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The Roleplaying Game

Second Edition



Ships of the Galaxy

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SHIPS OF THE GALAXY

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INTRODUCTION

Space is very, very big. There is several *billion* times as much empty space as there are stellar bodies hanging in the blackness. Just as the first explorers thought the sea was eternal, space was daunting to those who first set their sights on the heavens above. The first rockets that broke away from their planet's gravity and soared into the vast sea of stars were the first infants of an industry.

The industry of space travel.

Over the millennia countless starships, rockets, saucers and other craft have been constructed to traverse the spacelanes. Some have been sleek and aesthetically attractive; others have been bulky, ugly and mean. Just as different as the races that made them; the ships of the *Babylon 5* universe have run the gamut of designs.

This book is a collection of many of their number that could be found in the era of the 23rd Century, when the turning of an age took place. Separated into their various governmental or political factions, this is the ultimate guide to the spacecraft of *Babylon 5*.

There will be a few ships that only existed for a short time. Many will be commonly found for decades, or even centuries. They have been included to give every Games Master the opportunity to use them accordingly in their own *Babylon 5* chronicles.

This is not to say that the listings here make up *every* type of ship found in the *Babylon 5* universe. Quite to the contrary. This guide is to bring all of the ships revealed to *Babylon 5* fans thus far together within one volume, to update them with the new spacecraft rules for *Babylon 5 Second Edition* and to correct any errors we may have had in the past. Just as the main rulebook of the game has gotten a fresh coat of paint and a few retrofits, so do our beloved spacecraft.

Just because there is not a section for the Pak'ma'ra Civility or the Hyach Gerontocracy does not mean that they do not have any ships to speak of; it merely means that we are saving them for more specific products – we only have so much room!

As it is, this book will give a massive number of options to the crafty player or Games Master for use in their own spacefaring stories. It is a huge collection, but with new ideas appearing in the minds of hundreds of alien races across the galaxy it will *never* be a comprehensive work.

HOW TO USE THIS BOOK

The book is divided into governmental sections to discuss their *military* craft, with each section separating the vessels by class – capital and light. Each craft is given a short narrative description to show how it ties into the rest of the fleet, plus any interesting facts, and the actual statistics block for using the vessel in the game. Games Masters can choose whatever they wish to use and simply record their statistics directly from this book – they have already been modified using the appropriate rules found in the *Babylon 5 Shipbuilder's Manual*.

For those who do not wish to cross the fleets of the military, there is also a very large collection of industrial, commercial and otherwise civilian ships – combined with a smattering of illegally created raider vessels – grouped into one large chapter at the end of this book. These craft are treated the same as any other, but are more commonly found across the galaxy where non-military Player Characters will be traversing.

It should be noted that any ship information found in this book supersedes any that we printed before, taking into consideration rules changes and narrative alterations that affect the genre as a whole. Unless stated otherwise, these are the most up-to-date files on the ships of the *Babylon 5* universe for use in the roleplaying game.

Each entry block will contain the following information:

Name and Description

A ship has history, personality and a reason for being. Every ship deserves a brief look at its *story*. There may be a dozen variants, but the original chassis has character – character that should be portrayed in each and every vessel described. Along with its designation or name (in some cases), this section will explain why the ship is what it is, or how it came to be that way.

Size

What size classification the vessel is on the vehicular 'superscale'; as presented and explained in *The Babylon 5 Roleplaying Game Second Edition* core rulebook.

Defence Value

All craft have a base Defence Value of 10, modified by their superscale size modifier.

Introduction

Armour

Nearly all craft have Armour of some kind, representing their innate hardness and ability to shrug off damage. Actual armour plating can make up very little of a craft's Armour score; structural integrity and resilience are more important.

Handling

This is the modifier an operator of the craft must add to his Pilot or Operations (piloting) checks when performing manoeuvres or executing orders. It also adds to a craft's Defence Value, as long as the craft is being piloted and is adequately operational.

Sensors & Stealth

These two scores determine how easily a craft can locate potential enemies and how well it can avoid being detected itself. Activity on the part of the craft decreases its stealth – a craft's Stealth score is temporarily decreased by 5 for each order it executes in a turn.

Stress

This is a measure of how hardy the craft is in terms of withstanding pressure and harsh manoeuvres. Whenever a craft must make a Stress check (see page 193), this is the DC. Therefore a craft that can take a great deal of Stress has a lower Stress statistic. Surface vehicles do not have a Stress statistic.

Features

Some craft have special or unique traits that set them apart from others.

Crew

All craft require crewmembers of some description, even if it is only a single driver or pilot. This listing also includes the general crew quality used on this type of craft. Also listed here are the number of passengers the craft can transport at any one time.

Structural Spaces

All basic craft of a certain type have the same number of construction spaces, which are further subdivided into cargo, control, crew, engine, hangar and weapon spaces. The number of construction spaces a craft has is determined by the quality of its design and its superscale size.

Weapon Layout

How placement and quantity of the weapon systems of the ship were built; the individual Offensive and Interception systems of the vessel and their relative arcs.

Craft

The hangar compliment of the ship; how many and how quickly auxiliary craft can be launched or retrieved by the vessel.

Other Information

Some ships might have some additional notes or extra information given that may or may not affect game mechanics, or possibly just a little touch of history concerning the vessel.

Welcome to the largest collection of spacecraft found in the *Babylon 5* roleplaying universe...

Which Side is Port Again?

The naval terminology for directional arcs (the kind used in our weapon layouts) can be confusing for those who do not know them commonly. A good way to remember which term is used for which is as follows:

Fore – Anything to the *forward* of the ship.

Aft – Short for *after*, anything behind the ship's rearmost section.

Port – Anything to the left of the ship. A good reminder is that there are four letters in 'left' and 'port'.

Starboard – Anything the right of the ship. A good reminder is that there are two 'Rs' in the word 'starboard', and 'right' starts with 'R'.

Objects of a particular size, like planets or moons, or a directional heading can be a mixture of these directions. For instance if Epsilon III is 'Fore-Portside', it is in front of the ship and on the left. If a dangerous minefield is 'Aft-Aft-Starboard', it is behind the vessel and only slightly on the right. While weapon arcs do not use these mixed directional codes, they are a handy thing to know for roleplaying purposes.

EARTH ALLIANCE

Being among the youngest of the spacefaring races in the galaxy has its drawbacks and privileges. The vessels of the Earth Alliance have always been unlike any others found elsewhere in the galaxy. They are bulky, utilitarian and generally slow, the ships of other races seem flashy and extravagant in comparison.

Built like the naval boats and destroyers of their earlier ages, the humans rarely leave a firing arc empty and have no small budget for the copious amounts of ammunition they tend to go through during an engagement. Huge believers in the effectiveness of the broadside volley, they are often packed with more weapon systems than they will likely ever need. Unlike many other races, which discovered energy-weapon technology early on, the humans had never strayed away from munitions-based warfare until they found the efficiency of other varieties later on.

Relying on missile launchers and railgun technology for many years has set their versions of such systems ahead of others like them in the galaxy. In later years, once they had access to newer laser and pulse technologies, many of their baseline vessels received retrofits and the research scientists went to work to perfect them. There have been some advances in Earth's ship technologies, but most have been on the heels of other galactic governments.

The EarthForce navy is numerous and stalwart; ready to act quickly even if their ships may not.

CAPITAL CLASSED VESSELS

APOLLO-CLASS BOMBARDMENT CRUISER

One of the newest EarthForce ships built after their joining to the Interstellar Alliance, the Apollo was supposed to be superior in every way to the Sagittarius missile cruiser. It uses some of the best technologies that both Alliances could offer. Faster and more durable than its predecessor, the Apollo's main focus is upon the advanced missile systems that can hurl volleys of deadly EA missiles at a much greater rate. With its dual-phase Fairspace Industries jump drive, the Apollo can appear tactically wherever its deadly hailstorm of warheads are needed without having to rely too much on fleet support. It can deliver a massive onslaught of offensive power, but still requires some escort craft or patrolling gunboats to keep it from being overwhelmed by smaller ships able to get around its field of fire.

Called a 'bombardment cruiser' due to the threat such a ship would pose in a planetary siege, the classification was designed by the Joint Chiefs under President Luchenko in order to hopefully strike fear in the hearts of those who might have taken advantage of the chaos in the Earth Alliance in 2262.

Apollo Bombardment Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 34; **Handling:** +3; **Sensors:** +5; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 6 Officers, 8 Pilots, 14 Sensor Operators, 110 Crewmen

Structural Spaces: 67 (Cargo 12, Control 5, Crew 15, Engine 16, Hangar 2, Weapons 17)

Fore Arc Weapons

5# Advanced Missile System (Long, Offence 25, 2 weapon spaces)

5# Advanced Missile System (Long, Offence 25, 2 weapon spaces)

5# Advanced Missile System (Long, Offence 25, 2 weapon spaces)

5# Advanced Missile System (Long, Offence 25, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Starboard Arc Weapons

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Aft Arc Weapons

5# Advanced Missile System (Long, Offence 25, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Turret Weapons

5# Particle Beam (Close, Offence 6, 1 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon spaces)

Craft (2): 4 Light Shuttles

AVENGER-CLASS HEAVY CARRIER

The rapid success of the Starfury program meant that EarthForce would soon need a better way to deliver its new fighters into battle. Not long later, the Avenger class was developed. The Avenger went through many revisions, correcting earlier docking problems by stretching the hull and adding



internal landing decks, complete with built-in rails capable of sliding fighters into position. Without even the revolving sections of other EarthForce ships, the lack of gravity can be taxing to new pilots who spend hours in their fighters – only to then land and continue their weightless disorientation aboard the ship.

Its typical strategy is to deploy fighters and stay a good distance from the battle, retreating into hyperspace if things go poorly. Secreting a dozen or more rendezvous codes to their fighter pilots, they are expected to get to their designated point as fast as possible if such an emergency occurs. If they are not around by the time the ship reappears later for recovery operations, they are often counted as casualties. Usually this works like clockwork, but if the enemy pursues or is in the area when the Avenger emerges, the results can be catastrophic.

Avenger Heavy Carrier

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 18; **Handling:** +2; **Sensors:** +3; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Grapple, Jump Point, Targeting Computer
Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 8 Pilots, 12 Sensor Operators, 120 Crewmen
Structural Spaces: 96 (Cargo 13, Control 5, Crew 20, Engine 13, Hangar 27, Weapons 14)

Fore Arc Weapons

- 5# Medium Plasma Cannon (Close, Offence 15, 1 weapon space)
- 5# Medium Plasma Cannon (Close, Offence 10, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (24): 8 Light Shuttles, 48 Starfury Heavy Fighters

ARTEMIS-CLASS HEAVY FRIGATE

The Artemis was an early frigate design produced shortly after the arrival of the Centauri on Earth in the mid-2100s. At the time, it was one of the most heavily armoured vessels in the inventory, with ability to stand up to incoming fire as well as any cruiser. For a long while it was considered one of the worst ships in EarthForce, because it was uncomfortable internally for crew to serve on for long tours, and its original weapons were not terribly effective at anything but close range – making it a trophy kill on the first few moments of engagement.

Newer versions attempted to fix this problem by introducing new weapons intended for longer ranges or greater firepower. Perhaps the most successful of these additions was the railgun. The Artemis takes the railgun concept to a whole new level. The Earth Alliance literally wrapped the ship around a battery of them. The resulting ship was a great cost to EarthForce – almost as much to build as a Hyperion – but the Artemis soon lost its negative reputation and was considered nearly as capable in battle.

Artemis Heavy Frigate

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 18; **Handling:** +4; **Sensors:** +6; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 30 Crewmen

Structural Spaces: 48 (Armour 3, Cargo 1, Control 5, Crew 5, Engine 13, Hangar 1, Weapons 20)

Fore Arc Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Tri-Linked Particle Beams (Close, Offence 12, 3 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Tri-Linked Particle Beams (Close, Offence 12, 3 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (1): 2 Light Shuttles

CHRONOS-CLASS ATTACK FRIGATE

An attempt at revising and recreating the Olympus corvette, the Chronos was another of the late additions to the fleet after the advances EarthForce made due to their attachment to the Interstellar Alliance. It carries a very generous amount of advanced firepower to every arc, and few ships its size can manoeuvre quite like it. Since its release into the fleet as a standard vessel, the Chronos has filled the role of escort, flanking attacker and even patrolling cutter – hence its rather unimaginative title of ‘attack frigate’.

