

Attack Phase Outline	
<b>Eligible Targets:</b> 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	
<b>Firing:</b> 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.	
<b>Damage:</b> 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	
<b>Thresholds:</b> 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	
<b>Dogfights:</b> 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.	
<b>Critical Hits:</b> 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	
2D6	Results
2 4	<b>Bulkhead Hit:</b> No Damage Dealt
5 9	<b>Solid Hit:</b> 1 Damage, 1 Crew
10 12	<b>Critical Hit:</b> As Solid Hit But Also roll on Systems Table

Damage Table	
2D6	Results
1 5	<b>Running Adrift</b>
6 9	<b>Ship Destroyed:</b> Burned Out Hulk, Left Stationary on Table
10+	<b>Ship Explodes:</b> 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	+0	Crew Score Reduced to 0
6	Catastrophic Explosion	+0	+2D6	Damage reduced to 0, Ship Explodes

Note that Vital Systems Can not be Repaired Though Damage Control

The Turn
<b>Initiative Phase:</b> Resolve any non Player actions (ships adrift). Roll 2d6, High player choose Who goes First
<b>Movement Phase:</b> 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.
<b>Attack Phase:</b> Players Alternate Firing of their ship one at a time. Resolve all attack & damage rolls before Alternating
<b>End Phase:</b> Tidy up battlefield, Perform Damage Control and update book keeping

**Babylon 5 A Call to Arms**  
**Reference Sheet (1.7.1)**  
 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
<b>Damage Control:</b> 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 8+ the effect is repaired. Vital system may never be repaired.

Dog fight Modifier (Optional)			
Auxiliary Craft	Dogfight Score	Auxiliary Craft	Dogfight Score
Delta V	+0	Rutarian	+2
Falkosi	+1	Sentri	+2
Frazi	-1	Shadow fighter	+0
Minbari Flyer	+0	Starfury	+1
Nial	+3	Thunderbolt	+0

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 Degreases

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	15
Ship is two Priority Levels higher than scenario	20
Ship is one Priority Level lower than scenario	8
Ship is two Priority Levels lower than scenario	6
Ship is three Priority Levels lower than scenario	4
Ship is four Priority Levels lower than scenario	2
For each Auxiliary Craft counter destroyed	1

The Turn
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<b>Attack Phase:</b> Players Alternate Firing of their ship one at a time. Resolve all attack & damage rolls before Alternating
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Priority Level
Patrol
Skirmish
Raid
Battle
War

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

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Special Ships	
<b>Adaptive Armour</b>	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).
<b>Adv Jump Point</b>	The jump point of the ship entering realspace will not deviate and the ship may act normally on the turn it arrives.
<b>Afterburner</b>	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.
<b>Carrier X</b>	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.
<b>Command X</b>	Some ships have the special trait "Command". This allows the player to add +X to their initiative roll so long as the ship is not crippled or has a skeleton crew. This ability is not cumulative, so having multiple ships with the Command ability will not add to your initiative roll.
<b>Dodge X</b>	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.
<b>Fighter</b>	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.
<b>Flight Computer</b>	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
<b>Interceptors X</b>	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.
<b>Jump Point</b>	The full rules for creating and using jump points are detailed on page 18 of the Advanced Rules Chapter
<b>Self Repairing X</b>	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.
<b>Stealth X</b>	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.

Special Weapons	
<b>Accurate</b>	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+.
<b>AP (Armour Piercing)</b>	Add +1 to the results of all Attack Dice rolled for this weapon.
<b>Anti Fighter</b>	Designed to track and destroy fast moving craft, these weapons ignore the Dodge score of any target.
<b>Beam</b>	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.
<b>Double Damage</b>	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.
<b>Energy Mine</b>	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.
<b>Gravitic Shifter</b>	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.
<b>Mini Beam</b>	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.
<b>Precise</b>	You may add +2 to all rolls on the Damage Table.
<b>Slow Loading</b>	Some weapons take an inordinate amount of time to either reload or recharge. These weapons may only fire every other turn.
<b>Super AP</b>	Add +2 to the results of all Attack Dice rolled for this weapon.
<b>Triple Damage</b>	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.
<b>Twin Linked</b>	Any Attack Dice for this weapon that do not successfully strike their target may be re rolled.
<b>Weak</b>	Deduct 1 from the results of all Attack Dice rolled for this weapon.

