to a minimum of 0.																		
Interceptors	The Interceptor score a space station has represents a 'pool' of dice that a player can use to defend against a number of attacks. When an attack is announced by an enemy ship, the space station's player must nominate how many Interceptor dice he is using to defend against all the weapon systems the ship will be employing. These are then rolled as normal, using the Interceptor rules on page 15 of Book One. All Interceptor dice used against the attacks of this enemy ship are discarded until the beginning of next turn. This means a station's player can moderate the Interceptor dice he uses, pulling them away from small 'nuisance' attacks and concentrating them against the weapons that will really hurt.																		
Special Actions	A space station never uses Special Actions.																		
Crew Quality	A space station's Crew Quality, if it is ever needed, is always Military-Grade (4).																		

Space Station Campaigns Rules

Strategic Target	Players are also free to use space stations in their campaigns but it is recommended that they choose one Strategic Target for their space station and then have it effectively left there as a home base for the duration of the campaign. If the target is subsequently lost, then whoever takes over the target also gains the space station – a drawback to be sure but it will certainly motivate players to launch a counterattack!
Experience	Space stations can never earn experience dice. If a fleet renders a space station inoperable, the ship that reduced it to 0 damage gains experience dice as normal for defeating a Priority Level: War target. However, every other ship in the fleet will also gain a bonus of 1 experience dice in recognition of their heroic action.
Repairing	Space stations are repaired as normal in campaign games but each RR point expended to fix a space station will repair ten point of damage rather than five. Beware though, this still makes space stations a very expensive luxury to maintain!
Purchasing	A space station may be purchased during a campaign for 50 RR points and placed at one specific Strategic Target owned by the player. As stated above, once the Strategic Target is lost, ownership of the station is transferred to the other player

Babylon 5 A Call to Arms

Reference Sheet (2.0)

Space Station Rules

Created By Jon Osborn

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Centauri Republic Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Supercharged Lateral Thrusters: If the ship has a Dodge score, this increases by one. If the ship has no Dodge score, it gains Dodge 6+. This trait may not be gained multiple times, up to a maximum of Dodge 4+ but may only be applied to ships with a Damage score of 20 or less.
4	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Arrays Fitted: Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Point Defence: The ship gains a small weapon system designed to destroy close-in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	High Quality Engines: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Centauri Republic Duties

2D6	Other Duty
2	Assignment to the Royal Court: The ship is commandeered by a noble of one of the Great Houses to take him back to Centauri Prime. The ship may not be used in a battle for two campaign turns. However, it will receive the very best of attention while it is away. Roll twice on the Refits table and bring it back up to full Damage and Crew.
3	Techno-Mage: On a routine patrol, the ship is contacted by a wandering Techno-Mage craft. The subsequent meeting between the Techno-Mage and your Admiral is relayed to Centauri Prime and gains the interest of many of the great Houses wanting to ally themselves with this new force. Gain 3d6 RR points immediately as support comes flooding into the fleet.
4	Noble Telepath: One of the noble Houses temporarily makes available one of their trained telepaths to help protect an important nephew serving on board this ship. The ship immediately gains three re-rolls which may be used in subsequent battles.
5	Slavemaster: The ship picks up a new Slavemaster who has long agony whips and a particularly vicious streak. After every battle, the ship will now repair 1d6 Damage points for no cost.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	Slave Convoy: The ship is used as a convoy escort to bring an influx of slaves into the system. You may immediately replace 4d6 points of lost Crew on any ships throughout your fleet.
8	Haven Escort: The captain of this ship is deemed valuable by his House and has been granted a permanent escort. If the ship is of Skirmish level or lower, it immediately gains one Haven patrol boat. If it is of Raid level or higher, it gains 2. These Havens always accompany the ship as an escort and will form a squadron with it. In addition, they may be fielded for free whenever the ship is selected for battle – they will not cost any Fleet Allocation Points.
9	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Point available.
10	Shadow Technology: A noble patron of the ship's captain makes available some strange pod-like devices his House has been hiding. Once fitted, they allow the entire ship to be controlled without a crew. The ship no longer has a Crew score but is assumed to have a Crew Quality score of 5. Furthermore, it now ignores all damage to Crew. This result may only be applied in campaigns that take place in the Earth Year 2260 or later.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Minbari, or League fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Earth Alliance Refits