Large for a frigate, the Chronos was built on a much bigger frame to be able to house the copious number of weapons systems that the EA designers devised for the thick-hulled and rather agile warship. These ships were deployed only in small numbers at first in 2262, but by 2270 there were well over a hundred of them in the naval records.

Chronos Attack Frigate

Huge Spacecraft

Defence Value: 10 (–4 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +8; **Stealth:** 9; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 6 Officers, 14 Pilots, 20 Sensor Operators, 80 Crewmen

Structural Spaces: 77 (Cargo 10, Control 5, Crew 15, Engine 19, Hangar 1, Weapons 27)

Fore Arc Weapons

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons

5# Heavy Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons

5# Heavy Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Turret Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

Craft (1): 2 Light Shuttles

COTTEN TENDER-CLASS FREIGHTER

First and foremost, although it may not be a very attractive or glorious vessel, the Cotten Tender is the main reason why EarthForce fleets function as well as they do. Responsible for re-supplying ships, field repairs, personnel transfers, cargo hauling and the occasional remote delivery of fleet assets far out of common resource lines. Often non-combatant and used for menial yet necessary tasks, the Cotten Tender is a multi-purpose vessel that is a foundational part of nearly every fleet assignment the EA undertakes.

Designed to be able to quickly replenish fighters or shuttle large amounts of supplies extremely quickly – as they never want to be caught in an escalating firefight – the Tender has a very large set of multiple hangar accesses and numerous auxiliary craft available to them. Even though there are always a number of

locked-down replacement Starfuries, the Tender's crew does not allow for any dedicated pilots for them; they are replacements only.

Cotten Tender

Large Spacecraft

Defence Value: 10 (–2 size, +2 Handling); **Armour:** 12;

Handling: +2; **Sensors:** + 2; **Stealth:** 6; **Stress:** 10; **Features:**

Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 4 Pilots, 5 Sensor Operators, 22 Crewmen

Structural Spaces: 50 (Cargo 15, Control 5, Crew 5, Engine 7, Hangar 8, Weapons 10)

Fore Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (6): 8 Cargo Shuttles, 10 Starfury Heavy Fighters

The EAS *Belvedere*

During the efforts against the Dilgar Invasion, there was one Cotten-class Tender that outshined several warships in a successful raid on a Dilgar shipyard – by accident. Officially, the EAS *Belvedere* was assigned to pick up a pair of stranded assault shuttles filled with hardened GROPOS marines and take them to a staging area outside of the Alaca System. In the final jump into what they believed was their destination, the *Belvedere* suffered a series of unexplained engine malfunctions and veered thoroughly off course. Forcing an immediate landing in Quadrant 7, the ship discovered a hidden shipyard producing numerous weapon-bearing ships of several classes.

Disgoring their GROPOS in an unexpected assault, the shipyard was taken in a matter of hours. It was from this raid that several advances in fightercraft were made, and it earned everyone on the crew of the *Belvedere* a commendation of honour for their actions.

DELPHI-CLASS ADVANCED SCOUT

The most advanced vessel – electronically speaking – in the EarthForce navy, the Delphi has revolutionised scouting practices since its emergence in 2261. Using a fully tachyon-enhanced communications array like those found on military stations, the Delphi can stay at extreme ranges well beyond those of a normal warship and fully scan entire systems without even triggering the long-range scanners of the enemy.

Due to the nature of its role in a military intelligence-gathering aspect, Delphi vessels tend to be well protected and held in extremely tight reserve during an actual encounter. Also the first Earth Alliance warships to be equipped as standard with a dual-jump drive for emergency exits from ambushes or battlefield errors, the Delphi has been known to simply jump into a system, have a look around, then jump right back out again with everything that the awaiting attack fleet needs to know.



Delphi Advanced Scout

Large Spacecraft

Defence Value: 15 (–2 size, +7 Handling); **Armour:** 14; **Handling:** +7; **Sensors:** +15; **Stealth:** 16; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Veteran (+8/+3 BAB, +12 Training); 5 Officers, 8 Pilots, 15 Sensor Operators, 30 Crewmen

Structural Spaces: 47 (Cargo 3, Control 5, Crew 6, Engine 22, Hangar 1, Weapons 10)

Fore Arc Weapons

5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Craft (1): 1 Light Shuttle

EARTHFORCE ONE

A vessel specially designed to carry only the highest level political diplomats in the Earth Alliance, *EarthForce One* (and its copies) are like floating resorts.

EarthForce One is designed to be fast and secure yet also comfortable and classy, for it serves as the personal transport for the President of the Earth Alliance. A total of four *Earthforce One* craft exist – one for the President, one for the Vice-President (designated *EarthForce Two*) and two additional vessels in reserve. Armed only for emergency situations, *EarthForce One* is usually accompanied by an escort rather than relying on its own capabilities in a combat environment. For this vessel, it is far better to survive and command the fleet to respond accordingly than try to slug it out with raiders or enemies of the state.

EarthForce One

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 18; **Handling:** +4; **Sensors:** +2; **Stealth:** 16; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+4)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 6 Pilots, 9 Sensor Operators, 57 Crewmen

Structural Spaces: 46 (Cargo 5, Control 5, Crew 10, Engine 13, Hangar 3, Weapons 10)

Earth Alliance

Earth Alliance

Fore Arc Weapons

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Starboard Arc Weapons

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Aft Arc Weapons

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Turret Weapons

3# Particle Beam (Close, Offence 6, 2 weapon spaces)

3# Particle Beam (Close, Offence 6, 2 weapon spaces)

3# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (3): 3 Diplomatic Shuttles, 3 Starfury Heavy Fighters

EXPLORER-CLASS SURVEY SHIP

The largest vessels of the Earth Alliance, the Explorer survey ships are designed to roam unexplored regions of hyperspace, acting as vanguard to other craft on the frontiers of known space. It is the role of Explorers to plot positions of new star systems and build or record new jump gates that will be used by the following craft. Along its immense superstructure, the command, control and personnel quarters fill the rotating centre section, while to the fore is a large zero-gravity construction and launch facility.

Too expensive to mass produce, especially for their rather specific roles, only six Explorer ships are currently in service. Combined they map the Rim and have uncovered a multitude of new scientific discoveries that have fuelled research and development within the Earth Alliance in many areas. Because of their extended missions (up to five years in duration), it is extremely rare for even high-ranking EarthForce officials to see one up close in their careers. It remains the dream of many ship captains to one day gain command of an Explorer ship and begin searching the Rim, travelling to stars never before seen by human eyes.

Explorer Survey Ship

Colossal Spacecraft

Defence Value: -2 (-16 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +10; **Stealth:** 0; **Stress:** 4; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 10 Officers, 30 Pilots, 40 Sensor Operators, 250 Crewmen

Structural Spaces: 282 (Cargo 100, Control 5, Crew 100, Engine 31, Hangar 18, Weapons 28)

Fore Arc Weapons

3# Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)



3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Starboard Arc Weapons

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Aft Arc Weapons

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Craft (6): 9 Light Shuttles, 36 Starfury Heavy Fighters

HERMES-CLASS TRANSPORT

The Hermes was originally used as a military vessel to bring critical war supplies and personnel to the frontlines in combat. Armed with lethal missile launching systems as well as defensive particle beams, the Hermes is also capable of defending itself

from Raider vessels and enemy frigates that attempt to slip past the lines to attack this expensive piece of military hardware. The ship not only carries a flight of Starfuries for its own defence but is also capable of opening its own jump point into hyperspace.

Unlike many Earth military vessels, the Hermes was constructed in civilian shipyards, although its weapons were added at a fleet military spacedock. Its huge success in the military made it a natural choice for civilian activities as well, and hundreds of the hardy vessels now traverse the spacelanes as independent freight haulers, passenger liners and mercenary escorts.

Hermes Transport

Medium Spacecraft

Defence Value: 13 (+3 Handling); **Armour:** 11; **Handling:** +3; **Sensors:** +3; **Stealth:** 10; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 6 Pilots, 9 Sensor Operators, 57 Crewmen

Structural Spaces: 25 (Cargo 2, Control 3, Crew 3, Engine 4, Hangar 3, Weapons 10)

Fore Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Turret Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

Craft (2): 1 Light Shuttle, 6 Starfury Heavy Fighters

HYPERION-CLASS HEAVY CRUISER

The Hyperion class forms a solid core to the Earth Alliance fleet and has been a part of virtually every Alliance military engagement since the turn of the 23rd Century. The ships are hardy and well-armoured though sadly had little chance against the Minbari and were destroyed in huge numbers, despite several variants created. Most Hyperions operating today were built after the conflict, where they were hastily constructed to shore up Earth's defences against opportunistic neighbours. Omega destroyers began to supplant them in the naval inventory, but there are no plans to cancel the reliable, Hyperion design. Instead, they continue to operate both independently and alongside the more expensive and powerful Omegas.

There have been several varieties of Hyperion throughout the history of the vessel, with more no doubt on the way as new technologies rise from the research labs all across the Earth Alliance. One of the rarer but more popular varieties is the fleet command variant, which puts a much stronger communications array at its disposal in addition to some upgraded weaponry. The main difference between one Hyperion to the next is simply its armament and it is equipped with some of the best weapon systems the EA can muster and allowing the ships to fill a multitude of roles in what was once a navy on the mend. Now the variety is simply a boon to EarthForce, who can use the often underestimated vessel to great effect.

Hyperion Heavy Cruiser

Huge Spacecraft

Defence Value: 7 (-4 size, +1 Handling); **Armour:** 35; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen

Structural Spaces: 72 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 5, Weapons 19)

Fore Arc Weapons

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Tri-Linked Particle Beams (Close, Offence 12, 3 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfury Heavy Fighters

Hyperion Assault Cruiser

Huge Spacecraft

Defence Value: 7 (-4 size, +1 Handling); **Armour:** 35; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

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Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen, 100 Troops

Structural Spaces: 76 (Cargo 25, Control 3, Crew 20, Engine 10, Hangar 2, Weapons 16)

Fore Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)

5# Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (1): 2 Assault Shuttles

Hyperion Command Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 40;

Handling: +3; **Sensors:** +8; **Stealth:** 12; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Elite (+11 BAB, +15 Training); 10 Officers, 12 Pilots, 14 Sensor Operators, 128 Crewmen

Structural Spaces: 82 (Cargo 12, Control 3, Crew 22, Engine 16, Hangar 5, Weapons 24)

Fore Arc Weapons

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)



5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfury Heavy Fighters

Hyperion Missile Cruiser

Huge Spacecraft

Defence Value: 7 (−4 size, +1 Handling); **Armour:** 36; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen

Structural Spaces: 77 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 5, Weapons 24)

Fore Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Aft Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)

Craft (8): 2 Light Shuttles, 6 Starfury Heavy Fighters

Hyperion Pulse Cruiser

Huge Spacecraft

Defence Value: 7 (−4 size, +1 Handling); **Armour:** 36; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen

Structural Spaces: 70 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 5, Weapons 17)

Fore Arc Weapons

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfury Heavy Fighters

Hyperion Rail Cruiser

Huge Spacecraft

Defence Value: 7 (−4 size, +1 Handling); **Armour:** 36; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen

Structural Spaces: 84 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 5, Weapons 20)

Fore Arc Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

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5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

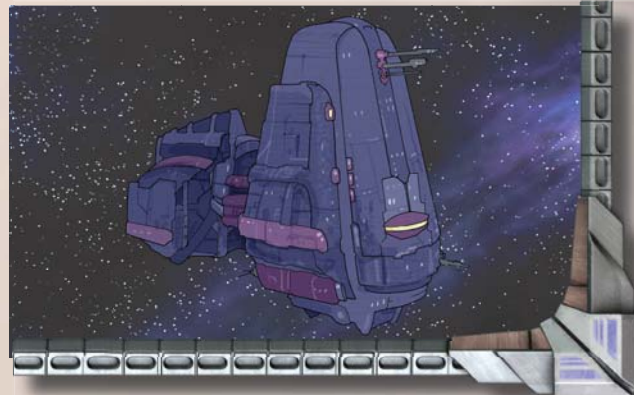
Aft Arc Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfury Heavy Fighters



MINISTRY-CLASS ESCORT FRIGATE

When the Earth Alliance needed to make sure a diplomatic or trade craft reached its destination unmolested, but did not want to dedicate any traditional fleet assets to its protection, they sent a Ministry-class Escort. Designed originally to be a trade route manager, the Ministry has been a great success in EA mercantile circuits. Relatively well armed for its role and equipped with a compliment of anti-raider heavy fighters, it is a good deterrent for most that might harass an important shipment or transport.