## Special Actions

<b>Activate Jump Gate!</b>	<b>Crew Quality Check:</b> Automatic (or opposed if the jump gate is controlled by opposition, see page 18)
<b>Effect:</b> 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.	
<b>All Hands to Deck!</b>	<b>Crew Quality Check:</b> 8
<b>Effect:</b> 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.	
<b>All Power to Engines!</b>	<b>Crew Quality Check:</b> Automatic
<b>Effect:</b> 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.	
<b>All Stop!</b>	<b>Crew Quality Check:</b> Automatic
<b>Effect:</b> 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.	
<b>Close Blast Doors and Activate Defense Grid!</b>	<b>Crew Quality Check:</b> Automatic
<b>Effect:</b> 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.	
<b>Come About!</b>	<b>Crew Quality Check:</b> 8
<b>Effect:</b> 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.	
<b>Concentrate All Firepower!</b>	<b>Crew Quality Check:</b> Automatic
<b>Effect:</b> 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 you 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.	
<b>Give Me Ramming Speed!</b>	<b>Crew Quality Check:</b> 10
<b>Effect:</b> 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, you 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.	
<b>Initiate Jump Point!</b>	<b>Crew Quality Check:</b> Automatic
<b>Effect:</b> 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.	
<b>Maneuver to Shield Them!</b>	<b>Crew Quality Check:</b> Opposed
<b>Effect:</b> 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. You ship must end up within 3" of the friendly target, directly between it and the enemy target. 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.	
<b>Run Silent!</b>	<b>Crew Quality Check:</b> 9
<b>Effect:</b> 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.	
<b>Stand Down and prepare to be Boarded!</b>	<b>Crew Quality Check:</b> Opposed
<b>Effect:</b> 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 then 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 (1.7.1)  
Special Action, Traits, & Weapons.  
Created By Jon Osborn**

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The Campaign Turn	
1. Initiative	Roll 2D6 + Fleet Mod -1 for every Target held. Roll Random CQ for each ship in fleet
2. Select Targets	Init winner selects one target not currently possessed by winner. If Target is being held by Enemy, move to next phase. Each ship on the Fleet roster may only fight once per turn.
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. Player has 5 Fleet Allocation Points.
4. Fight Battle	Fight as normal. Any Damage or lost ships are update on the roster immediately. All ties go to the original owner
5. Ship Experience	Refer to Ship Experience table (next page). Killing Blow gets the XP, Same for crippling. May earn XP for Crippling and Skeleton Crew. May not Earn XP for both and destroying ship, just the Destroying XP are gained. XP may be saved or spent Immediately.
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
* Target must have require ship or jump. Re roll if need be	

Random Priority Level	
2D6	Priority Level
2 5	Patrol
6 7	Skirmish
8 9	Raid
10 11	Battle
12+	War

R&R Point Cost	
R&R Points	Result
0	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 at the beginning of the third Campaign Turn as normal, fully repaired of any Damage or Crew loss. 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 you have a jump gate as a strategic target, you may reduce the cost of all reinforcements by 1 RR point. If you have an inner system comet as a strategic target, you may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point trait by 1 RR point. These reductions are not cumulative and you may only use one or the other for each new ship you purchase as a reinforcement.

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

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

Random Strategic Targets	
2d6	Strategic Target
2	Space docks
3	Inner System Comet
4	Settled World (roll type)
5	Gas Giant
6 8	Dead World
9	Jump gate
10	Asteroid Belt
11	Mining Outpost
12	Space Docks

Settled Worlds	
1D6	World Type
1 3	Industrial
4 5	Agrarian
6	Primitive

RR Points Modifiers	
Event	RR Points
Captured Target	+10
Lost Target	20
Every Industrial	+6
Every Agrarian	+3
Every primitive	+1
Every Gas Giant	+1
Every Mining Outpost	+5
Every Jump gate	+3

Reinforcements	
PL of Ship	RR Points
Patrol	5
Skirmish	10
Raid	16
Battle	23
War	30

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**Campaign Rules**  
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## Ship Experience Outline

Ships will acquire Experience Point (XP) Dice for various actions they successfully perform. These actions are summarized in the Ship Experience table.

To count as destroying an enemy ship, your ship must deliver the killing blow – the attack that actually destroyed the enemy vessel. By the same token, to gain XP Dice for crippling an enemy ship or reducing it to a Skeleton crew, your ship must have delivered the attack that caused this to happen.

A ship may earn XP Dice for both Crippling an enemy ship and reducing it to a Skeleton Crew. It may not earn XP Dice for both this and destroying the enemy ship. In this case, only the XP Dice for destroying the ship are gained. However, it is perfectly possible for one ship to gain XP Dice for Crippling an enemy ship and another to gain the full XP Dice reward for destroying it in a later attack. A ship may never be reduced to less than 0 XP Dice.