2D6	Refits
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Quick-Loading Missiles: If the ship has missile racks, it immediately loses the Slow-Loading trait on all such weapon systems. However, it will have its missile rack Attack Dice reduced by half, rounding up.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Earth Alliance Duties

2D6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new captain takes command of the vessel – a highly decorated, even legendary captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Now You See Me . . .: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Psi Corps: The crew's dedication to duty has been rewarded (!) with a resident Psi Corps telepath posted on board. Whenever the ship has to make an opposed Crew Quality check, it gains a +1 bonus as the telepath strains to fathom the intentions of the enemy crew.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Elite Psi Corps Operative: Your crew is joined by a Psi Corps telepath of P-Rating 10 and trained in fleet combat. He is able to bend his mind to the intricacies of fleet manoeuvres and guide the captain and his colleagues 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 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 allied ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Narn, Minbari, League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Shadows and Vorlons Ship Personalities

Due to the unique control systems of the ships of the Old Ones, Vorlons and Shadows do not use the normal Refits and Other Duties tables. Over time, the personalities of the individual subjects or Vorlons that control their ships will begin to manifest themselves in the physiology and behaviour of the vessel itself. A Vorlon or Shadow ship may roll on the table below for the cost of 2 XP Dice.

1D6	Refit
1	Evasive: A Shadow ship may move as if it had the Super Maneuverable trait so long as it moves no more than three quarters its Speed (rounding down) in a turn. 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 to 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 to more than 150% of its original score.
5	Maternal: The ship gains one flight of auxiliary craft (fighters from the appropriate fleet list).
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.

Narn Regime Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Overcharged Ion Torpedoes: Choose one Ion Torpedo weapon system. It immediately gains the Double Damage trait.
4	Hanger Conversion: The ship has extensive work on its hanger bays. Remove all craft from the ship. In their place, the ship gains a Sho'Kos police cutter. This may be launched during a battle in the same manner as auxiliary craft or it may be deployed separately at the beginning of a battle. The cutter never takes up any Fleet Allocation Points and is assumed to be paid for with the cost of the parent ship. This may only be applied to ships with a Damage score of at least 36.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
7	Additional Arrays Fitted: Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Helm Control: Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Complete Refit: The ship is pulled back into a spacedocks and a complete refit is performed on it to increase its effectiveness. The ship will miss the next two campaign turns but when it returns it will now be a variant of the original hull design – it is your choice as to which. Any existing refits will be removed during this complete refit.

Narn Regime Duties

2D6	Other Duty
2	Gun-Running: The ship is engaged in delivering weapons and supplies to Narn ground forces. Gain 3d6 RR points immediately as your forces benefit from this group's activities.
3	Orders From the Kha'Ri: The ship's captain receives highly classified orders from the Kha'Ri, which must be followed to the letter for the good of all Narn. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
4	New War Leader: The ship is used to escort a new War Leader who replaces the leadership of this campaign force - and he is very accomplished. You gain a permanent +1 bonus to your Initiative during campaign turns.
5	The Thenta Makur: The ship is used to transport an assassin of the Thenta Makur on a secret mission. It is soon after revealed that a high-ranking officer in another fleet has been assassinated, causing confusion and delays in orders. Pick an opposing fleet. It will suffer a -4 penalty to its Initiative in the next Campaign Turn.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Lightning Attack: With typical Narn aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
8	The Blessing of G'Quan: The crew of this ship believe themselves truly blessed by the religious leader of old. Their ship gains a new re-roll at the start of every battle for the duration of this campaign.
9	Ga'To Jutan Takeover: The officers of this ship have been replaced by leaders in the Ga'To Jutan, the organisation dedicated to the annihilation of aliens. Though often shunned by the rest of the fleet, there is no doubt they are fine warriors. Once per battle, the ship can be assumed to be on Concentrate All Firepower! Special Orders after it has been moved. This effectively allows the ship to move normally and declare a target after it moves instead of before.
10	Diverting Raid: Launching a fast strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Point available.
11	The Red Hunt: The ship's captain has found a highly regarded Centauri noble in the war zone. You may launch an Assassination mission against any Strategic Target held by a Centauri fleet before Initiative is rolled for in the next campaign turn. This will be regarded as your go in the turn and this ship must be used in the fleet that engages in the mission.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Minbari, League, or ISA fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Minbari Federation Refits