Having sold dozens of the vessels to outside sources in order to make sure that the ship's signature would not automatically trigger bandits to come calling, the Ministry has seen several revisions outside of the Earth Alliance shops. Unlike so many of their own vessels, EarthForce has really only ever updated the Ministry's weapon payload once to incorporate newer pulse cannons and missile systems when the old standby particle beams became out of date. Its new standard armament is more than enough to handle small raider groups and many a Cotten Tender has been saved an early grave by it.

Ministry Escort Frigate

Large Spacecraft

Defence Value: 10 (-2 size, +2 Handling); **Armour:** 18; **Handling:** +2; **Sensors:** +4; **Stealth:** 6; **Stress:** 10; **Features:** Fusion Engine, Grapple (x4), Jump Point, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 6 Pilots, 11 Sensor Operators, 43 Crewmen

Structural Spaces: 46 (Cargo 10, Control 5, Crew 7, Engine 7, Hangar 3, Weapons 10)

Fore Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Turret Weapons

5# Standard Missile System (Long, Offence 25, 4 weapon spaces)

Craft (1): 2 Light Shuttles, 6 Starfury Heavy Fighters

MYRMIDON-CLASS LIGHT COMBAT VESSEL

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

Used most often than not as a command element for groups of fighters, Myrmidon crews are often looked on with disdain from 'stuck up fighter pilots' – streams of protective pulse cannon fire notwithstanding. It may not be able to survive heavy conflict long, but its concentrated ECM package and agile construction make it a difficult target. Many Myrmidons exist as system patrol boats and fighter rally points all across Earth Alliance space. Even if they do not receive the same acclaim as larger vessels, they are an integral part of the Alliance's navy.



Myrmidon LCV

Small Spacecraft

Defence Value: 17 (+2 size, +5 Handling); **Armour:** 9; **Handling:** +5; **Sensors:** +3; **Stealth:** 24; **Stress:** 14; **Features:** Fusion Engine, Grapple, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Pilots, 1 Sensor Operator, 3 Crewmen

Structural Spaces: 17 (Control 2, Engine 7, Weapons 8)

Fore Arc Weapons

5# Twin Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Turret Weapons

5# Twin-Linked Light Pulse Cannon (Close, Offence 7, Rapid Fire 3, 4 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

NOVA-CLASS DREADNOUGHT

The massive array of the Nova's guns originally seemed greater than any hull or power plant could withstand. At first this proved daunting, as initial tests showed a number of faults in the design that would be expensive to remedy. However, as time passed and refinements were made, the Nova proved quite deadly. The long, rod-shaped superstructure gave way to an internal hangar bay capable of supporting up to a full squadron of fighters – a useful trait during the Dilgar War.

When pulse cannon technology appeared, EarthForce knew it had the weapon perfect for the Nova and the hybrid laser/pulse array was quickly researched and created. This resulted in a much more powerful and flexible dreadnought, but the guns remained extremely high-maintenance items. Many repair crew came to curse their jobs and wish the Alliance had simply picked one weapon over the other. In battle, the slow speed and poor manoeuvrability of the Nova is overlooked in favour of simply positioning multiple Novas in ways to show the deadly broadsides of the dreadnoughts to the enemy – something they rarely escape from unscathed.

Nova Dreadnought

Gargantuan Spacecraft

Defence Value: 3 (–8 size, +1 Handling); **Armour:** 54; **Handling:** +1; **Sensors:** +2; **Stealth:** 5; **Stress:** 15; **Features:** Fusion Engine, Jump Point, Targeting Computer (+1)

Crew: EarthForce Line (+4 BAB, +9 Training); 14 Officers, 20 Pilots, 16 Sensor Operators, 342 Crewmen

Structural Spaces: 151 (Cargo 36, Control 12, Crew 32, Engine 20, Hangar 7, Weapons 44)

Fore Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 24 Starfury Heavy Fighters



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OLYMPUS-CLASS CORVETTE

The Olympus, first seen in early 2200 as a replacement for the smaller Laertes-class, served well for several decades until the Dilgar War, when logistical problems began to surface. The Alliance required an immense supply train into League territory, but keeping ammunition supplies available for both railguns and missile systems became a difficult challenge even with the Cotten Tenders and freighter support. It was an expensive, unwieldy and difficult ship to manage – but it was reliably so.

Olympus Corvettes were extremely uncomfortable vessels, not really suitable for long patrols or border defence due to unhappy crews and constant internal squabbles. In peacetime, they were generally treated as small monitors and left to guard bases or colonies just to give them somewhere to 'stretch their legs' when eventually necessary. In the aftermath of the Earth-Minbari War, many among EarthForce believed the Olympus was obsolete and needed to be replaced. It did not take long for the increased funding and shipbuilding influences to come up with a newer, less ammunition-hungry version which became much more popular amongst the navy.

Olympus Corvette

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 18;

Handling: +4; **Sensors:** +3; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 11 Pilots, 8 Sensor Operators, 80 Crewmen

Structural Spaces: 69 (Cargo 10, Control 5, Crew 10, Engine 19, Hangar 1, Weapons 24)

Fore Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)



Starboard Arc Weapons

- 3# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 3# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Turret Weapons

- 3# Railgun (Long, Offence 24, 2 weapon spaces)

Craft (1): 2 Light Shuttles

Olympus Gunship

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 18; **Handling:** +2; **Sensors:** +4; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 11 Pilots, 8 Sensor Operators, 80 Crewmen

Structural Spaces: 57 (Cargo 10, Control 5, Crew 15, Engine 13, Hangar 1, Weapons 13)

Fore Arc Weapons

- 3# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 1 weapon spaces)
- 3# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 1 weapon spaces)
- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Particle Beam (Close, Offence 6, 1 weapon space)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

Craft (1): 2 Light Shuttles

OMEGA-CLASS HEAVY DESTROYER

The Omega heavy destroyer became the premier warship of EarthForce after the lessons learned during the Earth-Minbari War. The conflict that nearly annihilated humanity as a whole brought home

the need for an advanced warship capable of standing against what the varied galactic races could throw against the Earth Alliance, and while the Omega is by no means yet the equal of the Minbari Sharlin, it remains one of the most capable vessels in space today.

The Omega was designed along very similar lines as the well-respected Nova, but with higher technology in mind rather than sheer firepower. A much larger ship than the Hyperion, the Omega uses a heavier weapons load and a rotating command section that generates artificial gravity for the crewed areas of the vessel. Though still cramped on board, it has a sizeable bridge and crews much prefer to serve on this class than a Hyperion, as its artificial gravity makes long-ranged missions far more tolerable. Squadrons of Omegas will often form impenetrable battle lines that can mass incredible firepower, though in smaller conflicts, these ships are perfectly capable of operating as mobile command centres.

It was this usefulness and versatility that earned the Omega a number of revisions and new technologies. While many were minor and swallowed by the overall abundance of the standard variety, there have been a few that stand out as spectacular. Arming an Omega with powerful pulse cannon instead of the sustained lasers can create a very satisfying field of fire to give the ship's numerous fighters a chance to advance on the enemy. Using the Omega's artificial gravity and spacious bridge, entire fleet command assets can be supplanted on the vessels, making them truly mobile command leaders that entire campaigns could be organised from.

The most infamous and secret Omega project, the Omega-X project of President Clark's reign, was the combining of deadly Shadow technology and the powerful Omega hull – the combination of which was nearly too much for a great portion of the Whitestar fleet in 2261, a battle that almost killed Commander Susan Ivanova.

Omega Heavy Destroyer

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 49; **Handling:** +2; **Sensors:** +4; **Stealth:** 6; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Veteran (+8 BAB, +12 Training); 16 Officers, 15 Pilots, 16 Sensor Operators, 240 Crewmen

Structural Spaces: 127 (Cargo 30, Control 14, Crew 26, Engine 20, Hangar 7, Weapons 30)

Fore Arc Weapons

- 3# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- 3# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- 3# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 3# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

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5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Craft (6): 2 Light Shuttles, 24 Starfury Heavy Fighters

Omega Command Destroyer

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 49;

Handling: +2; **Sensors:** +9; **Stealth:** 6; **Stress:** 12; **Features:**

Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Elite (+11 BAB, +15 Training); 16 Officers, 15 Pilots, 16 Sensor Operators, 240 Crewmen

Structural Spaces: 129 (Cargo 30, Control 14, Crew 26, Engine 20, Hangar 7, Weapons 32)

Fore Arc Weapons

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Aft Arc Weapons

- 5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Craft (6): 2 Light Shuttles, 24 Starfury Heavy Fighters

Omega Pulse Cruiser Destroyer

Gargantuan Spacecraft

Defence Value: 4 (–8 size, +2 Handling); **Armour:** 49; **Handling:** +2; **Sensors:** +4; **Stealth:** 6; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Veteran (+8 BAB, +12 Training); 15 Officers, 16 Pilots, 15 Sensor Operators, 240 Crewmen

Structural Spaces: 150 (Cargo 30, Control 14, Crew 26, Engine 20, Hangar 6, Weapons 28)

Fore Arc Weapons

- 5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 5# Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Starboard Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Aft Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Craft (6): 2 Light Shuttles, 24 Starfury Heavy Fighters



Omega-X 'Shadow Omega' Advanced Destroyer

Gargantuan Spacecraft

Defence Value: 6 (–8 size, +4 Handling); **Armour:** 53; **Handling:** +4; **Sensors:** +10; **Stealth:** 22; **Stress:** 12; **Features:** Hybrid Engine (Fusion/Biological), Jump Point, Self-Repairing, Shadow Flight Computer (acts as Minbari Flight Computer), Targeting Computer (+4)

Crew: EarthForce Veteran (+8 BAB, +12 Training); 16 Officers, 15 Pilots, 16 Sensor Operators, 240 Crewmen

Structural Spaces: 125 (Cargo 20, Control 14, Crew 26, Engine 26, Hangar 7, Weapons 28)

Fore Arc Weapons

- 5# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 2 weapon spaces)
- 5# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 2 weapon spaces)
- 5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Port Arc Weapons

- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)
- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)
- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Starboard Arc Weapons

- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)
- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)
- 5# Twin-Linked Light Multi-Phased Cutter (Close, Offence 53, Rapid Fire 2, 2 weapon spaces)

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5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Aft Arc Weapons

5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Craft (6): 6 Light Shuttles, 24 Thunderbolt Heavy Fighters

ORACLE-CLASS SCOUT CRUISER

The Oracle, Earth's original hyperspace exploration ship, was developed after the arrival of the Centauri. Based on a new hull constructed specifically for the purpose of interstellar travel, it was the most capable vessel of its day. The first Oracles were corporate ventures that braved hyperspace to locate nearby systems for colonisation and survey missions that would reap huge dividends in the decades to come – seven of which were owned by the megacorporation Interplanetary Expeditions. If there had been no Oracles, there would be no Proxima, or Orion, or Deneb, or any of the other extra-solar colonies. Only those few who left to form the Belt Alliance would have amounted to a colonial investiture. Earth would have likely been little more than yet another member of the League of Non-Aligned Worlds.

Since the time that the original Oracles sailed the stars, great leaps have been made in EarthForce sensor and scanning technologies. It did not take long for the Oracles to be converted for use as electronic support platforms in a fleet environment. The Oracle bears a particular resemblance to the later Hyperion, as they were designed by the same design company, and many of the systems employed on the scout were later used for the Hyperion.

