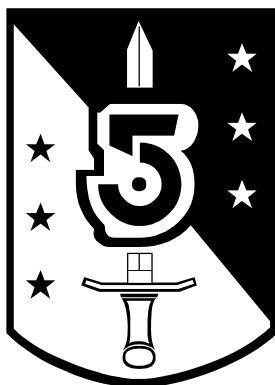


# Babylon 5

**No Surrender,  
No Retreat**



## **FLEET BOOK**

|    |                       |     |                     |
|----|-----------------------|-----|---------------------|
| 1. | INTRODUCTION          | 10. | DILGAR IMPERIUM     |
| 2. | EARTH ALLIANCE        | 11. | RAIDER GROUPS       |
| 3. | MINBARI FEDERATION    | 12. | DRAZI FREEHOLD      |
| 4. | NARN REGIME           | 13. | BRACKI SYNDICACY    |
| 5. | CENTAURI REPUBLIC     | 14. | VREE CONGLOMERATE   |
| 6. | INTERSTELLAR ALLIANCE | 15. | ABBAI MATRIARCHY    |
| 7. | THE SHADOWS           | 16. | ANTILIFE ALIENS     |
| 8. | VORLON EMPIRE         | 17. | MISCELLANEOUS SHIPS |
| 9. | DRAGH FORGE           | 18. | SHIP DESIGN RULES   |

# **1. INTRODUCTION**

## **1.1 Using the Fleet Book**

Fleets will have a points value, which is the sum of the points value of every ship in it. Fleets of equal points values are intended to be of roughly equal strength.

To maintain some form of historical accuracy, the fleet lists are split according to the era in which they fought. Each list will detail what ships are available in your squadrons while playing games set in that period.

Of course, it is entirely proper to pick whatever ships you feel like from any and all the lists and just play, ignoring points values and era. Create your own ships using the Ship Design rules and use them too if you like.

## **1.2 The Eras**

Each era is named after the thing that started it as a new era of history.

### **Ancient Era (1200-2150)**

Rise of the Minbari  
The Shadow Wars

### **Centauri Era (2150-2220)**

Rise of the Centauri Republic  
The Colonial Wars

### **Dilgar Era (2221-2255)**

Rise and Fall of the Dilgar Imperium  
Rise and Fall of the Earth Alliance  
Fall of the Centauri Republic  
Rise of the Narn Regime  
Rise of the League of Non-Aligned Worlds  
Dilgar War  
Earth-Minbari War

### **Babylon 5 Era (2256-2262)**

Fall of the Narn Regime  
Rise of the Earth Alliance  
Fall of the League of Non-Aligned Worlds  
Fall of the Ancients  
War of Retribution  
The Last Shadow War

### **Drakh Era (2263+)**

Rise of the Interstellar Alliance  
Drakh War

## **1.3 The Fleet Lists**

The fleet lists are divided into sections, and restrictions are placed on how many squadrons can be taken from each section.

### **Command**

A maximum of two Command squadrons can be taken, and they must be unique (cannot have two of the same).

### **Core**

At least two Core squadrons are required.

### **Heavy Support**

A maximum of four Heavy Support squadrons can be taken.

### **Light Support**

A maximum of four Light Support squadrons can be taken.

### **Heroes**

In addition, the fleet may include a single Hero.

#### **Master Admiral (25 points)**

Serves aboard the biggest ship in a Command squadron. +1 Initiative while the ship is still in play. The ship may reroll one die per turn (either a roll to hit or a save).

#### **Master Tactician (15 points)**

Serves aboard the biggest ship in a Core or Command squadron. The ship may reroll one die per turn (either a roll to hit or a save).

#### **Fierce Officer (10 points)**

Serves aboard the biggest ship in a Heavy Support or Core squadron. The ship may reroll one failed to hit die per turn.

#### **Relentless Officer (10 points)**

Serves aboard the biggest ship in a Light Support or Core Squadron. The ship may reroll one failed Save per turn.

#### **Cunning Officer (5 points)**

Serves aboard the biggest ship in any squadron. The ship may reroll one die per game (either a roll to hit or a save).

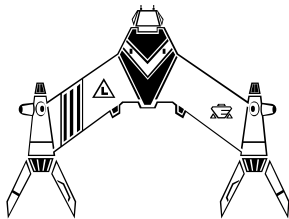
## 1. EARTH ALLIANCE

The Earth Alliance is the youngest of the major powers, rising to ascendancy in the wake of the Dilgar War, and nearly becoming extinct in the Earth-Minbari War shortly after. During the Last Shadow War the Earth Alliance's official support went with the Shadows, causing a military rebellion and a short but brutal civil war. Now, the government is a member of the Interstellar Alliance, if a slightly reluctant one.

Earth ships are typically slow and cumbersome but with a decent and flexible array of mid- and long-range firepower and extensive interceptors for defence.

### 1.1 Earth Fighters

| <i>Starfury</i> |        |        |      |      |             |  |
|-----------------|--------|--------|------|------|-------------|--|
| Type            | Points | Thrust | Turn | Hull | Traits      |  |
| Fighter         | 15     | 1.0    | 180° | 1    | Dog3+, Atmo |  |
| Weapon          | Range  | Arc    | Dice | Hit  | Traits      |  |
| Pulse Cannon    | 0.5    | F      | 1    | 6+   | Inter       |  |



### 1.2 Earth Escorts

| <i>Artemis</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 30     | 1.0    | 90°  | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Defence Grid   | 1.0    | T      | 3    | 5+   | Inter  |  |

| <i>Breaching Pod</i> |        |        |      |      |             |  |
|----------------------|--------|--------|------|------|-------------|--|
| Type                 | Points | Thrust | Turn | Hull | Traits      |  |
| Escort               | 15     | 1.0    | 90°  | 1    | Troop, Atmo |  |

| <i>Cronos</i>  |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 50     | 1.5    | 90°  | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Pulse Cannon   | 1.0    | T      | 1    | 4+   |        |  |
| Particle Beams | 1.0    | PS     | 2    | 3+   |        |  |
| Defence Grid   | 0.5    | T      | 1    | 4+   | Inter  |  |

| <i>Olympus</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 20     | 0.5    | 90°  | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Missiles       | 1.5    | F      | 1    | 4+   |        |  |
| Defence Grid   | 0.5    | T      | 2    | 5+   | Inter  |  |

| <i>Oracle</i> |        |        |      |      |                  |  |
|---------------|--------|--------|------|------|------------------|--|
| Type          | Points | Thrust | Turn | Hull | Traits           |  |
| Escort        | 30     | 0.5    | 90°  | 1    | EPM, ECM4+, Jump |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits           |  |
| Missiles      | 1.0    | F      | 1    | 4+   |                  |  |
| Defence Grid  | 0.5    | T      | 1    | 5+   | Inter            |  |

| <i>Sagittarius</i> |        |        |      |      |        |  |
|--------------------|--------|--------|------|------|--------|--|
| Type               | Points | Thrust | Turn | Hull | Traits |  |
| Escort             | 55     | 0.5    | 45°  | 1    |        |  |
| Weapon             | Range  | Arc    | Dice | Hit  | Traits |  |
| Missiles           | 3.0    | F      | 3    | 3+   |        |  |
| Defence Grid       | 0.5    | T      | 1    | 5+   | Inter  |  |

| <i>Tethys</i> |        |        |      |      |        |  |
|---------------|--------|--------|------|------|--------|--|
| Type          | Points | Thrust | Turn | Hull | Traits |  |
| Escort        | 10     | 1.0    | 180° | 1    |        |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits |  |
| Pulse Cannon  | 0.5    | FPS    | 1    | 5+   |        |  |