Auxiliary craft, such as fighter flights, do not earn XP Dice. Destroying auxiliary craft does not earn the destroying ship any XP Dice.

XP Dice may be saved for future Campaign Turns or they may be spent immediately as shown below. A ship may only benefit from its own XP Dice and the effects may never be applied to another ship.

## Ship Experience

Action	XP Dice Gained
Destroying Ship of < PL	1
Destroying Ship of same PL	2
Destroying Ship of PL+1	3
Destroying Ship of PL+2	4
Destroying Ship of PL+3	5
Destroying Ship of PL+4	6
Forcing Surrender*	Double XP
Crippling ship	1/2 XP round down
Reduce to Skeleton Crew	1/2 XP round down
Winning	2
Losing	1
Being reduced to Skeleton	2 Lose 1 Crew Quality

\*only for Ship that enacted SA against Enemy ship

## Refitting

2D6	Refit	2 XP dice spent to roll on this table
2	<b>Jump Point:</b> The Ship gains the jump Point Trait if it did have it before and has at least 20 Damage Points. Or upgrade from JP to Advanced Jump Point.	
3	<b>Turbo Weapons:</b> Chose one weapon system, it immediately gains Double Damage trait	
4	<b>Improved Sensor Array:</b> Add a +1 bonus to any attempt to gain a target lock on a Stealth Ship	
5	<b>Improved Stealth System:</b> The ship gains +1 bonus to its Stealth score or gains Stealth 2+ Trait. Stealth may not be increased to 6+	
6	<b>Long Range Targeting Systems:</b> Choose one weapon system. Extend range by 50%. When using this extra range 1/2 AD is used. May not split fire	
7	<b>Additional Weapons Fitted:</b> Chose one weapon system that has at least 4AD Add 2AD	
8	<b>Superior Helm Control:</b> Add a +1 bonus to any CQ check made during Come About! Or Maneuver to Shield Them! Action	
9	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by 1	
10	<b>Superior Thrusters:</b> The ship Gains A +1 to Speed Score	
11	<b>Extra Hanger:</b> The ship immediately gains a flight of Fighter Craft.	
12	<b>Flight Computer:</b> The Ship gains the Flight Computer trait.	

## Other Duties

2D6	Other Duty	2 XP dice spent to roll on this table
2	<b>Contact Made:</b> May add any one Raider Ship or Wing of Skirmish PL or < to your fleet.	
3	<b>New Captain:</b> Once per battle ship may take 2 SA in the same turn. May not be the same and restrictions apply.	
4	<b>Now You see me:</b> Gain a +2 bonus to your Initiative for the next Campaign Turn.	
5	<b>Telepaths:</b> while making an Opposed CQC you gain +1. Narns may not have telepaths.	
6	<b>Veteran Fighter Pilots:</b> Chose one of your ships flights, this flight gains +1 bonus to CQ when dog fighting.	
7	<b>Time in Orbit:</b> Gains +1 to CQ check when Stand by and prepare to be boarded SA.	
8	<b>Diverting Raid:</b> Chose another players fleet, in next battle it will have one fewer Fleet Allocation points	
9	<b>Elite Engineers:</b> Add +1 bonus to any CQ check made during Damage Control	
10	<b>We Are the Best!:</b> Whenever this ship is force to surrender, you may re roll your CQ check, and take that roll/	
11	<b>Superior Strategic Position:</b> Immediately generate new target on campaign map and it is under your control	
12	<b>Assistance Rendered:</b> May add one League Ship of choice Skirmish or < to Roster	

## Ship Experience Cost

Increase Crew Quality	May spend 1 XP Die in an Attempt to improve the crew Quality. Roll the XP Die, 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 make-shift 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 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

## Babylon 5 A Call to Arms Reference Sheet (1.7.1)

### Campaign Rules

Created By Jon Osborn

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<b>Earth Alliance</b>
<b>Priority Level: Patrol</b>
Hermes Class Transport
Starfury Wing (4 Flights)
Tethys Class Cutter
Thunderbolt Wing (4 Flights)
<b>Priority Level: Skirmish</b>
Artemis Class Heavy Frigate
Olympus Class Corvette
Sagittarius Class Missile Cruiser
<b>Priority Level: Raid</b>
Explorer Class Survey Ship
Hyperion Class Heavy Cruiser
Nova Class Dreadnought
Oracle Class Scout Cruiser
<b>Priority Level: Battle</b>
Avenger Class Heavy Carrier
Omega Class Destroyer
Orestes Class System Monitor
<b>Priority Level: War</b>
Poseidon Class Super Carrier
Warlock Class Advanced Destroyer
<b>Flights:</b> 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
<b>Earth Alliance Initiative: +1</b>