In 2262, the Oracle had mostly been replaced by the even higher technology of the Delphi-class scout. Rather than decommissioning the old standbys, EarthForce uses them for smaller engagements and patrolling home space – where the slightly less advanced cruiser can still make a great difference.

Oracle Scout Cruiser

Large Spacecraft

Defence Value: 14 (–2 size, +6 Handling); **Armour:** 12; **Handling:** +6; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 8 Pilots, 17 Sensor Operators, 23 Crewmen

Structural Spaces: 47 (Cargo 2, Control 5, Crew 6, Engine 19, Hangar 1, Weapons 14)

Fore Arc Weapons

5# Twin Linked Medium Laser Cannon (Long, Offence 22, Beam 1d4, 2 weapon spaces)

5# Particle Beam (Offence 6, 1 weapon space)

5# Particle Beam (Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Offence 6, 1 weapon space)

5# Particle Beam (Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Offence 6, 1 weapon space)

5# Particle Beam (Offence 6, 1 weapon space)

Aft Arc Weapons

5# Particle Beam (Offence 6, 1 weapon space)

5# Particle Beam (Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Turret Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

Craft (1): 2 Light Shuttles

ORESTES-CLASS SYSTEM MONITOR

Originally used as a battle dreadnought, the Orestes looked much different to its present configuration. Its early role was to act as the core of a task force engaged in rooting out and destroying Raider outposts on the edge of explored Earth Alliance space. The first incarnation of the Orestes, therefore, was a heavily armoured battleship capable of shrugging off serious amounts of firepower. Unfortunately, it was also extremely expensive to operate, and once the pirates were driven out or defeated, it was often too expensive to make the return trip home. Inefficient on fuel and power supplies, demanding of life-support and supplies, the Orestes looked as though it would soon be decommissioned completely.

The Orestes received a new lease on life in the mid-22nd Century. At that time, the Orestes was the largest ship in the Alliance inventory, as well as one of the best able to stand up to enemy fire – even the neutron laser fire of the Minbari. The Orestes packed a tremendous amount of weaponry, so it did prove useful during the Earth-Minbari War as a mobile defence craft. In this way, the Orestes changed from a Dreadnought-



class vessel to a simple system monitor, and Orestes vessels have been used as system defenders ever since.

Orestes System Monitor

Gargantuan Spacecraft

Defence Value: 3 (–8 size, +1 Handling); **Armour:** 26; **Handling:** +1; **Sensors:** +5; **Stealth:** 5; **Stress:** 6; **Features:** Fusion Engine, Long Ranged, MedLab, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 8 Officers, 18 Pilots, 14 Sensor Operators, 189 Crewmen

Structural Spaces: 142 (Cargo 50, Control 5, Crew 35, Engine 16, Hangar 7, Weapons 29)

Fore Arc Weapons

- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 1 weapon spaces)
- 5# Railgun (Long, Offence 24, 2 weapon spaces)
- 5# Railgun (Long, Offence 24, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Offence 15, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Turret Weapons

- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (6): 3 Light Shuttles, 12 Starfury Heavy Fighters

POSEIDON-CLASS SUPER CARRIER

Among the premier carriers in the entire galaxy, the Poseidon has been given access to the best defences and escorts available to the Earth Alliance. Its long, flat arrays of inter-linked fighter bays are capable of launching its entire fleet of fighters in a matter of minutes,

recovering them quickly when the battle is done. Like the aircraft carriers of early planetside navies, this massive hulk was the centrepiece of many EarthForce engagements.

The first Poseidon was launched in 2247 but was destroyed summarily in the Earth-Minbari War. Construction was so time-consuming that only few have been able to be built since. A pity to be sure, as the Poseidon was not only a heavy carrier but also a fleet flagship, absorbing intelligence from many sources at once. Large EarthForce armadas are constructed around the Poseidon, using its advanced communication and control gear to lead multi-faceted mission assignments all at once. This permitted any force headed by a Poseidon to benefit from improved co-ordination during a large battle. Not surprisingly, Poseidons possess huge arrays of defensive guns and are surrounded by escorts at all times – making it just as difficult to deal with as one would expect.

Poseidon Super Carrier

Colossal Spacecraft

Defence Value: –4 (–16 size, +2 Handling); **Armour:** 24; **Handling:** +2; **Sensors:** + 8; **Stealth:** 0; **Stress:** 4; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 30 Officers, 40 Pilots, 30 Sensor Operators, 350 Crewmen

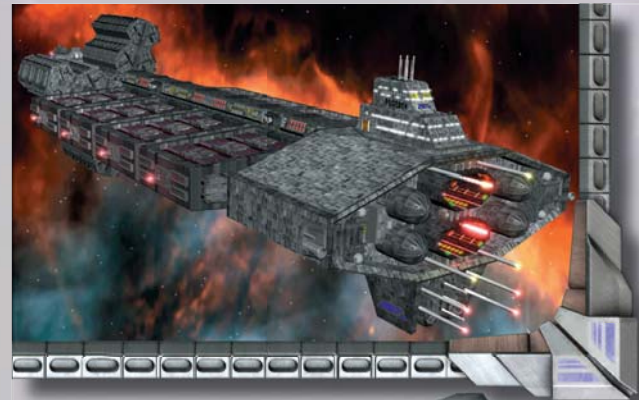
Structural Spaces: 238 (Cargo 80, Control 5, Crew 60, Engine 25, Hangar 50, Weapons 18)

Fore Arc Weapons

- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Port Arc Weapons

- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)



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5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Starboard Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Aft Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Turret Weapons

5# Particle Beam (Close, Offence 6, 2 weapon space)

Craft (24): 6 Light Shuttles, 15 Hades Assault Shuttles, 96 Starfury Heavy Fighters/Thunderbolt Heavy Fighters

SAGITTARIUS-CLASS CRUISER

The Sagittarius hull was a specialised design unveiled to the fleet at the dawn of the 23rd Century. The aim of the ship was to operate as a test firing platform for newly developing missile technology. As experimentation with the idea progressed, larger and more stable hulls were produced, eventually mounting no less than eight missile racks on a lengthy cruiser hull. Needing room for ammunition stores and multiple points of fire to make up for the time-consuming process of reloading and re-aligning proper lines of fire made the vessel grow to almost twice what they originally had planned for.

After what were considered several failures, EarthForce began to take interest in the hull as a potential warship design with the first actual Sagittarius in 2225. The ship was not particularly popular, primarily because of its lack of flexibility and utter dedication to missile bombardment. Because of its specialised role, the Sagittarius was totally unsuitable for use in anything outside a fleet environment, so few other missions could be undertaken with them. Worse still, the Sagittarius had little in the way of on-board defences, lacking even a jump drive to make its escape should things go badly. Most were decommissioned, only to be hastily recalled – and summarily destroyed – during the Earth-Minbari War. Few survived, and those that did are now part of other missile testing projects throughout Earth Alliance space.



Sagittarius Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 20; **Handling:** +3; **Sensors:** +3; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 3 Officers, 8 Pilots, 8 Sensor Operators, 60 Crewmen

Structural Spaces: 79 (Cargo 20, Control 5, Crew 10, Engine 15, Hangar 1, Weapons 28)

Fore Arc Weapons

- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

Starboard Arc Weapons

- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

Aft Arc Weapons

- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Turret Weapons

- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (1): 2 Light Shuttles

TETHYS-CLASS CUTTER

The Tethys can trace its origins back to the original early anti-raider operations that took place during the conquest of the Earth Alliance's neighbouring systems. Originally intended as a police vessel, its success has since earned its deployment for virtually every mission EarthForce is capable of assigning.

When deployed for civilian or defence purposes, it is best served as a 'police cutter', but when in fleet service it is commonly used as a light frigate or gunboat.

More versions of the hardy Tethys have existed than any other ship class in the Alliance. Because it is so small and inexpensive to build and retrofit, it is frequently employed as a test bed for new technologies like new reduced-size lasers or compact missile systems. Its sturdy construction allows it to stand up to the rigors of field testing and come back to be debriefed on usefulness. As far as Earth ships go, it is easily one of the more manoeuvrable.

Tethys Cutter

Medium Spacecraft

Defence Value: 14 (+4 Handling); **Armour:** 11; **Handling:** +4; **Sensors:** +5; **Stealth:** 10; **Stress:** 12; **Features:** Fusion Engine, Grapple, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 4 Pilots, 9 Sensor Operators, 18 Crewmen

Structural Spaces: 26 (Cargo 3, Control 3, Crew 4, Engine 7, Weapons 9)

Fore Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon space)
- 5# Twin-Linked Medium Pulse Cannon (Long, Offence 15, Rapid Fire 3, 2 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Turret Weapons

- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Tethys Laser Boat

Medium Spacecraft

Defence Value: 14 (+4 Handling); **Armour:** 11; **Handling:** +4; **Sensors:** +5; **Stealth:** 10; **Stress:** 12; **Features:** Fusion Engine, Grapple, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 4 Pilots, 9 Sensor Operators, 18 Crewmen

Structural Spaces: 24 (Cargo 3, Control 3, Crew 4, Engine 7, Weapons 7)

Fore Arc Weapons

- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)*
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

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Turret Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

* Due to the limitations of its fusion engine, this weapon must wait at least one round between attacks to build power reserves back up.

Tethys Missile Boat

Medium Spacecraft

Defence Value: 13 (+3 Handling); **Armour:** 11; **Handling:** +3; **Sensors:** +5; **Stealth:** 10; **Stress:** 12; **Features:** Fusion Engine, Grapple, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 4 Pilots, 9 Sensor Operators, 18 Crewmen

Structural Spaces: 25 (Cargo 4, Control 3, Crew 4, Engine 4, Weapons 10)

Fore Arc Weapons

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)*

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)*

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)*

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)*

Turret Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

* Due to size limitations, the Tethys Missile Boat cannot use anything but the standard missile ammunition.

WARLOCK-CLASS ADVANCED DESTROYER

The Earth Alliance's latest advanced warship is a by-product of the Shadow and Earth Civil Wars. It had become clear that the standard vessels available were not up to the task of conducting major planetary assaults and EarthForce thus decided it needed a new breed of starship, one capable of extended space conflicts and combating even the might of the dangerous Whitestar cruisers. The Warlock was, without a doubt, the most devastating war vessel ever produced in Alliance history. It was designed to have an artificial gravity system using the techniques learned from their peers in the ISA, extremely powerful weaponry and the toughest armour possible. Following the conclusion of the Earth Civil War, the experimental new Warlock-class destroyers began their initial tests and shortly thereafter went into active service. First among these new warships was the EAS *Titans*, under the command of Captain Susan Ivanova. The *Titans* was soon followed by the *Sorcerer*, *Necromancer*, *Merlin* and *Enchantress*. By 2268 there were some 50 Warlock-class vessels in service, with more under construction.

Technology was plundered from many advanced races to create the Warlock-class, but the most prominent was the use of Shadow bio-organic technology in design and production.



The design was not finished in time for the Earth Civil War, though the Warlock did lend some of its advanced technological design to the bastardised Omega-X class destroyer that was briefly employed during this conflict. Later on, under the noses of the ISA – who would have made a very big stink over the project – the Nemesis Project (called Warlock-X by those who once worked under Clark) created a handful of fully equipped Shadow-technology Warlocks. The twin progenitors of this line, the EAS *Nemesis* (unsurprisingly) and the EAS *Banshee*, are kept under tight supervision to keep their controversial and dangerous technologies in EA hands – where many foolishly believe it belongs.