### 1.3 Earth Cruisers

| <i>Apollo</i> |        |        |      |      |         |  |
|---------------|--------|--------|------|------|---------|--|
| Type          | Points | Thrust | Turn | Hull | Traits  |  |
| Cruiser       | 90     | 0.5    | 45°  | 3    | AdvJump |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits  |  |
| Missiles      | 5.0    | F      | 2    | 2+   |         |  |
| Defence Grid  | 1.0    | T      | 1    | 4+   | Inter   |  |

| <i>Avenger</i> |        |        |      |      |             |  |
|----------------|--------|--------|------|------|-------------|--|
| Type           | Points | Thrust | Turn | Hull | Traits      |  |
| Cruiser        | 40     | 0.5    | 45°  | 4    | Cari2, Jump |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits      |  |
| Defence Grid   | 0.5    | T      | 2    | 5+   | Inter       |  |

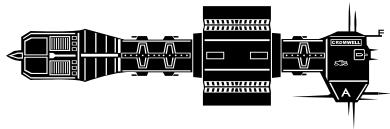
| <i>Delphi</i> |        |        |      |      |                     |  |
|---------------|--------|--------|------|------|---------------------|--|
| Type          | Points | Thrust | Turn | Hull | Traits              |  |
| Cruiser       | 55     | 1.5    | 90°  | 2    | AdvJump, EPM, ECM4+ |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits              |  |
| Pulse Cannons | 1.0    | F      | 1    | 4+   |                     |  |
| Defence Grid  | 0.5    | T      | 1    | 4+   | Inter               |  |

| <i>Hyperion</i> |        |        |      |      |        |        |
|-----------------|--------|--------|------|------|--------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits |        |
| Cruiser         | 55     | 0.5    | 45°  | 2    | Jump   |        |
| Weapon          |        | Range  | Arc  | Dice | Hit    | Traits |
| Laser Cannon    |        | 3.0    | FA   | 1    | 4+     | Bm     |
| Defence Grid    |        | 1.0    | T    | 2    | 5+     | Inter  |

| <i>Nova</i>     |        |        |      |      |        |        |
|-----------------|--------|--------|------|------|--------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits |        |
| Cruiser         | 95     | 0.5    | 45°  | 4    | Jump   |        |
| Weapon          |        | Range  | Arc  | Dice | Hit    | Traits |
| Forward Battery |        | 2.0    | FA   | 2    | 3+     |        |
| BroadSides      |        | 2.5    | PS   | 3    | 5+     | Inter  |

| <i>Midwinter</i> |        |        |      |      |        |        |
|------------------|--------|--------|------|------|--------|--------|
| Type             | Points | Thrust | Turn | Hull | Traits |        |
| Cruiser          | 70     | 0.5    | 45°  | 3    | Jump   |        |
| Weapon           |        | Range  | Arc  | Dice | Hit    | Traits |
| Laser Cannon     |        | 3.0    | FA   | 1    | 4+     | Bm     |
| Defence Grid     |        | 1.0    | T    | 2    | 4+     | Inter  |

| <i>Omega</i> |        |        |      |      |        |        |
|--------------|--------|--------|------|------|--------|--------|
| Type         | Points | Thrust | Turn | Hull | Traits |        |
| Cruiser      | 130    | 0.5    | 45°  | 4    | Jump   |        |
| Weapon       |        | Range  | Arc  | Dice | Hit    | Traits |
| Laser Cannon |        | 5.0    | FA   | 2    | 4+     | Bm     |
| Defence Grid |        | 1.0    | PS   | 2    | 5+     | Inter  |



| <i>Orestes</i> |        |        |      |      |        |        |
|----------------|--------|--------|------|------|--------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits |        |
| Escort         | 60     | 0.5    | 45°  | 3    |        |        |
| Weapon         |        | Range  | Arc  | Dice | Hit    | Traits |
| Laser Cannon   |        | 3.0    | F    | 1    | 4+     | Bm     |
| Defence Grid   |        | 0.5    | T    | 3    | 4+     | Inter  |

| <i>Shadow Omega</i> |        |        |      |      |                   |        |
|---------------------|--------|--------|------|------|-------------------|--------|
| Type                | Points | Thrust | Turn | Hull | Traits            |        |
| Cruiser             | 265    | 0.5    | 45°  | 4    | Diff2, Reg2, Jump |        |
| Weapon              |        | Range  | Arc  | Dice | Hit               | Traits |
| Slicer Cannon       |        | 5.0    | FA   | 2    | 3+                | Bm     |
| Phased Array        |        | 1.0    | PS   | 2    | 4+                | MBm    |

## 1.4 Earth Capital Ships

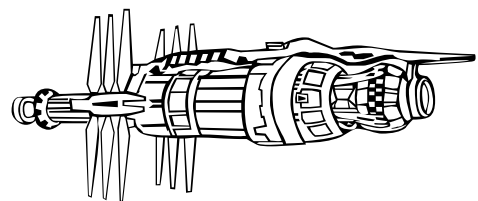
| <i>Poseidon</i> |        |        |      |      |                         |        |
|-----------------|--------|--------|------|------|-------------------------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits                  |        |
| Capital         | 170    | 0.5    | 45°  | 8    | Cari6, Jump, EPM, Troop |        |
| Weapon          |        | Range  | Arc  | Dice | Hit                     | Traits |
| Defence Grid    |        | 1.0    | T    | 6    | 4+                      | Inter  |

| <i>Warlock</i>  |        |        |      |      |                          |        |
|-----------------|--------|--------|------|------|--------------------------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits                   |        |
| Capital         | 300    | 1.0    | 45°  | 8    | AdvJump, EPM, FC2, Troop |        |
| Weapon          |        | Range  | Arc  | Dice | Hit                      | Traits |
| Particle Cannon |        | 5.0    | F    | 1    | 2+                       | Bm     |
| Missiles        |        | 3.0    | F    | 1    | 2+                       |        |
| Batteries       |        | 2.0    | FA   | 2    | 4+                       |        |
| Defence Grid    |        | 1.0    | T    | 3    | 3+                       | Inter  |