2D6	Refit
2	Focussed Neutron Generators: One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	Powerful Sensor Arrays: The ship gains up-rated sensor arrays that are so powerful that they can almost blind enemy ships. No enemy ship within 10" may opt to use a Special Action in its turn.
4	Point Defence: The ship gains a small weapon system designed to destroy close-in attackers. This is a Light Fusion Cannon with a Range of 8, a Turret fire arc, 1 AD and the AP and Mini-Beam traits.
5	Silent and Stealthy: Once per battle, you may force an enemy to re-roll his Stealth roll in order to target this ship.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Helm Control: Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
10	Advanced Gravitic Drive: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	Silent Runner: The ship is modified to be super stealthy but this comes at the expense of energy output. Increase the ship's Stealth score by +1 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 Point 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.

Babylon 5 A Call to Arms

Reference Sheet (2)

Campaign Rules Optional (Refit & other Duties from RS3)

Created By Jon Osborn

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ISA Refits	
2D6	Refit
2	Focussed Neutron Generators: One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Point Defence: The ship gains a small weapon system designed to destroy close-in attackers. This is a Light Fusion Cannon with a Range of 8, a Turret fire arc, 1 AD and the AP and Mini-Beam traits.
5	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD (or choose molecular pulsars if the ship is a White Star). It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Advanced Gravitic Drive: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.

Raiders Refits	
2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Point Defence: The ship gains a small weapon system designed to destroy close-in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
5	Hardened Structure: The ship is specially braced to ward off the effects of the most devastating hits. Reduce its Damage threshold number (the point at which it becomes Crippled) by two points.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 4 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +1 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

ISA Duties	
2D6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new captain takes command of the vessel – a highly decorated, even legendary captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Now You See Me . . .: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Minbari Telepaths: A group of Minbari telepaths join your ship's crew. Stretching forward with their minds, they strain to divine the intentions of the enemy. Once per battle, you may automatically win the Initiative for the turn. This may be declared after you have rolled dice for Initiative.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	The Rangers: This ship has been used to transport a member of the Anla'shok to an abandoned world in the system. He soon gains valuable intelligence on the activities of the other fleets, granting you a +2 bonus to your Initiative for the next Campaign Turn.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation 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 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.

Raiders Duties	
2D6	Other Duty
2	Contact Made: A diplomatic mission to another Raiders group 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	Lightning Attack: With typical Raider aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
4	Now You See Me . . .: This ship has been conducting scouting exercises all over the system, forcing other fleets to chase it as it gathers crucial information. You gain a +2 bonus to your Initiative for the next Campaign Turn.
5	Raiding Force: This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
6	Veteran Fighter Pilots: A squadron of mercenary pilots volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: Mercenary engineering crew have joined this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Raiding Force: This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Narn or League fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Vree Conglomerate Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
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 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Superior Antiproton Guns: Increased spending in the ship's budget has allowed the purchase of superior antiproton guns. Add the AP trait to all of the ship's antiproton guns.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Vree Conglomerate Duties

2D6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well (or, rather, Conglomerate funds have paid the Raiders off well). You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new captain takes command of the vessel – a highly decorated, even legendary captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Investment Pay Off: The crew of this ship have invested their shares in this system wisely and have gained a massive pay out 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	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Bounty: The ship brings news from the Conglomerate of a new bounty set up by several companies on Vreetan. During the battles of the next campaign turn, the fleet will gain a bonus of 1d6 RR points for every enemy ship the fleet destroys and 2d6 for every enemy ship that surrenders to the Vree.
8	Veteran Engineers: The elite engineering officers of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Adept Telepaths: The crew of this ship is joined by some of the strongest telepaths in the Conglomerate. Together, they are able to broadcast and receive messages between every captain in the fleet. Gain a +1 bonus to your Initiative whenever this ship is present in a battle. This may only be applied once.
10	Withdrawal of Funding: The ship's captain uses his influence with various Vree companies to target the home forces of an enemy fleet. By manipulating the target's home money markets and investments, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, League, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Drazi Freehold Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Miniature Solar Cannon: The Freehold has worked hard to miniaturise the devastating solar cannon and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Solar Cannon with a Range of 12, Boresight arc, 1 AD, and the Beam, Slow-Loading, Super AP and Triple Damage traits. This may only be applied once to one ship in the entire fleet.
5	Point Defence: Bought from the Centauri, the ship gains a small weapon system designed to destroy close-in attackers. This is a Light Particle Gun with a Range of 4, a Turret fire arc, 2 AD and the Anti-Fighter and Weak traits.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 5 AD. It gains an additional 2 AD. This may only be applied once per weapon system and a solar cannon may not be selected.
8	Refined Targeting Systems: Choose one weapon system with a Boresight arc. Extended targeting systems and advanced weapon mounts now change this weapon to have a Fore arc.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Sky Hook: The ship immediately gains a Sky Hook launching system and a Sky Serpent flight, regardless of whether it possesses one already or not.
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Drazi Freehold Duties