Warlock Advanced Destroyer

Gargantuan Spacecraft

Defence Value: 8 (–8 size, +4 Handling); **Armour:** 30; **Handling:** +4; **Sensors:** +10; **Stealth:** 17; **Stress:** –2; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: EarthForce Elite (+11 BAB, +15 Training); 8 Officers, 26 Pilots, 24 Sensor Operators, 154 Crewmen

Structural Spaces: 164 (Cargo 30, Control 5, Crew 25, Engine 26, Hangar 12, Weapons 67)

Fore Arc Weapons

5# Heavy Particle Cannon (Close, Offence 27, 1 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Standard Missile System (Long, Offence 25, 2 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Port Arc Weapons

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Starboard Arc Weapons

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Aft Arc Weapons

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Railgun (Long, Offence 24, 2 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Twin-Linked Laser/Pulse Array (Long, Offence 30, Array, 8 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Turret Weapons

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (6): 6 Light Shuttles, 24 Starfury Heavy Fighters

'Warlock-X' Nemesis Advanced Destroyer

Gargantuan Spacecraft

Defence Value: 10 (-8 size, +8 Handling);

Armour: 28; **Handling:** +8; **Sensors:** +10;

Stealth: 17; **Stress:** -2; **Features:** Adaptive

Armour, Hybrid Engine (Gravitic/

Biological), Jump Point,

Self-Repairing, Shadow



Flight Computer (as Minbari Flight Computer), Targeting Computer (+5)

Crew: EarthForce Elite (+11 BAB, +15 Training); 4 Officers, 20 Pilots, 24 Sensor Operators, 154 Crewmen

Structural Spaces: 136 (Cargo 30, Control 5, Crew 25, Engine 38, Hangar 8, Weapons 30)

Fore Arc Weapons

5# Molecular Slicer Beam (Long, Offence 200, Beam 10d10, 2 weapon spaces)

5# Molecular Slicer Beam (Long, Offence 200, Beam 10d10, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Maiden Voyage of the *EAS Spectre*

One of the strangest situations to ever arise during the test flight of one of the first few Nemesis-class vessels, the *EAS Spectre* simply disappeared just off of the edge of Vorlon space. It fell completely off registered beacons and ceased all communications as if it was placed on orders to run utterly silent. Seventy-two hours later, it re-appeared a few systems away floating adrift in a loose orbit over Batain II.

Running completely on automated systems when towed back to spacedock, the *Spectre* was completely without its crew, cargo and life-support supplies were all but drained to toxic levels within the ship. It showed no signs of any battles, or of sabotage or damage of any kind – making it a great mystery and a ghost story that pilots assigned to the Nemesis Project tell one another when floating through hyperspace.

Earth Alliance

Port Arc Weapons

- 3# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Starboard Arc Weapons

- 3# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Aft Arc Weapons

- 3# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

- 3# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Turret Weapons

- 3# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

- 3# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

- 3# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

- 3# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

Craft (6): 6 Light Shuttles, 24 Starfury Heavy Fighters

LIGHT CLASSED VESSELS

CONDOR-CLASS TRANSPORT

An extremely well-designed and built vessel for moving GROPOS troops and battlefield assets to 'hot zone' landing areas, the Condor is armoured and armed specifically for getting through enemy blockades. It may not be able to stand up to enemy fighter fire for too long, but with an adequate escort this should not be their concern.

A Condor's responsibility is to get those troops, vehicles and supplies to mobile command. So successful have these vessels been in ground engagements that not a single revision has ever had to be made to the basic Condor. While a few have fallen victim to orbital guns and picket fleets, never has a single Condor fallen to enemy fire while making a 'delivery'.



Condor Transport

Large Spacecraft

Defence Value: 11 (-2 size, +3 Handling); **Armour:** 16; **Handling:** +1; **Sensors:** +3; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Fusion Engine, Grapple, Targeting Computer (+3)

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Officers, 3 Pilots, 1 Sensor Operator, 6 Crewmen, 230 Troops

Structural Spaces: 52 (Cargo 5, Control 5, Crew 25, Engine 4, Hangar 1, Weapons 12)

Turret Weapons

- 3# Particle Beam (Close, Offence 6, 2 weapon spaces)
- 3# Particle Beam (Close, Offence 6, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)
- 3# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

Craft (1): 2 Hades Assault Shuttles

EA LIGHT SHUTTLE

The standard utilitarian workhorse found across the many colonies and outposts of the Earth Alliance, the shuttle is basic, but a highly adaptable design that has gone relatively unchanged for many years due to its overall success. Originally envisioned as a light transport for EarthForce, commercial operations have taken control of many, though the relatively high cost of even used models still reserves it service to large corporations rather than the common merchant or trader. The shuttle is highly modular in nature and can be adapted to a variety of functions, with some military shuttles finding a way to retrofit a single uni-pulse cannon to its nose – just in case.



Light Shuttle, Earth Alliance

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 10; **Handling:** +3; **Sensors:** +0; **Stealth:** 16; **Stress:** 17; **Features:** Atmospheric Capable, Fusion Engine
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 3 Passengers
Structural Spaces: 6 (Cargo 3, Control 1, Crew 1, Engine 1)

EA SHUTTLE

Slightly larger than the light shuttle, this vessel lacks the atmospheric capabilities of its counterpart but is able to bear a far heavier payload. It is typically used to ferry passengers and cargo from large ships to the docking facilities of Earth Alliance colonies and space stations, though it is also capable of transporting its crew great distances between the stars by utilising jump gates, and doing so in relative comfort.

Shuttle, Earth Alliance

Small Spacecraft

Defence Value: 14 (+2 size, +2 Handling); **Armour:** 12; **Handling:** +2; **Sensors:** +1; **Stealth:** 15; **Stress:** 12; **Features:** Fusion Engine
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 7 Passengers
Structural Spaces: 12 (Cargo 7, Control 2, Crew 1, Engine 2)

HADES-CLASS ASSAULT SHUTTLE

Highly specialised as the premier GROPOS delivery method on a detachment level, the Hades is often launched singularly from the hangar bays of a low-flying Condor or in swarms from orbiting transports. Well armoured for a vessel of its size, it can often survive a few hits on its descent from personnel and small anti-aircraft fire, but would have a very hard time standing up to weapons designed

to deal with larger craft. It is equipped with a single uni-pulse cannon to help clear landing zones of hostiles and debris – with a limited field of fire to the nose of the ship.

Each Hades can be packed with up to 50 combat-ready soldiers and their standard gear, trading pleasant amenities like food processors and sonic showers out to make room for weapon racks and barracks benches. While the EarthForce design teams claim otherwise, there is much debate as to whether or not the Hades has adequate inertial dampeners to keep the 'drop' from bothering the GROPOS. There is a saying amongst EA ground soldiers – 'Every Hades smells like a rookie's last meal.'

Hades Assault Shuttle

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +1; **Stealth:** 14; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 24 Passengers
Structural Spaces: 11 (Cargo 1, Control 2, Crew 5, Engine 2, Weapons 1)
Fore Arc Weapons

5# Uni-Pulse Cannon (Close, Offence 8, 1 weapon space)

LIGHTNING-CLASS SHUTTLE/FIGHTER

Designed to be useful making trips back and forth from the Dilgar blockade around Omelos, the Lightning is a cross between a supply shuttle and a border running heavy fighter. It packs enough firepower to cut down most enemy fighters, but would require some serious escort support to make it of any use on a battlefield – which is why it is used primarily for reconnaissance and message delivery between fleets. Sensitive information or diplomats that must be ferried from one active fleet or another will often call upon the nearest Lightning to do so.

Dozens, if not hundreds, of Lightnings have been sold into the commercial markets since their original debut. Many shipping companies make use of the streamlined hull and adequate



Earth Alliance

firepower to dissuade small-time raiders from involving themselves with them. The military coding used to tell a commercial Lightning from an official EarthForce one is held very much top secret – basically allowing for each commercial version to be just another decoy on the spacelanes to protect the more important ‘packages’.

Lightning Shuttle/Fighter

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 11; **Handling:** +3; **Sensors:** +1; **Stealth:** 14; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+1)

Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 12 Crew/Passengers

Structural Spaces: 13 (Cargo 1, Control 2, Crew 2, Engine 2, Weapons 6)

Fore Arc Weapons

5# Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

5# Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

STARFURY HEAVY FIGHTER

Regarded as the first and best line of defence for many Earth Alliance installations and outposts, the Starfury has undergone many revisions, retrofits and upgrades throughout its service history. It remains a frontline non-atmospheric fighter capable of obtaining and retaining space-superiority. Its X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat. The Starfury is sometimes incapable of more specialised missions as it cannot enter a planetary atmosphere due to its thruster arrangement and lack of re-entry shielding. However, with its main armament comprised of a paired set of uni-pulse cannons linked to a central firing computer, it is a craft capable of successfully battling almost any alien fighter known as of the 23rd Century.

There have been several adjusted versions of the Starfury, finding specialised ways to make use of the attractive and satisfying hull for more uses. Uses like the long-ranged Badger combat fighter that combines the common Starfury and its Thunderbolt near cousin, or the non-combatant construction model that uses the fighter's superior manoeuvrability and attached grapples to hold and manoeuvre space-borne objects that would otherwise take several maintenance hands to move. There have been many others attempted, but these are the most successful.





Starfury Heavy Fighter

Tiny Spacecraft

Defence Value: 18 (+4 size, +4 Handling); **Armour:** 14; **Handling:** +4; **Sensors:** +4; **Stealth:** 16; **Stress:** 10; **Features:** Afterburners, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 1, Weapons 4)

Fore Arc Weapons

5# Twin-Linked Uni-Pulse Cannon (Close, Offence 12, 2 weapon spaces)*

5# Twin-Linked Ultra-Light Pulse Cannon (Close, Offence 4, Rapid Fire 2, 2 weapon spaces)*

*The Aurora Starfury may only fire one of these weapon systems during an order.

Badger Starfury Heavy Fighter

Tiny Spacecraft

Defence Value: 18 (+4 size, +4 Handling); **Armour:** 14; **Handling:** +4; **Sensors:** +4; **Stealth:** 16; **Stress:** 10; **Features:** Afterburners, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 1 Crew

Structural Spaces: 9 (Control 1, Engine 1, Weapons 7)

Fore Arc Weapons

5# Twin-Linked Uni-Pulse Cannon (Close, Offence 12, 2 weapon spaces)

5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)

5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)

Aft Arc Weapons

5# Uni-Pulse Cannon (Close, Offence 8, 1 weapon space)

Starfury Construction Assistant

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 14; **Handling:** +5; **Sensors:** +4;

Stealth: 16; **Stress:** 10; **Features:** Afterburners, Fusion Engine, Grapple (x2), Pivotal Thrusters

Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot

Structural Spaces: 5 (Control 1, Engine 2)

THUNDERBOLT-CLASS HEAVY ASSAULT FIGHTER

The next generation in the Earth Alliance's fighter program, the Thunderbolt begins to enter service in 2259, although it will be several years before it fully replaces the older Starfury as the standard fighter of the EarthForce. The reasons for this are twofold. Firstly, the Thunderbolt is slightly larger than its predecessor, requiring that most hangars be refitted to cope with the expanded frame and inability to use common Cobra launch bays. Secondly, its larger frame also requires additional repair and refuelling materials to be on hand – especially for those that have burned through their alternate atmospheric fuel supplies.

Into the new frame, however, the 'T-bolt' packs numerous battle-readiness improvements. Most notably, the Thunderbolt is atmosphere-capable and carries a payload of missiles, making it much more able to support ground offensives. Tragically, this was expressed for many weeks as the fighters were first released to the fleet through President Clark's orders to have waves of T-bolts bomb civilian targets on Mars, Proxima and Io.

Thunderbolt Heavy Fighter

Tiny Spacecraft

Defence Value: 16 (+4 size, +7 Handling); **Armour:** 15; **Handling:** +3; **Sensors:** +5; **Stealth:** 15; **Stress:** 10; **Features:** Afterburners, Atmospheric Capable, Fusion Engine, Pivotal Thrusters, Targeting Computer (+2)

Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 1 Crewman (optional)

Structural Spaces: 7 (Control 2, Engine 2, Weapons 3)

Fore Arc Weapons



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- 5# Gatling Pulse Cannon (Close, Offence 15, 1 weapon space)
 5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)

VALKYRIE-CLASS GROUND ASSAULT SHUTTLE

Similar to the old VTOL assault helicopters of old Earth, the Valkyrie was based on vectored engines to make for perfect landings in the most hostile of environments. A squad-based battlefield asset, the Valkyrie can carry a single unit of GROPOS to the battle, clear out a landing zone with its rapidly-firing pulse cannon, and drop off its detachment of soldiers before taking off to become air support once more.