## 1.5 Earth Stations

| <i>Babylon 5 (pre-refit)</i> |        |        |      |      |                   |        |
|------------------------------|--------|--------|------|------|-------------------|--------|
| Type                         | Points | Thrust | Turn | Hull | Traits            |        |
| Station                      | 280    |        |      | 15   | Cari4, EPM, Troop |        |
| Weapon                       |        | Range  | Arc  | Dice | Hit               | Traits |
| Defence Grid                 |        | 1.0    | T    | 4    | 4+                | Inter  |

| <i>Babylon 5 (post-refit)</i> |        |        |      |      |                        |        |
|-------------------------------|--------|--------|------|------|------------------------|--------|
| Type                          | Points | Thrust | Turn | Hull | Traits                 |        |
| Station                       | 335    |        |      | 15   | Cari4, EPM, FC2, Troop |        |
| Weapon                        |        | Range  | Arc  | Dice | Hit                    | Traits |
| Pulse Cannons                 |        | 2.0    | T    | 2    | 3+                     |        |
| Defence Grid                  |        | 1.0    | T    | 6    | 4+                     | Inter  |



| <i>Orion Station</i> |        |        |      |      |                        |        |
|----------------------|--------|--------|------|------|------------------------|--------|
| Type                 | Points | Thrust | Turn | Hull | Traits                 |        |
| Station              | 205    |        |      | 8    | Cari2, EPM, FC2, Troop |        |
| Weapon               |        | Range  | Arc  | Dice | Hit                    | Traits |
| Missile Racks        |        | 3.0    | T    | 2    | 2+                     |        |
| Defence Grid         |        | 1.0    | T    | 6    | 4+                     | Inter  |



# **EARTH ALLIANCE**

## **1.6 Dilgar Era (-1 Initiative)**

### **Command**

Avenger & 4-6 Starfury  
Orion Station & 4-6 Starfury

### **Core**

1-3 Artemis  
Hyperion & 0-1 Starfury  
Nova & 1-2 Starfury  
1-3 Olympus

### **Heavy Support**

Orestes & 0-1 Starfury  
Sagittarius

### **Light Support**

Oracle  
4-8 Starfury  
2-6 Tethys

## **1.7 Babylon 5 Era (0 Initiative)**

### **Command**

Babylon 5 (post- or pre-refit) & 6-8 Starfury  
Orion Station & 4-6 Starfury  
Poseidon & 8-12 Starfury

### **Core**

Omega & 1-2 Starfury  
Hyperion & 0-1 Starfury  
Midwinter & 0-1 Starfury

### **Heavy Support**

Breaching Pod & 2-6 Starfury  
Nova & 1-2 Starfury

### **Light Support**

1-3 Olympus  
4-8 Starfury

## **1.8 Drakh Era (+1 Initiative)**

### **Command**

Babylon 5 (post-refit) & 6-8 Starfury  
Orion Station & 4-6 Starfury  
Poseidon & 8-12 Starfury  
Warlock & 1-2 Starfury

### **Core**

Omega & 1-2 Starfury  
Shadow Omega & 1-2 Starfury

### **Heavy Support**

Apollo  
Breaching Pod & 2-6 Starfury

### **Light Support**

Delphi  
2-4 Cronos  
4-8 Starfury



### 3. NARN REGIME

The Narn Regime are currently the weakest of the major powers, after the devastation of their homeworld at the hands of the Centauri.

Their ships are brutally efficient, if bulky, with thick armour and powerful long range guns.

#### 3.1 Narn Fighters

| <i>Frazi</i>  |        |        |      |      |        |  |
|---------------|--------|--------|------|------|--------|--|
| Type          | Points | Thrust | Turn | Hull | Traits |  |
| Fighter       | 15     | 1.0    | 180° | 1    | Dog5+  |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits |  |
| Particle Guns | 0.5    | F      | 2    | 5+   |        |  |

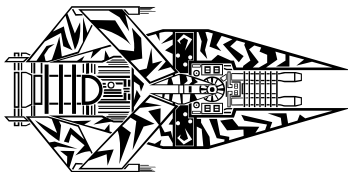
#### 3.2 Narn Escorts

| <i>Dag'Kar</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 35     | 0.5    | 45°  | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Energy Mines   | 5.0    | F      | 1    | 4+   | WMD    |  |

#### 3.3 Narn Cruisers

| <i>G'Karith</i> |        |        |      |      |        |  |
|-----------------|--------|--------|------|------|--------|--|
| Type            | Points | Thrust | Turn | Hull | Traits |  |
| Cruiser         | 50     | 1.5    | 45°  | 2    | Jump   |  |
| Weapon          | Range  | Arc    | Dice | Hit  | Traits |  |
| Pulsar Mine     | 3.0    | F      | 1    | 4+   | WMD    |  |
| Pulsar Cannons  | 1.0    | F      | 1    | 3+   |        |  |

| <i>G'Quan</i>  |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Cruiser        | 160    | 1.5    | 45°  | 5    | Jump   |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Laser Cannon   | 5.0    | F      | 2    | 4+   | Bm     |  |
| Particle Array | 1.0    | T      | 2    | 4+   |        |  |



| <i>T'Loth</i> |        |        |      |      |                  |  |
|---------------|--------|--------|------|------|------------------|--|
| Type          | Points | Thrust | Turn | Hull | Traits           |  |
| Cruiser       | 145    | 2.0    | 45°  | 6    | Jump, EPM, Troop |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits           |  |
| Plasma Cannon | 3.0    | F      | 1    | 2+   |                  |  |
| Pulse Cannon  | 1.0    | T      | 2    | 5+   |                  |  |

#### 3.4 Narn Capital Ships

| <i>Bin'Tak</i> |        |        |      |      |                       |
|----------------|--------|--------|------|------|-----------------------|
| Type           | Points | Thrust | Turn | Hull | Traits                |
| Capital        | 340    | 1.0    | 45°  | 10   | Jump, EPM, FC2, Troop |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits                |
| Laser Cannon   | 5.0    | F      | 2    | 3+   | Bm                    |
| Energy Mine    | 5.0    | F      | 1    | 4+   | WMD                   |
| Particle Array | 1.5    | T      | 4    | 5+   |                       |

#### 3.5 Narn Stations

#### 3.6 Centauri Era



#### 3.7 Dilgar – Babylon 5 Era

#### 3.8 Drakh Era

## 4. CENTAURI REPUBLIC

The Centauri Republic is a shadow of its former self, but they are still a major force with fleets of powerful warships they are all too willing to use.

Their ships tend to lack powerful engines, but they are agile enough to encircle their prey and devastate them with massive amounts of firepower.