<b>Centauri Republic</b>
<b>Priority Level: Patrol</b>
Corvan Class Scout
Haven Class Patrol Boat
Sentri Wing (5 Flights)
Sulust Class Escort Destroyer
<b>Priority Level: Skirmish</b>
Altarian Class Destroyer
Centurion Class attack Cruiser
Dargan Class Strike Cruiser
Kutai Class Frigate
Maximus Class Frigate
Morghath Class Frigate
Vorchan Class Warship
<b>Priority Level: Raid</b>
Balvarin Class Carrier
Darkner Class fast attack Frigate
<b>Priority Level: Battle</b>
Primus Class Battlecruiser
<b>Priority Level: War</b>
Ocutrion Class Battleship
<b>Flights: No Special</b>
<b>Centauri and Narn:</b> Centauri Vessels will never surrender to the Narn and are immune to any effect that would require them to surrender to Narn Vessels
<b>Centauri Republic Initiative: +3</b>

<b>Narn Regime</b>
<b>Priority Level: Patrol</b>
Frazi Wing (4 Flights)
Sho'Kos Class Cutter
<b>Priority Level: Skirmish</b>
G'Karith Class Patrol Cruiser
Sho'Kar Class Light Scout
Thentus Class frigate
<b>Priority Level: Raid</b>
Dag'Kar Class Missile Frigate
Ka'Toc Class Battle Destroyer
Rongoth Class Destroyer
T'Loth Class Assault Cruiser
<b>Priority Level: Battle</b>
G'Quan Class Heavy Cruiser
Var'Nic Class Long Range Destroyer
<b>Priority Level: War</b>
Bin'Tak Class Dreadnought
<b>Flights: No Special</b>
<b>Narn and Centauri:</b> Narn Vessels will never surrender to the Centauri and are immune to any effect that would require them to surrender to Centauri Vessels
<b>Narn Regime Initiative: +2</b>

<b>Minbari Federation</b>
<b>Priority Level: Patrol</b>
Flyer Wing (3 Flights)
Nail Wing (2 Flights)
<b>Priority Level: Skirmish</b>
Torotha Class Assault Frigate
<b>Priority Level: Raid</b>
Leshath Class Heavy Scout
Tigara Class Attack Cruiser
<b>Priority Level: Battle</b>
Morshin Class Carrier
Tinashi Class war frigate
Troligan class armored Cruiser
<b>Priority Level: War</b>
Neshatan Class Gunship
Sharlin Class War cruiser
<b>Flights:</b> 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
<b>Minbari Federation Initiative: +4</b>

<b>League Of Non-Aligned Worlds</b>
<b>Priority Level: Patrol</b>
Falkosi Wing (5 Flights)
Sunhawk Class Battle Cruiser
Xorr Class war Saucer
<b>Priority Level: Skirmish</b>
Ikorta Class Light Assault Cruiser
Tiraca Class Attack Frigate
Uril-Hal Class Destroyer
Warbird Class Cruiser
Kill Class Battle Saucer
<b>Priority Level: Raid</b>
Avioki Class Heavy Cruiser
Bimith Class defender
<b>Priority Level: Battle</b>
Brokados Class Battle Carrier
Lakara Class Cruiser
Tashkar Class Advanced Cruiser
<b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right.
<b>League of Non-Aligned Worlds Initiative: +0</b>

<b>Interstellar Alliance</b>
<b>Priority Level: Patrol</b>
Starfury Wing (6 flights)
Thunderbolt Wing (6 flights)
<b>Priority Level: Skirmish</b>
Nial Wing (3 flights)
<b>Priority Level: Raid</b>
White Star
<b>Priority Level: Battle</b>
Victory-class destroyer
<b>Flights:</b> Any Ship Carrying one or more Starfury Flights may replace any number of them for Thunderbolts
<b>Interstellar Alliance Initiative: +2</b>

<b>The Raiders</b>
<b>Priority Level: Patrol</b>
Delta-V Wing (8 flights)
<b>Priority Level: Skirmish</b>
Strike Carrier
<b>Priority Level: Raid</b>
Battle Wagon
<b>Flights: No Special</b>
<b>Raider Initiative: +0</b>

<b>Vorlon Empire</b>
<b>Priority Level: Skirmish</b>
Transport
<b>Priority Level: Raid</b>
Destroyer
<b>Priority Level: Battle</b>
Light Cruiser
<b>Priority Level: War</b>
Heavy Cruiser
<b>Vorlon Empire Initiative: +6</b>