Many enemy fortifications have fallen to the Valkyrie's streaming pulse cannon fire, supposedly 'too weak to be of any use' – as said by the designer's first report. While the weapons are not the drawback they originally expected, the lack of armour is. Too many of these craft are shot down by personnel-carried rockets

or heavy particle projectors set in anti-air defence mode. It is no wonder that dozens of Valkyries are in constant production at the massive military shipyards at Jericho System, they are in never ending need of replacements.

Valkyrie Ground Assault Shuttle

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +3; **Stealth:** 9; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine

Crew: EarthForce Line (+4 BAB, +9 Training); 2 Pilots, 15 Passengers

Structural Spaces: 8 (Cargo 2, Control 1, Crew 2, Engine 1, Weapons 2)

Fore Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

MINBARI FEDERATION

One of the oldest and most powerful of the spacefaring races – save the First Ones – the Minbari are in possession of some of the most fearsome and deadly spacecraft to ever grace the spacelanes. Their brilliant blue hulls are awe inspiring to see and these ships leave nothing but destruction in their path if they so choose it. Wonderful and terrible, they are truly as the Centauri once named them the ‘Dragons of the Galaxy’.

Armed with unimaginably destructive neutron energy-based weaponry, their brilliant yellow beams arcing out across the void to tear gaping gashes in their enemy’s hulls like a surgical scalpel, the Minbari war vessels seem like endless fonts of death and carnage. Even their shorter-ranged weaponry – which rivals most of the ranges of other fleets – is capable of punching holes in their foes. It is no wonder Minbari ships rarely need to commit fully to any battle by the time they have arrived at the frontlines as the opposition are already reduced to burning hulks.

The Minbari do not merely have a powerful offence; they also have possibly the finest defensive measures in the galaxy. Using enhanced radiation wavelengths and focussed sensor suites, their ships are all but cloaked from targeting systems. This ‘jamming’ ability makes lock-ons virtually impossible and allows for the ship to pass through enemy sensors and scanners with far greater assurance; allowing the Minbari fleets to position themselves for the best attacks while the enemy cannot find them to order a proper attack.

The technologies of the Minbari have been coveted by many over the centuries, and few can claim to have bested a Minbari war fleet. It is rare to ever find their ships defeated, let alone salvageable. Combined with the fact that the advanced composites their vessels are made from are rare and created on Minbar, it is little wonder no one in the galaxy has pirated a Minbari vessel.

CAPITAL CLASSED VESSELS

LESHATH-CLASS HEAVY SCOUT

The most advanced scouting vessel of any young race in the galaxy, the Leshath combines serious neutron firepower with almost total electronic invisibility. Making a brief appearance during the Earth-Minbari War, it was soon withdrawn when the Grey Council realised that human ships had little chance of detecting even major warships, let alone such an advanced scout. It has since

surfaced many times around the galaxy – normally ahead of larger fleets looking for peaceful travel.

The Leshath is not a perfect ship, however. Once attacks start to break through the jamming effects, the Leshath’s weaker construction can often make it easy prey for concentrated barrages. When detected, it is often going to suffer a great deal of damage in a short period of time. Not known for its resilience, the Leshath is rarely above escaping a poorly-turned battle; using its rear-firing fusion cannons to cover a hasty escape.

Leshath Heavy Scout

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 16; **Handling:** +6; **Sensors:** +9; **Stealth:** 37; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 3 Officers, 10 Pilots, 10 Sensor Operators, 40 Crewmen

Structural Spaces: 69 (Cargo 15, Control 5, Crew 7, Engine 25, Hangar 4, Weapons 13)

Fore Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

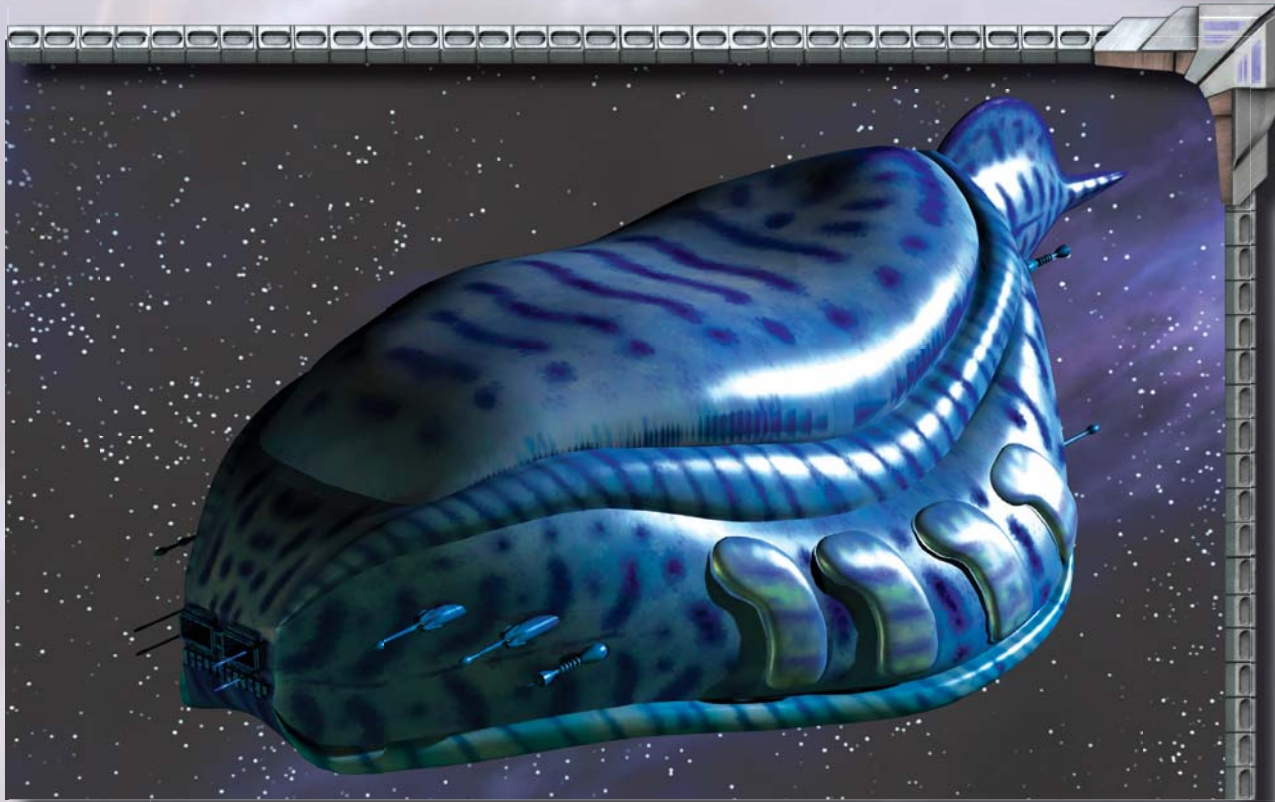
3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6): 6 Flyers or 6 Nial Heavy Fighters

MORSHIN-CLASS CARRIER

Designed to be the primary carrier in the Minbari Federation, a Morshin holds over four dozen fighters for combat situations, a veritable fleet of small craft that can easily turn the tide of any battle they are deployed into. At the Battle of the Line, it was the Nial heavy fighters brought to the battle by Morshin carriers that did more damage to the defenders than any other kind of ship in the fleet.

Minbari Federation



This is not to say that the Morshin's sole role is to bring fighters to an engagement. While Morshin carriers are not as heavily armed as many other Minbari vessels, they do possess enough firepower to deal with most vessels light enough to evade their fighter screens. Even heavier vessels may find their fusion cannon barrages debilitating over a few volleys – leaving them as carcasses in the void to be picked apart by Nials.

Morshin Carrier

Huge Spacecraft

Defence Value: 11 (–4 size, +5 Handling); **Armour:** 16; **Handling:** +5; **Sensors:** +6; **Stealth:** 32; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 4 Officers, 15 Pilots, 10 Sensor Operators, 80 Crewmen

Structural Spaces: 91 (Cargo 20, Control 5, Crew 12, Engine 21, Hangar 26, Weapons 7)

Fore Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (24): 4 Flyers, 54 Nial Heavy Fighters

NESHATAN-CLASS GUNSHIP

At first glance, enemies of the Minbari are often surprised by the 'common' appearance of a Neshatan gunship. With none of the fins that usually adorn Minbari vessels, it casts a very different signature than that of the other massive warships. The Neshatan is one of the oldest designs still in operation in their fleet – a testament to its survivability and efficiency. Similar in bulk to a Sharlin and carrying a vast array of weapon systems, the Neshatan is not the flagship of the Minbari due to its slow speed and manoeuvrability. What it does possess, is sheer endurance and the potential for mass destruction that makes it a favourite of some older-minded Warrior Caste. It can suffer an incredible amount of damage before it begins to come apart; a feat that will likely cost the enemy far more than a single warship.

So effective has this ship been that some wanted to improve upon it. Built at the behest of the warrior caste who wished to see the Neshatan's offensive capabilities grafted onto a more manoeuvrable – and therefore more flexible – ship, the resulting Veshatan gained popularity for a time until the Sharlin became

the flagship of choice. While both ships pack a massive amount of neutron laser fire, the newer look was more appealing to the Minbari overall.

Neshatan Gunship

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 26; **Handling:** +2; **Sensors:** +5; **Stealth:** 25; **Stress:** 3; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)
Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 6 Officers, 18 Pilots, 12 Sensor Operators, 130 Crewmen
Structural Spaces: 105 (Cargo 30, Control 8, Crew 15, Engine 19, Hangar 1, Weapons 32)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 2 Flyers

Veshatan Fast Gunship

Gargantuan Spacecraft

Defence Value: 10 (-8 size, +8 Handling); **Armour:** 20; **Handling:** +8; **Sensors:** +5; **Stealth:** 25; **Stress:** 3; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)
Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 6 Officers, 18 Pilots, 12 Sensor Operators, 130 Crewmen
Structural Spaces: 108 (Cargo 30, Control 8, Crew 15, Engine 37, Hangar 1, Weapons 17)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 2 Flyers

SHARLIN-CLASS WARCRUISER

Haunting the nightmares of veterans who had to face them in the Earth-Minbari War, the Sharlin warcruiser is a breathtaking sight with a blue graceful hull that radiates pure menacing power. This has been the primary frontline spacecraft of the Minbari Federation for many decades and it is generally agreed that they are the most powerful vessels ever designed by the younger races. Carrying two full flights of Nial heavy fighters and possessing powerful sensor-jamming systems, a Sharlin is fully capable of defeating an entire fleet of ships from any other race without worrying about taking much return damage.

With its array of neutron lasers and fusion cannons, it would be hard to say that any improvements could be made to the Sharlin. The warrior caste remained vigilant, however, and several versions of the terrifying hull have been reported battling the enemies of the Federation for quite some time. The deadly Sharloos, with its 'all-arcs covered' aspect of neutron laser firepower is a surprise to those enemies who believe that the deadliest weapons a Minbari ship has to offer are to its fore. The

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strange weapons layout of the Sharlan with its fusion cannons and antimatter converters makes it a deadly line fighter, but not at extreme ranges. There have also been sightings of the remarkably potent Shargoti – a commanding variant that sways the tide of any battle it is in. Also, after the advent of the White Star, some warrior caste clan fleets have been reported as having some strange, new ‘advanced’ version of the Sharlin called a Sharkaan.

The Sharlin family of warcruisers are the collective flagships of the Minbari Federation, and once they have committed to a battle there is little that can be done to stop them.