### 4.1 Centauri Fighters

| <i>Sentri</i> |        |        |      |      |             |  |
|---------------|--------|--------|------|------|-------------|--|
| Type          | Points | Thrust | Turn | Hull | Traits      |  |
| Fighter       | 20     | 1.0    | 180° | 1    | Dog2+, Atmo |  |
| Weapon        | Range  | Arc    | Dice | Hit  | Traits      |  |
| Particle Guns | 0.5    | F      | 1    | 5+   | Inter       |  |

### 4.2 Centauri Escorts

| <i>Altarian</i> |        |        |      |      |        |  |
|-----------------|--------|--------|------|------|--------|--|
| Type            | Points | Thrust | Turn | Hull | Traits |  |
| Escort          | 30     | 1.0    | 135° | 1    | Jump   |  |
| Weapon          | Range  | Arc    | Dice | Hit  | Traits |  |
| Matter Cannon   | 1.0    | F      | 1    | 2+   |        |  |
| Particle Array  | 0.5    | FPS    | 2    | 5+   | Inter  |  |

| <i>Corvan</i>  |        |        |      |      |                  |  |
|----------------|--------|--------|------|------|------------------|--|
| Type           | Points | Thrust | Turn | Hull | Traits           |  |
| Escort         | 35     | 1.5    | 135° | 1    | Jump, ECM3+, EPM |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits           |  |
| Particle Array | 0.5    | T      | 1    | 4+   | Inter            |  |

| <i>Darkner</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 35     | 1.0    | 135° | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Matter Cannon  | 2.0    | F      | 2    | 2+   |        |  |

| <i>Haven</i>   |        |        |      |      |         |  |
|----------------|--------|--------|------|------|---------|--|
| Type           | Points | Thrust | Turn | Hull | Traits  |  |
| Escort         | 20     | 1.5    | 180° | 1    | Dodge5+ |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits  |  |
| Particle Array | 0.5    | F      | 1    | 4+   | Inter   |  |

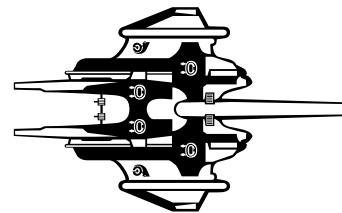
| <i>Maximus</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Escort         | 30     | 1.0    | 180° | 1    |        |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Particle Array | 1.0    | F      | 4    | 5+   | Inter  |  |

### 4.3 Centauri Cruisers

| <i>Centurion</i> |        |        |      |      |        |  |
|------------------|--------|--------|------|------|--------|--|
| Type             | Points | Thrust | Turn | Hull | Traits |  |
| Cruiser          | 65     | 1.0    | 135° | 3    | Jump   |  |
| Weapon           | Range  | Arc    | Dice | Hit  | Traits |  |
| Matter Cannon    | 1.5    | F      | 2    | 2+   |        |  |
| Particle Array   | 1.0    | FPS    | 2    | 5+   | Inter  |  |

| <i>Dargan</i>  |        |        |      |      |             |  |
|----------------|--------|--------|------|------|-------------|--|
| Type           | Points | Thrust | Turn | Hull | Traits      |  |
| Cruiser        | 80     | 1.0    | 90°  | 2    | Jump, ECM4+ |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits      |  |
| Matter Cannon  | 2.0    | F      | 4    | 4+   |             |  |
| Particle Array | 1.0    | F      | 3    | 5+   | Inter       |  |

| <i>Primus</i>  |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Cruiser        | 130    | 1.0    | 90°  | 4    | Jump   |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Plasma Cannon  | 3.0    | F      | 4    | 3+   |        |  |
| Particle Array | 1.0    | T      | 3    | 5+   | Inter  |  |



| <i>Vorchan</i> |        |        |      |      |        |  |
|----------------|--------|--------|------|------|--------|--|
| Type           | Points | Thrust | Turn | Hull | Traits |  |
| Cruiser        | 60     | 1.0    | 135° | 2    | Jump   |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits |  |
| Plasma Cannon  | 1.5    | F      | 4    | 3+   |        |  |

### 4.4 Centauri Capital Ships

| <i>Balvarin</i> |        |        |      |      |             |  |
|-----------------|--------|--------|------|------|-------------|--|
| Type            | Points | Thrust | Turn | Hull | Traits      |  |
| Cruiser         | 80     | 0.5    | 45°  | 7    | Cari2, Jump |  |
| Weapon          | Range  | Arc    | Dice | Hit  | Traits      |  |
| Particle Array  | 1.0    | F      | 3    | 5+   | Inter       |  |

| <i>Octurion</i> |        |        |      |      |                       |  |
|-----------------|--------|--------|------|------|-----------------------|--|
| Type            | Points | Thrust | Turn | Hull | Traits                |  |
| Cruiser         | 410    | 0.5    | 45°  | 8    | Jump, EPM, FC3, Troop |  |
| Weapon          | Range  | Arc    | Dice | Hit  | Traits                |  |
| Plasma Cannons  | 3.0    | F      | 4    | 3+   |                       |  |
| Matter Array    | 2.0    | T      | 3    | 4+   | Mass                  |  |
| Particle Array  | 1.0    | T      | 3    | 4+   | Inter                 |  |

## 4.5 Centauri Stations

| <i>Orion Station</i> |        |        |      |      |                        |        |
|----------------------|--------|--------|------|------|------------------------|--------|
| Type                 | Points | Thrust | Turn | Hull | Traits                 |        |
| Station              | 205    |        |      | 8    | Cari2, EPM, FC2, Troop |        |
| Weapon               |        | Range  | Arc  | Dice | Hit                    | Traits |
| Missile Racks        |        | 3.0    | T    | 2    | 2+                     |        |
| Defence Grid         |        | 1.0    | T    | 6    | 4+                     | Inter  |



## 4.6 Dilgar Era – Babylon 5 Era

## 4.7 Drakh Era (drakhified ships mofo!)

## 5. INTERSTELLAR ALLIANCE

The Interstellar Alliance is the new power, quickly establishing itself out of the ashes of the last Shadow War and the devastated League of Non-Aligned Worlds.

Their fleet is small, but powerful. The aging White Star is still the main ship of the line, able to hold its own against large and small targets alike. But for the largest threats there is now the Victory, with its Vorlon based main gun, powerful Minbari refractive armour and extensive Earth Alliance interceptors.