2D6	Other Duty
2	Contact Made: A diplomatic mission to the local Raiders has paid off well. You may immediately add one Raiders ship (or wing) of your choice of Skirmish or lower Priority level to your fleet roster.
3	New Captain: A new captain takes command of the vessel – a highly decorated, even legendary captain. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Raiding Force: This ship carries a raiding force against an enemy fleet of your choosing. Deduct 2d6 RR points from the enemy fleet and add them to your total as you pillage and wreck his supply lines.
5	Green and Purple: The crew of this ship spark a challenge for the leadership of the entire fleet, crippling 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 lost 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.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	Time in Orbit: The crew find time to give their ship a distinctive paint job, visible even across the gulf of space. This grants a +1 bonus to Crew Quality checks when the ship performs the Stand By and Prepare to be Boarded! Action. Yes, you should paint this on your model if you are using miniatures!
8	Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Lightning Attack: With typical Drazi aggressiveness, the ship launches a blinding assault on an enemy fleet before quickly withdrawing. Choose one enemy fleet – it immediately loses 2d6 RR points. An enemy fleet may only be targeted once per campaign turn in this manner.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation 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 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.

Babylon 5 A Call to Arms

Reference Sheet (2.0)

Campaign Rules Optional (Refit & other Duties from RS3)

Created By Jon Osborn

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Abbai Matriarchy Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Enhanced Interceptor Network: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
5	Enhanced Gravitic Shields: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Comms Disrupter: The ship gains a single comms disruptor in the Fore arc with a Range of 15, 1 AD and the Super AP trait. See the Bisaria for details on how the comms disruptor works.
8	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a hanger and a Kotha flight, regardless of whether it possesses one already or not.
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before.

Abbai Matriarchy Duties

2D6	Other Duties
2	Peace Summit: In a ground-breaking diplomatic mission, the diplomats on board this ship are able to temporarily halt all hostilities in this war. During the next campaign turn, no fleet may attack another, though they may claim any Strategic Targets that have not yet been taken.
3	New Ship-Mother: A new Ship-mother takes command of the vessel – a highly decorated, even legendary Ship-Mother. Once per battle, the ship may attempt to take two Special Actions in the same turn. These may not be the same Special Action and all effects of both Special Actions apply. Therefore, a ship cannot combine the Run Silent! action (which requires no turning) with the Come About! action (which increases turning). It could combine Run Silent! and All Power to Engines! as neither invalidates the other, effectively allowing the ship to run silent at full speed.
4	Diplomatic Mission: Abbai diplomats on board this ship have convinced a neutral government to help them in the current conflict. The Abbai fleet will now receive a bonus 1d6 RR points every turn as they take secret funds from their new allies.
5	Matriarch: A well-respected Matriarch arrives on this ship to oversee operations. Dedicated to their leader, the crew will never surrender their vessel in battle.
6	Veteran Defence Technicians: A group of well-trained and experienced defence technicians are transferred to this ship. You may re-roll any failed Interceptor rolls this ship uses in battle.
7	Peace Treaty: The ship is instrumental in ferrying a diplomat to a representative of one of the governments you are currently fighting and a brief truce is arranged. Pick one enemy fleet. In the next campaign turn, they may not attack you, nor may you attack them.
8	Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Graceful Withdrawal: If you have not lost a Strategic Target this turn, roll again. This ship is sent to the scene of disaster, where your fleet has been forced out of a Strategic Target. After intense negotiations, you convince your enemy to allow your civilians and warships to leave the area peacefully. You lose the Strategic Target as normal but will not suffer any penalty of RR points from the loss.
10	Diplomatic Bargaining: Taking a team of diplomats into enemy territory, they make a strong argument for an enemy relinquishing territory in the name of peace and harmony. Pick an enemy fleet. Both players make a roll for Initiative, subtracting the number of Strategic Targets they already hold. If you win, the other player must give you one Strategic Target of his choice that he possesses, as his fleet succumbs to the diplomatic arguments you make.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Brakiri, Drazi, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