Sharlin Warcruiser

Gargantuan Spacecraft

Defence Value: 16 (–8 size, +4 Handling, +10 equipment); **Armour:** 42; **Handling:** +4; **Sensors:** +15; **Stealth:** 30 (40); **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+9 BAB, +14 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 460 Crewmen

Structural Spaces: 170 (Cargo 54, Control 8, Crew 47, Engine 20, Hangar 18, Weapons 23)

Fore Arc Weapons

5# Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Port Arc Weapons

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Starboard Arc Weapons

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Craft (6): 4 Flyers, 24 Nial Heavy Fighters

Sharkaan Advanced Warcruiser

Gargantuan Spacecraft

Defence Value: 16 (–8 size, +4 Handling, +10 equipment); **Armour:** 42; **Handling:** +4; **Sensors:** +15; **Stealth:** 30 (40);



Stress: 6; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Veteran (+9 BAB, +14 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 390 Crewmen

Structural Spaces: 135 (Cargo 54, Control 8, Crew 25, Engine 20, Hangar 9, Weapons 19)

Fore Arc Weapons

3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)

3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)

3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6): 2 Flyers, 12 Nial Heavy Fighters

Sharoos Heavy Warcruiser

Gargantuan Spacecraft

Defence Value: 16 (-8 size, +4 Handling, +10 equipment); **Armour:** 42; **Handling:** +4; **Sensors:** +15; **Stealth:** 30 (40);

Stress: 6; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+4 BAB, +9 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 460 Crewmen

Structural Spaces: 158 (Cargo 54, Control 8, Crew 47, Engine 20, Hangar 4, Weapons 25)

Fore Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (4): 4 Flyers

Sharlan Line Cruiser

Gargantuan Spacecraft

Defence Value: 16 (-8 size, +4 Handling, +10 equipment); **Armour:** 42; **Handling:** +4; **Sensors:** +15; **Stealth:** 30 (40);

Stress: 6; **Features:** Gravitic Engine, Jump Point, Long-Ranged, MedLab, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 460 Crewmen

Structural Spaces: 170 (Cargo 54, Control 8, Crew 47, Engine 20, Hangar 18, Weapons 23)

Fore Arc Weapons

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

3# Fusion Cannon (Close, Offence 20, 1 weapon space)

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Starboard Arc Weapons

- 5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)
- 5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)
- 5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)
- 5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6): 4 Flyers, 24 Nial Heavy Fighters

Shargoti Heavy Battlecruiser

Gargantuan Spacecraft

Defence Value: 18 (-8 size, +6 Handling, +10 equipment); **Armour:** 44; **Handling:** +6; **Sensors:** +15; **Stealth:** 30 (40); **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Elite (+14 BAB, +18 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 400 Crewmen

Structural Spaces: 173 (Cargo 54, Control 8, Crew 47, Engine 25, Hangar 18, Weapons 21)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)

Port Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)

The Valen'tha – The Grey Sharlin

The floating home to the ruling Grey Council, the *Valen'tha* (translated loosely as Grey Sharlin) is a mixture of several of the hidden and classified technologies that the Minbari have collected over the centuries. With a self-repairing hull, advanced Vorlon-enhanced sensors and the collective minds of the best and brightest of the three castes, the pale grey warcruiser is a mobile command fortress.

It is a terrible opponent and the best example of flagship coordination ever seen in Minbari fleets. It rarely leaves Federation space, but when it does there is a massive fleet of escort craft in its wake.

- 5# Fusion Cannon (Long, Offence 20, 1 weapon space)

Craft (12): 4 Flyers, 24 Nial Heavy Fighters

TIGARA-CLASS ATTACK CRUISER

A non-scout use of the formidable Leshath hull, the Tigara is a focussed vessel intended to achieve space superiority in situations that do not call for a larger flagship. Tigara cruisers are quite capable of maintaining control over an area of space with their assortment of advanced weaponry, supplementing its role as a mobile command by carrying its own screen of fighters for defence against a wide variety of possible enemies.

Though few races would seriously consider open warfare with the Minbari, there are many who repeatedly try to gain access to their technologies forcefully. The Federation covers a great deal of space and they have to be inventive to keep their possible enemies on their toes. The Teshlan variant of the Tigara is often used as a long-ranged patrol vessel, where its combination of high speed and aggressive firepower can prove to be a deterrent to any sane enemy. With more traditional weapon technology than that of the standard ship, the Teshlan also proves popular with fleet commanders who prefer a more standardised armament to their ships.

Tigara Attack Cruiser

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 20; **Handling:** +8; **Sensors:** + 6; **Stealth:** 32; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 6 Officers, 12 Pilots, 8 Sensor Operators, 65 Crewmen

Structural Spaces: 91 (Cargo 20, Control 5, Crew 10, Engine 31, Hangar 5, Weapons 20)

Fore Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

5# Antimatter Converter (Close, Offence 10, Antimatter, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6): 1 Flyer, 6 Nial Heavy Fighters

Teshlan Fast Cruiser

Huge Spacecraft

Defence Value: 16 (–4 size, +10 Handling); **Armour:** 20; **Handling:** +10; **Sensors:** +6; **Stealth:** 32; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 4 Officers, 15 Pilots, 8 Sensor Operators, 55 Crewmen

Structural Spaces: 88 (Cargo 15, Control 5, Crew 10, Engine 37, Hangar 5, Weapons 16)

Fore Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6): 1 Flyer, 6 Nial Heavy Fighters

TINASHI-CLASS WARSHIP

The Tinashi was once the Federation's standard heavy warship, and the forerunner of the Sharlin. It is a powerful vessel with speed, armour and striking power that makes it the equal or superior to nearly any other craft its size. When constructing fleets for missions that might be variable in nature, the Tinashi has been a natural choice for centuries and many Alyts default to them when looking for a vessel capable of accomplishing any mission objective. Its powerful weaponry and extremely adaptable battle strategy makes it absolutely the most numerous ship in their fleet – in one form or another.

With so much focus on the ship, it is natural for the Minbari to expound upon its usefulness. They created several more specialised versions of the Tinashi – making newer vessels, but eliminating the average usefulness of the hull by doing so. Thought to be a test-bed for the technologies finally used in the White Star, the Shantavi includes the latest weaponry the warrior caste could call upon. Dreamed up by a warrior caste eager for any technological innovation, the Esharan is perhaps the biggest threat to any fighter pilot of any fleet though as a frontline warship – though its over-specialisation can prove its downfall. Trading long-ranged firepower for close-in defence, the Ashinta is a superb escort vessel and can often be found wherever blockades must be reinforced. This variant is favoured by the Religious Caste due to its more defensive purpose but the network of deadly fusion cannons proves lethal enough for most Warrior Caste captains. There are many more ideas on the Warrior and Worker Castes' drawing boards dealing with specialising the 'common' Tinashi – the only real flaw in most Minbari thinking.

Tinashi Warship

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 20; **Handling:** +6; **Sensors:** +4; **Stealth:** 27; **Stress:** 5; **Features:**

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Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 5 Officers, 10 Pilots, 8 Sensor Operators, 75 Crewmen

Structural Spaces: 77 (Cargo 15, Control 5, Crew 10, Engine 25, Hangar 1, Weapons 21)

Fore Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 1 Flyer

Ashintia Heavy Escort

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 20;

Handling: +8; **Sensors:** +4; **Stealth:** 27; **Stress:** 5; **Features:**

Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 5 Officers, 15 Pilots, 8 Sensor Operators, 70 Crewmen

Structural Spaces: 74 (Cargo 15, Control 5, Crew 10, Engine 31, Hangar 1, Weapons 12)

Fore Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 1 Flyer

Esharan Anti-Fighter Frigate

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 20; **Handling:** +8; **Sensors:** +5; **Stealth:** 27; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+6)
Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 5 Officers, 15 Pilots, 10 Sensor Operators, 70 Crewmen
Structural Spaces: 81 (Cargo 15, Control 5, Crew 10, Engine 31, Hangar 3, Weapons 17)

Fore Arc Weapons

- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)

Port Arc Weapons

- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)

Starboard Arc Weapons

- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)

Aft Arc Weapons

- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)
- 3# Shock Cannon (Close, Offence 5+Special, Electro-Pulse, 1 weapon space)

Craft (4): 2 Flyers

Shantavi Heavy Battle Frigate

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 22; **Handling:** +4; **Sensors:** +6; **Stealth:** 27; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)
Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 5 Officers, 8 Pilots, 15 Sensor Operators, 55 Crewmen
Structural Spaces: 64 (Cargo 15, Control 5, Crew 10, Engine 19, Hangar 1, Weapons 14)

Fore Arc Weapons

- 3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)
- 3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)
- 3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)
- 3# Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)
- 3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

Branmer's Alyt'tha Muok

Shai Alyt Branmer of the Star Riders clan was a huge proponent of the use of Torotheas. Before his death in 2258 he had commissioned a special fleet group that consisted of a dozen Torothea assault frigates crewed with nothing but Star Riders clan warriors. He named this force the *Alyt'tha Muok*, or 'Oblivion's Captains' translated from the Minbari tongue.

It was his last order that these crack crews venture into hyperspace to find hidden cells of the 'enemies of peace' like those who followed his former friend Shai Alyt Sineval of the Wind Swords clan. Branmer was a warrior through and through, but hated the awful travesties he had to order during the war – and formed the *Alyt'tha Muok* to root out and destroy those who would continue such war crimes.

There were many rumours that several Centauri ships went missing in remote areas after their war with the Narn – and there are many in the Star Riders clan that attribute these mysterious losses to the vengeful warriors of the *Muok* who would see the treatment of the Narn after the war as just cause for their retribution.

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5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 1 Flyer

TOROTHA-CLASS ASSAULT FRIGATE

Designed to be among the fastest capital ships in the Minbari fleet, the Torotha assault frigate is a rapid attack craft with lighter firepower than the fleet's larger warships. Similar to the engagement style of Star Rider fighter jocks, it dives headlong toward a foe with weapons blazing. It makes up for its so-called 'lighter' guns by moving quickly enough to evade a great deal of enemy fire while directing its weapons against one target at a time until either it or its target are space debris. To retain its speed and manoeuvrability the armour of a Torotha assault frigate is made much lighter than other Minbari ships, a weakness that can be very costly if it gets caught in the barrage of enemy fire it will no doubt be trying to dance through on its attack runs.

Torotha Assault Frigate

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 14; **Handling:** +8; **Sensors:** +4; **Stealth:** 31; **Stress:** 7; **Features:**

Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 3 Officers, 6 Pilots, 7 Sensor Operators, 35 Crewmen

Structural Spaces: 46 (Cargo 4, Control 5, Crew 6, Engine 25, Hangar 1, Weapons 5)

Fore Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (1): 1 Flyer

TROLIGAN-CLASS ARMoured CRUISER

It is rare for a ship of this size to possess such relatively weak armament, even for a ship primarily designed to simply soak damage. Built with redundant bulkheads, secondary airlocks and gravitic shielding and rarely crewed by anyone except the brave and adventurous, the Troligan can withstand a huge amount of punishment. While not self-destructive by any means, it is a large target built to last longer than the enemies trying to focus on it.





The cruiser was designed to close range with an enemy fleet while carving into them and, supported by longer-ranged warcruisers and fighters, wreak havoc and throw opponents into confusion as the other Minbari ships break them apart. With its limited jamming capabilities, Troligan Alyts often have to rely more on their thick armour and defensive measures, something that goes against a lot of Minbari philosophy except in certain circles of the warrior caste who live for the risks in combat.

Troligan Armoured Cruiser

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** +4; **Stealth:** 22; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)
Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 4 Officers, 8 Pilots, 8 Sensor Operators, 90 Crewmen
Structural Spaces: 85 (Cargo 35, Control 5, Crew 12, Engine 13, Hangar 3, Weapons 17)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (4): 4 Flyers

LIGHT CLASSED VESSELS

COMBAT FLYER

The most common Minbari spacecraft seen outside of heavily travelled spacelanes, the combat flyer is a small but extremely potent vessel. Like a fightercraft, it is armed with a fusion cannon system for defence. In the hands of a skilled pilot, the flyer can easily be a match for many of the frontline fighters used by other races. It is designed primarily to ensure the safe

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passage of individuals through space and its highly intelligent computer system allows a completely unskilled passenger to simply inform the flyer of the destination and all navigational, docking procedures and even combat manoeuvres – if desired – are performed for them.

For those that do not expect to face combat, or simply wish to move larger numbers of passengers from ship to ship or planet to orbit, the older and more luxurious *Halan'vir* passenger flyer is better suited. Designed for up to a few dozen passengers and piloted either manually or by computer, it is rarely seen outside of Minbari space – as it would be easily destroyed by the simplest of fighters.