### 5.1 ISA Fighters

| <i>Nial / White Star Fighter</i> |        |        |      |      |              |        |
|----------------------------------|--------|--------|------|------|--------------|--------|
| Type                             | Points | Thrust | Turn | Hull | Traits       |        |
| Fighter                          | 30     | 2.0    | 180° | 1    | Dog2+, ECM5+ |        |
| Weapon                           |        | Range  | Arc  | Dice | Hit          | Traits |
| Fusion Cannon                    |        | 0.5    | F    | 1    | 6+           | Inter  |

### 5.2 ISA Escorts

| <i>Blue Star</i> |        |        |      |      |  |        |
|------------------|--------|--------|------|------|--|--------|
| Type             | Points | Thrust | Turn | Hull | Traits                                   |        |
| Escort           | 50     | 2.5    | 180° | 1    | Dog5+, Adap6+, ECM5+, AdvJump, Atmo, EPM |        |
| Weapon           |        | Range  | Arc  | Dice | Hit                                      | Traits |
| Forward Guns     |        | 0.5    | F    | 1    | 5+                                       | Inter  |

| <i>Enfali</i>  |        |        |      |      |                    |        |
|----------------|--------|--------|------|------|--------------------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits             |        |
| Escort         | 30     | 2.0    | 180° | 1    | Dog6+, Atmo, ECM5+ |        |
| Weapon         |        | Range  | Arc  | Dice | Hit                | Traits |
| Fusion Cannons |        | 1.0    | F    | 1    | 4+                 | Mbm    |

| <i>Liandra</i>  |        |        |      |      |                             |        |
|-----------------|--------|--------|------|------|-----------------------------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits                      |        |
| Escort          | 50     | 2.0    | 180° | 1    | Dog5+, AdvJump, Atmo, ECM4+ |        |
| Weapon          |        | Range  | Arc  | Dice | Hit                         | Traits |
| Neutron Cannons |        | 0.5    | T    | 1    | 3+                          | Inter  |

| <i>White Star</i> |        |        |      |      |   |           |
|-------------------|--------|--------|------|------|---|-----------|
| Type              | Points | Thrust | Turn | Hull | Traits                                    |           |
| Escort            | 90     | 2.5    | 180° | 1    | Dog4+, Adap5+, ECM6+, Reg1, AdvJump, Atmo |           |
| Weapon            |        | Range  | Arc  | Dice | Hit                                       | Traits    |
| Forward Battery   |        | 1.0    | F    | 1    | 3+  | Bm, Inter |



### 5.3 ISA Cruisers

| <i>White Star Gunship</i> |        |        |      |      |   |        |
|---------------------------|--------|--------|------|------|---|--------|
| Type                      | Points | Thrust | Turn | Hull | Traits                                    |        |
| Cruiser                   | 140    | 2.5    | 180° | 2    | Dog5+, Adap4+, ECM6+, Reg1, AdvJump, Atmo |        |
| Weapon                    |        | Range  | Arc  | Dice | Hit                                       | Traits |
| Forward Battery           |        | 1.5    | F    | 1    | 2+  | Bm     |

| <i>White Star Carrier</i> |        |        |      |      |                                    |        |
|---------------------------|--------|--------|------|------|------------------------------------|--------|
| Type                      | Points | Thrust | Turn | Hull | Traits                             |        |
| Cruiser                   | 145    | 2.0    | 180° | 3    | Adap4+, ECM6+, Reg1, AdvJump, Atmo |        |
| Weapon                    |        | Range  | Arc  | Dice | Hit                                | Traits |
| Forward Battery           |        | 1.5    | F    | 2    | 2+                                 | Inter  |

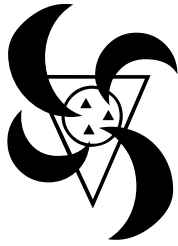
### 5.4 ISA Capital Ships

| <i>Victory</i>   |        |        |      |      |                           |                             |
|------------------|--------|--------|------|------|---------------------------|-----------------------------|
| Type             | Points | Thrust | Turn | Hull | Traits                    |                             |
| Capital          | 640    | 1.0    | 45°  | 10   | Adap3+, AdvJump, EPM, FC2 |                             |
| Weapon           |        | Range  | Arc  | Dice | Hit                       | Traits                      |
| Lightning Cannon |        | 5.0    | 1    | 1    | 0+                        | Bm, Unst, Power Down, Troop |
| Fusion Battery   |        | 3.0    | F    | 2    | 3+                        | Bm                          |
| Fusion Cannons   |        | 2.0    | T    | 1    | 4+                        | Bm                          |
| Defence Grid     |        | 1.0    | T    | 4    | 4+                        | Inter                       |

*Power Down:* cannot use any other weapon while firing, and cannot do anything on the turn after.

### 5.5 ISA Stations

| <i>Babylon 5</i> |        |        |      |      |                        |        |
|------------------|--------|--------|------|------|------------------------|--------|
| Type             | Points | Thrust | Turn | Hull | Traits                 |        |
| Station          | 335    |        |      | 15   | Cari4, EPM, FC2, Troop |        |
| Weapon           |        | Range  | Arc  | Dice | Hit                    | Traits |
| Pulse Cannons    |        | 2.0    | T    | 2    | 3+                     |        |
| Defence Grid     |        | 1.0    | T    | 6    | 4+                     | Inter  |



# **INTERSTELLAR ALLIANCE**

a quarter of its points may be spent on squadrons from the Earth Alliance, Narn Regime and Centauri Republic.

## **5.5 Babylon 5 Era**

### **Command**

White Star  
Babylon 5

### **Core**

4-6 White Star

### **Heavy Support**

4 White Star & 4 Nial

## **5.6 Drakh Era**

### **Command**

Victory & 2-4 Starfury

### **Core**

4-6 White Star  
White Star Gunship

### **Light Support**

1-3 Blue Star  
2-6 Enfali  
1-3 Liandra

### **Heavy Support**

4 White Star & 4 Nial  
White Star Carrier & 4 Nial

## **5.7 Special Rules**

### **Alliance of Many**

An Interstellar Alliance fleet may spend up to three quarters of its points on squadrons from the Minbari Federation, Drazi Freehold, Brakiri Syndicacy, Vree Conglomerate and Abbai Matriarchy lists of the same era. Up to

## 6. THE SHADOWS

The Shadows are the oldest power in the galaxy, and the most terrifying. Believing that life flourishes through conflict and struggle, they seek to guide the younger races to total war so that only the strongest survive.

Their ships seem invincible, but their formidable defences can be overwhelmed, if the enemy can catch them without being cut in half first.

### 6.1 Shadow Fighters

| <i>Fighter</i> |        |        |      |      |                      |        |
|----------------|--------|--------|------|------|----------------------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits               |        |
| Fighter        | 20     | 1.0    | 180° | 1    | Dog4+, AdvJump, Atmo |        |
| Weapon         |        | Range  | Arc  | Dice | Hit                  | Traits |
| Cannon         |        | 0.5    | F    | 1    | 5+                   |        |

### 6.2 Shadow Escorts

| <i>Scout</i> |        |        |      |      |  |           |
|--------------|--------|--------|------|------|--|-----------|
| Type         | Points | Thrust | Turn | Hull | Traits                                 |           |
| Escort       | 45     | 2.0    | 180° | 1    | Diff1, Reg1, EPM, ECM5+, AdvJump, Atmo |           |
| Weapon       |        | Range  | Arc  | Dice | Hit                                    | Traits    |
| Phase Cannon |        | 1.0    | F    | 1    | 5+                                     | Bm, Inter |