<b>The Shadows</b>
<b>Priority Level: Patrol</b>
Shadow Fighter (4 Flights)
<b>Priority Level: Skirmish</b>
Shadow Scout
<b>Priority Level: War</b>
Shadow Ship
<b>Flights: May initiate Jump Point</b>
<b>Shadows and Hyperspace:</b> A Shadow vessel may enter real-space 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.
<b>The Shadows Initiative: +6</b>

<b>Other Craft Fleet</b>
<b>Priority Level: Patrol</b>
Civilian Trader (x4)
Corporate Freighter (x2)
Patrol Boat (x2)
Space Liner
<b>Priority Level: Skirmish</b>
Orbital Space Satellite
<b>Priority Level: Raid</b>
Spacedock
<b>Civilian Initiative: -4</b>

**Babylon 5 A Call to Arms**  
**Reference Sheet (1.7.1)**  
 Fleet List Box Set  
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<b>Earth Alliance</b>
Priority Level: Patrol
Hermes Class Transport
Starfury Wing (4 Flights)
Tethys Class Cutter
Thunderbolt Wing (4 Flights)
Priority Level: Skirmish
Artemis Class Heavy Frigate
Hyperion-class Assault Cruiser
Hyperion-class Missile Cruiser
Hyperion-class Rail Cruiser
Olympus Class Corvette
Sagittarius Class Missile Cruiser
Priority Level: Raid
Explorer Class Survey Ship
Hyperion Class Heavy Cruiser
Hyperion-class Pulse Cruiser
Nova Class Dreadnought
Oracle Class Scout Cruiser
Priority Level: Battle
Avenger Class Heavy Carrier
Hyperion-class Command Cruiser
Omega Class Destroyer
Omega-class Pulse Destroyer
Orestes Class System Monitor
Priority Level: War
Babylon 5 Diplomatic Station Pre 2260
Orion Star base
Omega-class Command Destroyer
Poseidon Class Super Carrier
Warlock Class Advanced Destroyer
<b>Flights:</b> 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
<b>Earth Alliance Initiative: +1</b>

<b>The Raiders</b>
Priority Level: Patrol
Delta-V Wing (8 flights)
Priority Level: Skirmish
Strike Carrier
Priority Level: Raid
Battle Wagon
Priority Level: Battle
Raider Base
<b>Flights: No Special</b>
<b>Raider Initiative: +0</b>

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

<b>Vorlon Empire</b>
Priority Level: Patrol
Vorlon Fighter (3 Flights)
Priority Level: Skirmish
Transport
Priority Level: Raid
Destroyer
Priority Level: Battle
Light Cruiser
Priority Level: War
Heavy Cruiser
<b>Vorlon Empire Initiative: +6</b>

<b>Centauri Republic</b>
Priority Level: Patrol
Corvan Class Scout
Haven Class Patrol Boat
Rutarian (3 Flights)
Sentri Wing (5 Flights)
Sulust Class Escort Destroyer
Priority Level: Skirmish
Altarian Class Destroyer
Centurion Class attack Cruiser
Dargan Class Strike Cruiser
Kutai Class Frigate
Maximus Class Frigate
Morghath Class Frigate
Vorchan Class Warship
Vorchat-class War Raider
Vorchar-class War Scout
Priority Level: Raid
Balvarin Class Carrier
Prefect-class Armoured Cruiser
Darkner Class fast attack Frigate
Priority Level: Battle
Primus Class Battlecruiser
Secundus-class Battlecruiser
Tertius-class Battlecruiser
Priority Level: War
Ocutrion Class Battleship
Centauri Colony
<b>Flights: No Special</b>
<b>Centauri and Narn:</b> Centauri Vessels will never surrender to the Narn and are immune to any effect that would require them to surrender to Narn Vessels
<b>Centauri Republic Initiative: +3</b>

<b>Other Craft Fleet</b>
Priority Level: Patrol
Civilian Trader (x4)
Corporate Freighter (x2)
Patrol Boat (x2)
Space Liner
Priority Level: Skirmish
Orbital Space Satellite
Priority Level: Raid
Spacedock
<b>Civilian Initiative: -4</b>

<b>League Non-Aligned</b>
Priority Level: Patrol
Falkosi Wing (5 Flights)
Sunhawk Class Battle Cruiser
Xorr Class war Saucer
Priority Level: Skirmish
Ikorta Class Light Assault Cruiser
Tiraca Class Attack Frigate
Uril-Hal Class Destroyer
Warbird Class Cruiser
Xill Class Battle Saucer
Priority Level: Raid
Avioki Class Heavy Cruiser
Bimith Class defender
Priority Level: Battle
Brokados Class Battle Carrier
Lakara Class Cruiser
Tashkar Class Advanced Cruiser
<b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right.
<b>League of Non-Aligned Worlds Initiative: +0</b>