Brakiri Syndicracy Refits

2D6	Refit
2	Jump Engines: The ship gains the Jump Point trait if it did not have it before and has at least 20 Damage points. If the ship already possesses the Jump Point trait, it gains the Advanced Jump Point trait instead.
3	Turbo Weapons: Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	Miniature Gravitic Mine: The Syndicracy has worked hard to miniaturise the revolutionary gravitic mine and is now ready to start fitting experimental units to certain vessels. The ship gains a new Miniature Gravitic Mine with a Range of 20, Fore arc, 4 AD, and the Energy Mine traits. This may only be applied once to one ship in the entire fleet.
5	Enhanced Gravitic Shields: If the ship has Interceptors as a trait, it gains a +1 bonus to its Interceptor score. If Interceptors are not present, the ship gains Interceptors 1. This may only be applied once.
6	Long Range Targeting Systems: Choose one weapon system. It has its range extended by 50%. However, when using this extra range, halve the number of AD used (rounding down).
7	Additional Weapons Fitted: Choose one weapon system that has at least 6 AD. It gains an additional 2 AD. This may only be applied once per weapon system.
8	Advanced Sensor Arrays: The ship gains a +1 bonus to any attempt it makes to target an enemy with the Stealth trait. This may only be applied once.
9	Reinforced Hull: Add +10% to the ship's Damage score but reduce Speed by -1.
10	Supercharged Thrusters: The ship gains a +2 bonus to its Speed score.
11	Extra Hanger: The ship immediately gains a hanger and a Falkosi flight, regardless of whether it possesses one already or not.
12	Flight Computer: The ship gains the Flight Computer trait if it did not have it before. Brakiri Syndicracy Refits

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 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	Withdrawal of Funding: The ship's Captain uses his influence with various Brakiri Corporations to target the home forces of an enemy fleet. By manipulating the target's home money markets and investments, the fleet in this system finds itself suddenly short of resources. Choose one enemy fleet. It immediately loses 2d6 RR points.
5	Orders From the Corporation: The ship's Captain receives highly classified orders from his corporation, which must be followed to the letter for the highest possible profit. Double any Victory Points earned by this ship (and this ship alone) for the rest of the campaign.
6	Veteran Fighter Pilots: A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	More Funding: The ship's exploits have become well known throughout the Syndicracy, attracting investment and funding. The entire fleet immediately gains 2d6 RR points.
8	Veteran Engineers: The elite engineering crew of another ship have volunteered to serve aboard this vessel. Add a +1 bonus to any Crew Quality checks made during Damage Control. This may only be applied once.
9	Day of the Dead: A major religious festival has arrived and your entire fleet is in worship. You may not attack any Strategic Targets in your next campaign turn. However, if any other fleet dares to interrupt your people's devout activities, then a Holy War will be declared against them. If you are attacked during this turn, you will be able to use an extra Fleet Allocation Point in every scenario you fight against the attacking fleet for the rest of the campaign. The Day of the Dead may only happen once in a campaign – roll again if you have already had this happen.
10	Diverting Raid: Launching a lightning strike, the ship strikes at the heart of an enemy, causing him to draw ships away from his main force. Choose another player's fleet. In its next battle, it will have one less Fleet Allocation Points available.
11	Superior Strategic Position: A routine patrol uncovers a Strategic Target previously thought to be worthless. Immediately generate a new Strategic Target on the campaign map and mark it down as being under your control.
12	Assistance Rendered: A timely rescue mission to an allied ship in distress is well rewarded. You may immediately add any one ship of your choice of Skirmish or lower Priority Level to your fleet roster. This ship may be chosen from Earth Alliance, Narn, Minbari, Abbai, Drazi, Vree, ISA or Centauri fleet lists but it may not come from a fleet that you are currently fighting against in the campaign.

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