### 6.3 Shadow Cruisers

| <i>Cruiser</i> |        |        |      |      |                                 |          |
|----------------|--------|--------|------|------|---------------------------------|----------|
| Type           | Points | Thrust | Turn | Hull | Traits                          |          |
| Cruiser        | 410    | 2.5    | 180° | 4    | Diff2, Reg2, AdvJump, JPD, Atmo |          |
| Weapon         |        | Range  | Arc  | Dice | Hit                             | Traits   |
| Slicer         |        | 1.0    | F    | 2    | 1+                              | Bm, Unst |



| <i>Hunter</i> |        |        |      |      |                            |          |
|---------------|--------|--------|------|------|----------------------------|----------|
| Type          | Points | Thrust | Turn | Hull | Traits                     |          |
| Cruiser       | 245    | 2.5    | 180° | 3    | Diff2, Reg2, AdvJump, Atmo |          |
| Weapon        |        | Range  | Arc  | Dice | Hit                        | Traits   |
| Slicer        |        | 1.0    | F    | 2    | 1+                         | Bm, Unst |

### 6.4 Shadow Capital Ships

| <i>Dreadnought</i> |        |        |      |      |                                 |          |
|--------------------|--------|--------|------|------|---------------------------------|----------|
| Type               | Points | Thrust | Turn | Hull | Traits                          |          |
| Escort             | 680    | 2.0    | 135° | 7    | Diff4, Reg4, AdvJump, JPD, Atmo |          |
| Weapon             |        | Range  | Arc  | Dice | Hit                             | Traits   |
| Super Slicer       |        | 2.0    | F    | 2    | 1+                              | Bm, Unst |

### 6.5 Shadow Stations

| <i>Planet Killer</i> |        |        |      |      |                                   |          |
|----------------------|--------|--------|------|------|-----------------------------------|----------|
| Type                 | Points | Thrust | Turn | Hull | Traits                            |          |
| Escort               | 955    |        |      | 25   | Diff2, ECM3+, Reg2, FC2, Weakness |          |
| Weapon               |        | Range  | Arc  | Dice | Hit                               | Traits   |
| Nuclear Missiles     |        | 3.0    | T    | 5    |                                   | WMD      |
| Slicer Arrays        |        | 2.0    | T    | 3    | 4+                                | Bm, Mass |

*Weakness:* a roll of 6+ to Hit ignores Stealth and Diffusers and causes D3 damage. Scouts using their ability on the Planet Killer increases this to a roll of 5+.



### 6.6 Ancient Era – Babylon 5 Era

**Command**  
Dreadnought  
Planet Killer

**Core**  
Cruiser

**Light Support**  
4-8 Fighters  
1-4 Scouts

**Heavy Support**  
Hunter

### 6.7 Special Rules

*Jump Point Disrupter [JPD]:* This has the same range as the Shadow ship's weapon. If the target squadron of the Shadow ship is trying to enter hyperspace via a jump point, then the squadron is automatically destroyed. If a jump point is opened by an enemy squadron in hyperspace, then a shadow ship may target the jump point and destroy it and the squadron that created it.

## 7. VORLON EMPIRE

The Vorlons seek to bring order to the galaxy, and though they prefer bio-manipulation they are not shy from using extreme force where necessary.

Their ships are slow and stately, but designed so that their extreme toughness and powerful guns make manoeuvring an academic concern.

### 7.1 Vorlon Fighters

| <i>Fighter</i> |        |        |      |      |                     |        |
|----------------|--------|--------|------|------|---------------------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits              |        |
| Fighter        | 20     | 1.0    | 180° | 1    | Dog4+, Adap6+, Atmo |        |
| Weapon         |        | Range  | Arc  | Dice | Hit                 | Traits |
| Cannon         |        | 0.5    | F    | 1    | 4+                  |        |

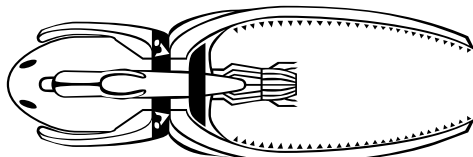
### 7.2 Vorlon Escorts

| <i>Destroyers</i> |        |        |      |      |   |          |
|-------------------|--------|--------|------|------|---|----------|
| Type              | Points | Thrust | Turn | Hull | Traits                                  |          |
| Escort            | 80     | 1.5    | 90°  | 1    | Adap4+, Reg1, EPM, ECM5+, AdvJump, Atmo |          |
| Weapon            |        | Range  | Arc  | Dice | Hit                                     | Traits   |
| Beam Cannon       |        | 1.0    | F    | 1    | 3+                                      | Bm, Unst |

### 7.3 Vorlon Cruisers

| <i>Light Cruiser</i> |        |        |      |      |                             |          |
|----------------------|--------|--------|------|------|-----------------------------|----------|
| Type                 | Points | Thrust | Turn | Hull | Traits                      |          |
| Cruiser              | 475    | 1.0    | 45°  | 4    | Adap3+, Reg2, AdvJump, Atmo |          |
| Weapon               |        | Range  | Arc  | Dice | Hit                         | Traits   |
| Lightning Gun        |        | 3.0    | F    | 2    | 1+                          | Bm, Unst |

| <i>Heavy Cruiser</i> |        |        |      |      |                             |          |
|----------------------|--------|--------|------|------|-----------------------------|----------|
| Type                 | Points | Thrust | Turn | Hull | Traits                      |          |
| Cruiser              | 695    | 0.5    | 45°  | 5    | Adap3+, Reg3, AdvJump, Atmo |          |
| Weapon               |        | Range  | Arc  | Dice | Hit                         | Traits   |
| Lightning Gun        |        | 5.0    | F    | 2    | 1+                          | Bm, Unst |



### 7.4 Vorlon Capital Ships

| <i>Dreadnought</i> |        |        |      |      |                             |          |
|--------------------|--------|--------|------|------|-----------------------------|----------|
| Type               | Points | Thrust | Turn | Hull | Traits                      |          |
| Capital            | 1150   | 0.5    | 45°  | 8    | Adap2+, Reg3, AdvJump, Atmo |          |
| Weapon             |        | Range  | Arc  | Dice | Hit                         | Traits   |
| Lightning Gun      |        | 5.0    | F    | 3    | 1+                          | Bm, Unst |

### 7.5 Vorlon Stations

| <i>Planet Killer</i> |        |        |      |      |                    |        |
|----------------------|--------|--------|------|------|--------------------|--------|
| Type                 | Points | Thrust | Turn | Hull | Traits             |        |
| Station              | 795    |        |      | 16   | Adap2+, Reg1, Atmo |        |
| Weapon               |        | Range  | Arc  | Dice | Hit                | Traits |
| Discharge Guns       |        | 3.0    | T    | 4    | 3+                 | Bm     |



### 7.6 Ancient Era – Babylon 5 Era

#### Command

Dreadnought  
Planet Killer

#### Core

Heavy Cruiser

#### Light Support

4-8 Fighters  
1-4 Destroyers

#### Heavy Support

Light Cruiser

### 7.8 Special Rules

#### Omnidirectional Thrust

All Vorlon ships may always thrust in any direction, not just in the direction that they are facing.