<b>Minbari Federation</b>
Priority Level: Patrol
Flyer Wing (3 Flights)
Nail Wing (2 Flights)
Priority Level: Skirmish
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
Priority Level: Battle
Morshin Class Carrier
Veshatan-class Fast Gunship
Tinashi Class war frigate
Troligan class armored Cruiser
Priority Level: War
Neshatan Class Gunship
Sharlin Class War cruiser
Sharoo-
Sharkaan-
<b>Flights:</b> 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
<b>Minbari Federation Initiative: +4</b>

<b>Interstellar Alliance</b>
Priority Level: Patrol
Starfury Wing (4 flights)
Thunderbolt Wing (4 flights)
Priority Level: Skirmish
Nial Wing (3 Flights)
Priority Level: Raid
White Star
Priority Level: Battle
White Star 2
Priority Level: War
Babylon 5 Diplomatic Station
Victory-class destroyer
<b>Flights:</b> Any Ship Carrying one or more Starfury Flights may replace any number of them for Thunderbolts
<b>Interstellar Alliance Initiative: +2</b>

<b>The Shadows</b>
Priority Level: Patrol
Shadow Fighter (4 Flights)
Priority Level: Skirmish
Shadow Scout
Priority Level: War
Shadow Ship
<b>Flights: May initiate Jump Point</b>
<b>Shadows and Hyperspace:</b> 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.
<b>The Shadows Initiative: +6</b>

<b>Vree Conglomerate</b>
Priority Level: Patrol
Tzymm Heavy Fighter (3 Flights)
Vaarl Class Scout Saucer (VA)
Ximm Close Escort (XOV)
Priority Level: Skirmish
Vaarka Escort Scout (VAv)
Xixx - Torpedo Saucer (XOV)
Xorr - War Saucer (XO)
Priority Level: Raid
Xill - Battle Saucer (XI)
Priority Level: Battle
Xaak Command Saucer (Xiv)
<b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right.
<b>Vree Initiative: +2</b>

<b>Drazi Freehold</b>
Priority Level: Patrol
Guardhawk Battle Escort (SHv)
Sky Serpent 2 Flights
Star Snake 5 Flights
Sunhawk Battlecruiser (SH)
Priority Level: Skirmish
Darkhawk Missile Cruiser (SHv)
Strikehawk Battle Carrier (WBv)
Warbird Class Cruiser (WB)
Priority Level: Raid
Solarhawk Battlecruiser (SHv)
Priority Level: Battle
Stormfalcon Heavy Cruiser
<b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right.
<b>Drazi Initiative: +1/+2</b>

## 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

## Reference Sheet (1.7.1)

Fleet Rules

Created By Jon Osborn

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<b>Space Station Rules</b>	
<b>Fleet Lists and Scenarios</b>	<p>Space stations may be used in one of two ways. Either they will appear in a scenario (such as Severed Dreams, featured in this issue) 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 and it will always be a Priority Level: War choice. 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!</p> <p>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.</p>
<b>Launching Attacks</b>	If more than one target is in range, then the space station may attack each available target once with each of the listed weapon systems. Because of this, all weapons on a space station are considered to be Turret mounted and thus there are no 'blind spots' in which an enemy ship can approach.
<b>Auxiliary Craft</b>	Flights of auxiliary craft may only be targeted by space station weapons that have the Anti-Fighter trait.
<b>Attacking a Space Station</b>	<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"> <li>• Every successful attack on a space station that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Space stations are immune to critical hits, as they have far more resilience and redundant systems than a typical warship.</li> <li>• For every hit a space station suffers, roll one dice. This is how much damage the space station actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits.</li> <li>• 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.</li> <li>• A space station never performs Damage Control.</li> <li>• 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.</li> <li>• 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.</li> <li>• 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.</li> </ul>
<b>Thresholds</b>	When a space station passes each damage threshold, it becomes Heavily Damaged and then Crippled. Every time a space station passes a threshold, roll one dice for every weapon system and Special Trait. On a 4 or more, the weapon system or trait is destroyed. Interceptors are the exception to this, as noted below
<b>Interceptors</b>	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. Any Interceptors that roll under the number required to intercept an attack are discarded until the beginning of next turn as normal. Any dice that remain go back into the pool to be reused again. When another ship attacks, the space station's player once again chooses how many Interceptor dice to use. These newly nominated dice start rolling against attacks as normal, requiring a 2+ to successfully block the first attack.
<b>Special Actions</b>	A space station never uses Special Actions.
<b>Crew Quality</b>	A space station's Crew Quality, if it is ever needed, is always Military-Grade (4).