## 7. DRAKH HORDE

The Drakh used to be vassals to the Shadows, who only utilised their talents for coercion. In their absence however, the Drakh have gone on the offensive, and using scavenged Shadow technology they seek to subjugate or destroy the other powers.

Their ships are tough, with shielding similar to the Shadow defences, and they are as agile and powerful as the Minbari.

### 7.1 Drakh Escorts

| <i>Raider</i>  |        |        |      |      |                 |           |
|----------------|--------|--------|------|------|-----------------|-----------|
| Type           | Points | Thrust | Turn | Hull | Traits          |           |
| Escort         | 35     | 2.0    | 180° | 1    | Diff1, Dodge 5+ |           |
| Weapon         |        | Range  | Arc  | Dice | Hit             | Traits    |
| Neutron Cannon |        | 1.0    | F    | 1    | 5+              | Bm, Inter |

| <i>Breaching Pod</i> |        |        |      |      |        |  |
|----------------------|--------|--------|------|------|--------|--|
| Type                 | Points | Thrust | Turn | Hull | Traits |  |
| Escort               | 30     | 2.0    | 180° | 1    | Troop  |  |

### 7.2 Drakh Cruisers

| <i>Carrier</i> |        |        |      |      |               |  |
|----------------|--------|--------|------|------|---------------|--|
| Type           | Points | Thrust | Turn | Hull | Traits        |  |
| Cruiser        | 125    | 1.0    | 45°  | 6    | Diff2, HCari2 |  |

| <i>Cruiser</i> |        |        |      |      |                |        |
|----------------|--------|--------|------|------|----------------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits         |        |
| Cruiser        | 205    | 1.5    | 90°  | 6    | Diff3, AdvJump |        |
| Weapon         |        | Range  | Arc  | Dice | Hit            | Traits |
| Neutron Cannon |        | 2.0    | F    | 1    | 4+             | Bm     |
| Pulse Cannon   |        | 1.0    | T    | 1    | 4+             | Inter  |

| <i>Destroyer</i> |        |        |      |      |                |        |
|------------------|--------|--------|------|------|----------------|--------|
| Type             | Points | Thrust | Turn | Hull | Traits         |        |
| Cruiser          | 105    | 2.0    | 135° | 3    | Diff2, AdvJump |        |
| Weapon           |        | Range  | Arc  | Dice | Hit            | Traits |
| Neutron Cannon   |        | 2.0    | F    | 1    | 4+             | Bm     |

### 7.3 Drakh Stations

| <i>Mothership</i> |        |        |      |      |                      |        |
|-------------------|--------|--------|------|------|----------------------|--------|
| Type              | Points | Thrust | Turn | Hull | Traits               |        |
| Escort            | 605    |        |      | 15   | Diff4, HCari2, Troop |        |
| Weapon            |        | Range  | Arc  | Dice | Hit                  | Traits |
| Neutron Cannon    |        | 2.0    | T    | 2    | 4+                   | Bm     |
| Pulse Cannon      |        | 1.0    | T    | 3    | 4+                   | Inter  |

| <i>Planet Killer</i> |        |        |      |      |                                   |          |
|----------------------|--------|--------|------|------|-----------------------------------|----------|
| Type                 | Points | Thrust | Turn | Hull | Traits                            |          |
| Escort               | 955    |        |      | 25   | Diff2, ECM3+, Reg2, FC2, Weakness |          |
| Weapon               |        | Range  | Arc  | Dice | Hit                               | Traits   |
| Nuclear Missiles     |        | 3.0    | T    | 5    | 2+                                |          |
| Slicer Arrays        |        | 2.0    | T    | 3    | 4+                                | Bm, Mass |

*Weakness:* a roll of 6+ to Hit ignores Stealth and Diffusers and causes D3 damage. Scouts using their ability on the Planet Killer increases this to a roll of 5+.



### 7.4 Babylon 5 Era – Drakh Era Command

Mothership & 4-8 Raiders  
Planet Killer

#### Core

Cruiser  
4-8 Raiders

#### Heavy Support

Carrier & 6-12 Raiders  
8 Breaching Pods (requires Carrier)

#### Light Support

Destroyer

## 11. RAIDER GROUPS

Raiders are a constant threat to the minor powers, and a constant annoyance even to the major ones. These groups live a sparse existence, chiefly driven by greed and desperation, even if they started out with higher goals.

Their fleets, such as they are, rely on massed cheap and efficient ships; they may be slow, unwieldy, weak and undergunned against any real fleet, but there tends to be a lot of them.

### 11.1 Raider Fighters

| <i>Delta V</i> |        |        |      |      |        |        |
|----------------|--------|--------|------|------|--------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits |        |
| Fighter        | 10     | 0.5    | 180° | 1    | Dog5+  |        |
| Weapon         |        | Range  | Arc  | Dice | Hit    | Traits |
| Particle Gun   |        | 0.5    | F    | 1    | 6+     | Inter  |

| <i>Double V</i> |        |        |      |      |        |        |
|-----------------|--------|--------|------|------|--------|--------|
| Type            | Points | Thrust | Turn | Hull | Traits |        |
| Fighter         | 10     | 0.5    | 135° | 1    | Dog6+  |        |
| Weapon          |        | Range  | Arc  | Dice | Hit    | Traits |
| Particle Guns   |        | 0.5    | F    | 2    | 6+     | Inter  |

### 11.2 Raider Escorts

| <i>Breaching Pod</i> |        |        |      |      |             |  |
|----------------------|--------|--------|------|------|-------------|--|
| Type                 | Points | Thrust | Turn | Hull | Traits      |  |
| Escort               | 15     | 1.0    | 90°  | 1    | Troop, Atmo |  |

| <i>Q-Ship</i> |        |        |      |      |        |        |
|---------------|--------|--------|------|------|--------|--------|
| Type          | Points | Thrust | Turn | Hull | Traits |        |
| Escort        | 15     | 0.5    | 45°  | 1    |        |        |
| Weapon        |        | Range  | Arc  | Dice | Hit    | Traits |
| Pulse Cannons |        | 1.5    | F    | 1    | 5+     |        |
| Particle Guns |        | 1.0    | T    | 2    | 6+     | Inter  |

### 11.3 Raider Cruisers

| <i>Carrier</i> |        |        |      |      |             |        |
|----------------|--------|--------|------|------|-------------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits      |        |
| Cruiser        | 40     | 0.5    | 45°  | 3    | Cari2, Jump |        |
| Weapon         |        | Range  | Arc  | Dice | Hit         | Traits |
| Particle Guns  |        | 1.0    | T    | 2    | 5+          | Inter  |

| <i>Cannibalised Cruiser</i> |        |        |      |      |        |        |
|-----------------------------|--------|--------|------|------|--------|--------|
| Type                        | Points | Thrust | Turn | Hull | Traits |        |
| Cruiser                     | 45     | 0.5    | 45°  | 3    | Jump   |        |
| Weapon                      |        | Range  | Arc  | Dice | Hit    | Traits |
| Pulse Cannons               |        | 2.0    | F    | 1    | 3+     |        |
| Particle Guns               |        | 1.5    | PS   | 2    | 5+     | Inter  |

### 11.4 Raider Capital Ships

| <i>Battlewagon</i> |        |        |      |      |        |        |
|--------------------|--------|--------|------|------|--------|--------|
| Type               | Points | Thrust | Turn | Hull | Traits |        |
| Capital            | 140    | 0.5    | 45°  | 7    | Jump   |        |
| Weapon             |        | Range  | Arc  | Dice | Hit    | Traits |
| Pulse Cannons      |        | 2.5    | T    | 2    | 3+     |        |
| Particle Guns      |        | 1.5    | T    | 3    | 5+     | Inter  |

### 11.5 Raider Stations

| <i>Base</i>    |        |        |      |      |        |        |
|----------------|--------|--------|------|------|--------|--------|
| Type           | Points | Thrust | Turn | Hull | Traits |        |
| Station        | 70     |        |      | 5    |        |        |
| Weapon         |        | Range  | Arc  | Dice | Hit    | Traits |
| Mine Launchers |        | 3.0    | F    | 1    | 4+     | WMD    |
| Particle Guns  |        | 1.5    | T    | 3    | 5+     | Inter  |

# RAIDERS

### 11.6 Dilgar to Drakh era

#### Command

Base and 4-12 Delta V or Double V

Battlewagon and 6-12 Delta V or Double V

#### Core

6-12 Delta V

Carrier & 2-4 Delta V

#### Heavy Support

3-6 Double V

Cannibalised Cruiser & 2-6 Delta V

#### Light Support

3-6 Delta V

2-6 Q-Ships

## 17. MISCELLANEOUS SHIPS

### 17.1 Miscellaneous Fighters

| <i>Black Omega Starfury</i> |        |        |      |      |                         |  |
|-----------------------------|--------|--------|------|------|-------------------------|--|
| Type                        | Points | Thrust | Turn | Hull | Traits                  |  |
| Fighter                     | 25     | 1.0    | 180° | 1    | Dog3+, Atmo, ECM5+, EPM |  |
| Weapon                      | Range  | Arc    | Dice | Hit  | Traits                  |  |
| Pulse Cannon                | 0.5    | F      | 1    | 6+   | Inter                   |  |

### 17.2 Miscellaneous Escorts

| <i>Private Freighter</i> |        |        |      |      |        |  |
|--------------------------|--------|--------|------|------|--------|--|
| Type                     | Points | Thrust | Turn | Hull | Traits |  |
| Escort                   | 5      | 0.5    | 90°  | 1    |        |  |

Soul Hunter Ship

### 17.3 Miscellaneous Cruisers

| <i>Psy Corp Cruiser</i> |        |        |      |      |                  |  |
|-------------------------|--------|--------|------|------|------------------|--|
| Type                    | Points | Thrust | Turn | Hull | Traits           |  |
| Cruiser                 | 60     | 1.0    | 90°  | 2    | ECM3+, EPM, Jump |  |
| Weapon                  | Range  | Arc    | Dice | Hit  | Traits           |  |
| Pulse Cannons           | 1.5    | F      | 2    | 4+   |                  |  |
| Defence Grid            | 0.5    | T      | 2    | 4+   | Inter            |  |

#### *Corporate Tanker*

| Type    | Points | Thrust | Turn | Hull | Traits |  |
|---------|--------|--------|------|------|--------|--|
| Cruiser | 10     | 0.5    | 45°  | 3    |        |  |

#### *Passenger Liner*

| Type    | Points | Thrust | Turn | Hull | Traits |  |
|---------|--------|--------|------|------|--------|--|
| Cruiser | 5      | 0.5    | 45°  | 2    |        |  |

#### *'The Hand' Cruiser*

| Type           | Points | Thrust | Turn | Hull | Traits         |  |
|----------------|--------|--------|------|------|----------------|--|
| Cruiser        | 100    | 1.5    | 180° | 3    | Diff1, AdvJump |  |
| Weapon         | Range  | Arc    | Dice | Hit  | Traits         |  |
| Neutron Cannon | 1.0    | T      | 2    | 3+   | Inter          |  |

### 17.4 Miscellaneous Capital Ships

| <i>Ancient's Ship</i> |        |        |      |      |                             |  |
|-----------------------|--------|--------|------|------|-----------------------------|--|
| Type                  | Points | Thrust | Turn | Hull | Traits                      |  |
| Capital               | 960    | 2.0    | 90°  | 8    | Adap3+, AdvJump, EPM, Diff2 |  |
| Weapon                | Range  | Arc    | Dice | Hit  | Traits                      |  |
| Big Ass Cannon        | 2.0    | F      | 3    | 1+   | Bm, Unst                    |  |

### 17.5 Miscellaneous Stations

| <i>Jumpgate</i> |        |        |      |      |        |  |
|-----------------|--------|--------|------|------|--------|--|
| Type            | Points | Thrust | Turn | Hull | Traits |  |
| Station         | 25     |        |      | 5    |        |  |

## 18. SHIP DESIGN RULES

### 18.1 Hull Cost

**Hull Cost:** (Hull \* (Hull + Thrust Cost + Turn Cost + Saves Cost)) + Traits Cost

**Thrust Cost:** Thrust \* Thrust \* Thrust

**Turn Cost:** Turn / 45

**Saves Cost:**

Dodge: (7 - Value) \* 2

ECM: (7 - Value) \* 2

Regen: Value \* 3

Diffusers: Value \* 5

Adaptive: ((7 - Value) \* 3

**Traits Cost:**

Carrier: Value \* 3

Heavy Carrier: Value \* 6

EPM: 5

Extra Fire Control: 5 each

Jump: 5

Advanced Jump: 10

Troop: 15 if Escort, 5 if Cruiser, free if Capital Ship or Station

### 18.2 Weapon Cost

**Weapon Cost:** Range Cost \* Arc Cost \* Dice Cost \* Hit Cost \* Traits Cost

Number of weapons cannot exceed Hull, to a maximum of 4.

**Range Cost:**

Normal: Value + (Thrust \* 0.5).

Mass-fire: (Value \* 3) + (Thrust \* 0.5)

**Arc Cost:**

1 + (No. of Arcs / 4)

**Dice Cost:** Value

**Hit Cost:**

Normal: 7 - Value

Beam: ((7 - Value) / 2) \* (8 - Value)

**Traits Cost:**

Unstoppable: 2

Mini-Beam: 1.5

Interceptor: 1.5

### 18.3 Ship Cost

**Ship Cost:** Hull Cost + Weapon Costs