<b>Space Station Campaigns Rules</b>	
<b>Strategic Target</b>	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!
<b>Experience</b>	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.
<b>Repairing</b>	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!
<b>Purchasing</b>	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.

### Centauri Republic Refits

2D6	Refit
2	<b>Jump Engines:</b> 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	<b>Supercharged Lateral Thrusters:</b> 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 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	<b>Enhanced Interceptor Network:</b> 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	<b>Advanced Sensor Arrays:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Arrays Fitted:</b> Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
8	<b>Point Defence:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>High Quality Engines:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	<b>Flight Computer:</b> The ship gains the Flight Computer trait if it did not have it before.

### Centauri Republic Duties

2D6	Other Duty
2	<b>Assignment to the Royal Court:</b> 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	<b>Techno-Mage:</b> 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	<b>Noble Telepath:</b> 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	<b>Slavemaster:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	<b>Slave Convoy:</b> 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	<b>Haven Escort:</b> 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	<b>Diverting Raid:</b> 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	<b>Shadow Technology:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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	<b>Jump Engines:</b> 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	<b>Turbo Weapons:</b> Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	<b>Quick-Loading Missiles:</b> 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	<b>Advanced Sensor Arrays:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Enhanced Interceptor Network:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>Supercharged Thrusters:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	<b>Flight Computer:</b> The ship gains the Flight Computer trait if it did not have it before.

### Earth Alliance Duties

2D6	Other Duty
2	<b>Contact Made:</b> 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	<b>New Captain:</b> 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	<b>Now You See Me . . .:</b> 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	<b>Psi Corps:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	<b>Time in Orbit:</b> 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	<b>Veteran Engineers:</b> 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	<b>Elite Psi Corps Operative:</b> 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	<b>Diverting Raid:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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	<b>Evasive:</b> 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	<b>Urgent:</b> 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	<b>Aggressive:</b> Choose one weapon system on the ship. It gains another AD. This may only be applied to each weapon system once.
4	<b>Resilient:</b> 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	<b>Maternal:</b> The ship gains one flight of auxiliary craft (fighters from the appropriate fleet list).
6	<b>Determined:</b> 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	<b>Jump Engines:</b> 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	<b>Overcharged Ion Torpedoes:</b> Choose one Ion Torpedo weapon system. It immediately gains the Double Damage trait.
4	<b>Hanger Conversion:</b> 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	<b>Advanced Sensor Arrays:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
7	<b>Additional Arrays Fitted:</b> Choose one Twin Particle Array weapon system. It gains an additional 2 AD. This may only be applied once per weapon system.
8	<b>Superior Helm Control:</b> Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	<b>Long Range Targeting Systems:</b> 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	<b>Supercharged Thrusters:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	<b>Complete Refit:</b> 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	<b>Gun-Running:</b> 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	<b>Orders From the Kha'Ri:</b> 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	<b>New War Leader:</b> 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	<b>The Thenta Makur:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	<b>Lightning Attack:</b> 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	<b>The Blessing of G'Quan:</b> 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	<b>Ga'To Jutan Takeover:</b> 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	<b>Diverting Raid:</b> 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	<b>The Red Hunt:</b> 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	<b>Assistance Rendered:</b> 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	<b>Focussed Neutron Generators:</b> One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	<b>Powerful Sensor Arrays:</b> 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	<b>Point Defence:</b> 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	<b>Silent and Stealthy:</b> Once per battle, you may force an enemy to re-roll his Stealth roll in order to target this ship.
6	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Superior Helm Control:</b> Add a +1 bonus to any Crew Quality checks made during a Come About! action.
9	<b>Hardened Structure:</b> 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	<b>Advanced Gravitic Drive:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	<b>Silent Runner:</b> 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	<b>Minbari Protectorate Volunteers:</b> 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	<b>New Alyt:</b> 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	<b>The Rangers:</b> 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	<b>Telepaths of the Religious Caste:</b> 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	<b>Skin Dancers:</b> 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	<b>Dutiful Worker Caste:</b> 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	<b>Diverting Raid:</b> 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	<b>Vorlon Directive:</b> 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	<b>Elite Warrior Caste Training:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Ambush:</b> 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 (1.7.1)

Campaign Rules Optional (Refit & other Duties from RS3)

Created By Jon Osborn

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ISA Refits	
2D6	Refit
2	<b>Focussed Neutron Generators:</b> One neutron laser weapon system on the ship replaces its Double Damage trait with Triple Damage.
3	<b>Turbo Weapons:</b> Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	<b>Point Defence:</b> 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	<b>Advanced Sensor Arrays:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Enhanced Interceptor Network:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>Advanced Gravitic Drive:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	<b>Hardened Structure:</b> 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.

Drazi Freehold Refits	
2D6	Refit
2	<b>Jump Engines:</b> 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	<b>Turbo Weapons:</b> Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	<b>Miniature Solar Cannon:</b> 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	<b>Point Defence:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Refined Targeting Systems:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>Supercharged Thrusters:</b> The ship gains a +2 bonus to its Speed score.
11	<b>Extra Sky Hook:</b> The ship immediately gains a Sky Hook launching system and a Sky Serpent flight, regardless of whether it possesses one already or not.
12	<b>Flight Computer:</b> The ship gains the Flight Computer trait if it did not have it before.

ISA Duties	
2D6	Other Duty
2	<b>Contact Made:</b> 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	<b>New Captain:</b> 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	<b>Now You See Me . . .</b> 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	<b>Minbari Telepaths:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on-board Fighter flight to 6.
7	<b>Time in Orbit:</b> 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	<b>Veteran Engineers:</b> 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	<b>The Rangers:</b> 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	<b>Diverting Raid:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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.

Drazi Freehold Duties	
2D6	Other Duty
2	<b>Contact Made:</b> 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	<b>New Captain:</b> 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	<b>Raiding Force:</b> 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	<b>Green and Purple:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	<b>Time in Orbit:</b> 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	<b>Veteran Engineers:</b> 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	<b>Lightning Attack:</b> 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	<b>Diverting Raid:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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.

### Vree Conglomerate Refits

2D6	Refit
2	<b>Jump Engines:</b> 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	<b>Turbo Weapons:</b> Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	<b>Extreme Manoeuvrability:</b> 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	<b>Advanced Sensor Arrays:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Superior Antiproton Guns:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>Supercharged Thrusters:</b> The ship gains a +2 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses some).
12	<b>Flight Computer:</b> The ship gains the Flight Computer trait if it did not have it before.

### Raiders Refits

2D6	Refit
2	<b>Jump Engines:</b> 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	<b>Turbo Weapons:</b> Choose one weapon system. It immediately gains the Double Damage trait but has its Attack Dice reduced by half (rounding up).
4	<b>Point Defence:</b> 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	<b>Hardened Structure:</b> 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	<b>Long Range Targeting Systems:</b> 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	<b>Additional Weapons Fitted:</b> 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	<b>Enhanced Interceptor Network:</b> 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	<b>Reinforced Hull:</b> Add +10% to the ship's Damage score but reduce Speed by -1.
10	<b>Supercharged Thrusters:</b> The ship gains a +1 bonus to its Speed score.
11	<b>Extra Hanger:</b> The ship immediately gains a flight of craft (or an extra flight if it already possesses craft).
12	<b>Flight Computer:</b> The ship gains the Flight Computer trait if it did not have it before.

### Vree Conglomerate Duties

2D6	Other Duty
2	<b>Contact Made:</b> 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	<b>New Captain:</b> 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	<b>Investment Pay Off:</b> 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	<b>More Funding:</b> The ship's exploits have become well known throughout the Conglomerate, attracting investment and funding. The entire fleet immediately gains 2d6 RR points.
6	<b>Veteran Fighter Pilots:</b> A squadron of top guns volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	<b>Bounty:</b> 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	<b>Veteran Engineers:</b> 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	<b>Adept Telepaths:</b> 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	<b>Withdrawal of Funding:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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.

### Raiders Duties

2D6	Other Duty
2	<b>Contact Made:</b> 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	<b>Lightning Attack:</b> 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	<b>Now You See Me . . .</b> 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	<b>Raiding Force:</b> 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	<b>Veteran Fighter Pilots:</b> A squadron of mercenary pilots volunteer to serve on your ship. Increase the Crew Quality of one on board Fighter flight to 6.
7	<b>Time in Orbit:</b> 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	<b>Veteran Engineers:</b> 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	<b>Raiding Force:</b> 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	<b>Diverting Raid:</b> 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	<b>Superior Strategic Position:</b> 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	<b>Assistance Rendered:</b> 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.

## Babylon 5 A Call to Arms

### Reference Sheet (1.7.1)

Campaign Rules Optional (Refit & other Duties from RS3)

Created By Jon Osborn

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