Combat Flyer

Small Spacecraft

Defence Value: 28 (+2 size, +6 Handling, +10 equipment); **Armour:** 12; **Handling:** +6; **Sensors:** +12; **Stealth:** 24 (34); **Stress:** 8; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+3)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 1 Pilot, 3 Passengers

Structural Spaces: 8 (Cargo 3, Control 1, Crew 1, Engine 2, Weapons 1)

Fore Arc Weapons

5# Light Fusion Cannon (Close, Offence 10, 1 weapon space)

Halan'vir Passenger Flyer

Small Spacecraft

Defence Value: 28 (+2 size, +6 Handling, +10 equipment); **Armour:** 10; **Handling:** +6; **Sensors:** +12; **Stealth:** 24 (34); **Stress:** 8; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite

Crew: Minbari Civilian Line (+3 BAB, +6 Training); 1 Pilot, 30 Passengers

Structural Spaces: 9 (Cargo 5, Control 1, Crew 1, Engine 2)

HEL'ZAH PROTOTYPE FIGHTER

The first attempts at combining Vorlon and Minbari technologies, the process that later created the White Star, first resulted in the distinct-looking Hel'zah. Based on the Nial, the weapon layout and defensive measures on the Hel'zah are closer to that of the Vorlon fighter – but lacking the ability to continually keep a charge to the weapons system. Able to launch bursts of electromagnetic energy over very short distances, the fighter was never able to fully keep up with the Nial and was therefore abandoned.

Some still exist here and there, often in the holds of the rare older vessels that never removed them. They are not used in any real capacity other than for flights into hazardous territory or galactic debris, as their healing hulls and electromagnetic



shielding keep them safe from small threats. When conflict rises, however, they are often recalled and replaced with deadly Nials in short order. If they have to, they can defend themselves admirably but not as well as other Minbari fighters.

Hel'zah Prototype Fighter

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 6; **Handling:** +5; **Sensors:** +5; **Stealth:** 18; **Stress:** 13; **Features:** EM Shield, Gravitic Engine, Self-Repairing, Minbari Flight Computer, Targeting Computer (+3)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 4 (Control 1, Engine 1, Weapons 2)

Fore Arc Weapons

5# Electromagnetic Burst (Close, Offence 20, 1 weapon space)

NIAL HEAVY FIGHTER

The Nial has been the main frontline fighter of the Minbari Federation for centuries and is an utterly lethal craft. Benefiting from the same jamming technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with a tri-linked light fusion cannon powerful enough to utterly destroy any craft of similar size before the enemy craft can manage to get a lock-on.

Though short-ranged, the Nial's advanced flight control system allows its pilot to plot and complete many actions without effort, leaving him to concentrate on the most important tasks – a vital advantage in combat.

Devised by the Anla'shok, a more streamlined version of the lethal Nial – the *Va'Nial* – is a slightly less powerful fighter capable of reaching hard-to-follow speeds and tightly compacted turns and manoeuvres that allow it to make pass after pass unafraid of enemy dogfighters. The warrior caste dislikes them overall, but the Rangers seem happy to have something as fast and as agile at their disposal.

Nial Heavy Fighter

Tiny Spacecraft

Defence Value: 28 (+4 size, +4 Handling, +10 equipment); **Armour:** 14; **Handling:** +4; **Sensors:** +10; **Stealth:** 28 (38); **Stress:** 7; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Crew 1, Engine 1, Weapons 3)

Fore Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

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Va’Nial Fast Fighter

Tiny Spacecraft

Defence Value: 29 (+4 size, +5 Handling, +10 equipment);
Armour: 14; **Handling:** +5; **Sensors:** +10; **Stealth:** 38; **Stress:** 13; **Features:** Afterburners, Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)

Crew: Anla’Shok Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 3, Weapons 2)

Fore Arc Weapons

3# Twin-Linked Light Fusion Cannon (Close, Offence 15, 2 weapon spaces)

TISHAT MEDIUM FIGHTER

Created in an attempt to better the Nial’s dogfighting capabilities, the Tishat uses the same hull as the original fighter but lacks the hard punch of its peer’s triple fusion cannon, making it the

less common choice for Minbari Alyts. It has gained favour among some clans of the warrior caste where its extreme agility is appreciated – like the Star Riders. Even the slightly more modified Va’Nial fighter has a difficult time matching the agility of the Tishat – even if it lacks the armament to back it up.

Tishat Medium Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 4; **Handling:** +6; **Sensors:** +5; **Stealth:** 38; **Stress:** 13; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)

Crew: Minbari Warrior Caste Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)

Fore Arc Weapons

3# Light Fusion Cannon (Close, Offence 10, 1 weapon space)



CENTAURI REPUBLIC

The 'Lion of the Galaxy' has been plying the spacelanes for many centuries, and was actually one of the first races of this age to understand the function of jump gates and hyperspace. Unlike some of the other races that used this knowledge to meet others and create a galactic community, the Centauri spread outward in conquering waves. Anyone unfortunate enough to get caught in their growth became part of the growing Centauri Empire.

Eventually this growth was stymied by the common problems with any empire too large for its own good, and they were forced to pull back from the outer reaches back to their own shores. It was during these years that much of their shipbuilding technologies were formed. On the backs of captured alien technology and the aliens themselves the Centauri learned great advances in several different weapon system types – making their fleet extremely well rounded and exceptionally diverse.

The Centauri fleet of the 23rd Century is a swirl of pack-like hunting tactics and massive battlecruisers that either harass a foe until they are scrap or simply carve them to pieces from great range. They have access to some of the most distinctive weapon systems from the early ages of the League, and even a specialised piece of gear from the Dilgar. With enough planning, foresight and knowledge of what exactly they are about to get into, the Centauri can have the proper fleet to answer the challenge perfectly. However, their occasional over-specialisation will spell disaster if they choose the wrong assortment of ships for the wrong style of mission. Their admirals require intuition, instinct and intelligence; but some would be just as happy with overwhelming force, malice and luck!

CAPITAL CLASSED VESSELS

ALTARIAN-CLASS DESTROYER

A deadly craft with a well earned reputation for its considerable lethality, the Altarian is an older design dedicated to the matter cannon. The Centauri military sciences officially stopped working on matter-related weaponry decades ago, but the ones still in service on the Altarian still function quite efficiently and are constantly repaired if need be. The Altarian lacks any serious long-ranged weaponry but is more than capable of holding its own once the battle is thoroughly joined. Its matter cannon are used for scouring large sections of hull off the enemy, making it possible for the weaker twin arrays to riddle it with holes and finish it off.

The Altarian has been around long enough that a few houses have made adjustments to them enough to create a handful of common variants. As a planetary bombardment vessel, there are few ships the size of the Elutarian in the Centauri fleet that serve so well, but in frontline battles it is often relegated as a support ship only – as it lacks flexibility. Designed by House Jaddo at the height of their power to demonstrate prestige within the Centaurum, the Magnus destroyer over the original Altarian is a subject of much debate among Centauri nobles, as it ties a great deal of resources into a ship that has never been considered a bastion of survivability. These variants are commonly seen from system to system, but the Altarian remains a steadfast favourite – even in light of its lack of superior range.

Altarian Destroyer

Huge Spacecraft

Defence Value: 9 (–4 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 12 Pilots, 12 Sensor Operators, 90 Crewmen

Structural Spaces: 88 (Cargo 15, Control 5, Crew 15, Engine 16, Hangar 5, Weapons 32)

Fore Arc Weapons

☼# Matter Cannon (Long, Offence 27, 2 weapon spaces)

☼# Matter Cannon (Long, Offence 27, 2 weapon spaces)

☼# Matter Cannon (Long, Offence 27, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

☼# Matter Cannon (Long, Offence 27, 2 weapon spaces)

☼# Matter Cannon (Long, Offence 27, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

☼# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 2 Centauri Shuttles, 6 Sentri Medium Fighters

Elutarian Bombardment Destroyer

Huge Spacecraft

Defence Value: 9 (–4 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:**

Centauri Republic

Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 12 Pilots, 12 Sensor Operators, 70 Crewmen

Structural Spaces: 75 (Cargo 15, Control 5, Crew 12, Engine 16, Hangar 5, Weapons 22)

Fore Arc Weapons

5# Ballistic Torpedo (Long, Offence 38, 2 weapon spaces)

5# Ballistic Torpedo (Long, Offence 38, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 2 Centauri Shuttles, 6 Sentri Medium Fighters

Magnus Destroyer

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 24;

Handling: +3; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:**

Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 12 Pilots, 12 Sensor Operators, 50 Crewmen

Structural Spaces: 80 (Cargo 15, Control 5, Crew 11, Engine 16, Hangar 5, Weapons 28)

Fore Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 2 Centauri Shuttles, 6 Sentri Medium Fighters

BALVARIN-CLASS CARRIER

One of the largest ships in the Centauri Republic, the Balvarin carrier is an effective escort in its own right and capable of holding the centre of an entire battle. Its all-round firepower and seemingly inexhaustible – if not quickly disgorged – fighter compliment make it a good central point for a Centauri fleet to rally around. In fact, some Admirals of the fleet prefer to take their command tours aboard a Balvarin instead of a Primus or Octurion, as the attractive and well-armoured hull of the Balvarin looks good in formation. When a Balvarin opens its bay doors and a stream of fightercraft trail out of it over several minutes, the entire tide of a battle can change, if they are allowed to live long enough to mass an attack.

In an attempt to create a more offensive Balvarin, the Balvarix was retrofitted with upgraded weaponry and command facilities. Quite easily this ship can form the core of any Centauri fleet, controlling other ships and lending fighter support where needed.

Balvarin Carrier

Gargantuan Spacecraft

Defence Value: 6 (-8 size, +4 Handling); **Armour:** 22;

Handling: +4; **Sensors:** +4; **Stealth:** 10; **Stress:** 6; **Features:**

Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 6 Officers, 18 Pilots, 19 Sensor Operators, 182 Crewmen

Structural Spaces: 133 (Cargo 30, Control 7, Crew 25, Engine 26, Hangar 15, Weapons 30)

Aft Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 2 Centauri Shuttles, 36 Sentri Medium Fighters



Balvarix Strike Carrier

Gargantuan Spacecraft

Defence Value: 5 (−8 size, +3 Handling); **Armour:** 22; **Handling:** +3; **Sensors:** +6; **Stealth:** 10; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Veteran (+6 BAB, +10 Training); 10 Officers, 15 Pilots, 22 Sensor Operators, 142 Crewmen

Structural Spaces: 154 (Cargo 35, Control 10, Crew 20, Engine 23, Hangar 22, Weapons 44)

Fore Arc Weapons

- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (12): 2 Centauri Shuttles, 48 Sentri Medium Fighters

CENTURION-CLASS ATTACK CRUISER

A relatively small ship for its capabilities, the Centurion has earned a reputation for swift, deadly strikes in hostile territory in its more than 300 year history. Equipped with battle lasers and the venerable matter cannon, the Centurion masses more firepower than even the Altarian, but it is not as long ranged and so has to settle for brief skirmishes near Centauri space

Centauri Republic

Centaury Republic

or outposts rather than lengthy campaigns far away from the Republic. Most enemies are not expecting such a barrage from a ship this size, or one that is adorned so aesthetically.

Often accused of trying to punch above its weight, the only effective variant of the Centurion is the Prefect. It is refitted with revised weapon systems that are all designed to allow it to engage much larger vessels with a higher degree of success. The result is somewhat convincing, as the extra armour plating and increased power of the battle lasers removes two of the Centurion's greatest weaknesses – survivability and knock-out punch weapons. It shows a degree of weakness against enemy fighters, but so long as either craft is deployed with a number of escorting Sentris they should do well in most situations.

Centurion Attack Cruiser

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 14; **Handling:** +5; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 8 Pilots, 10 Sensor Operators, 38 Crewmen
Structural Spaces: 58 (Control 5, Crew 5, Engine 16, Weapons 32)

Fore Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Prefect Armoured Cruiser

Large Spacecraft

Defence Value: 11 (–2 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +5; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 8 Pilots, 10 Sensor Operators, 28 Crewmen
Structural Spaces: 55 (Cargo 2, Control 5, Crew 4, Engine 10, Weapons 34)

Fore Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

CORVAN-CLASS SCOUT

One of the smallest fully active capital ships in the Centauri Republic navy, the Corvan is lightly armed, well defended and well-liked across the admiralty. It is a vessel with a singular purpose that it excels at time and time again – scouting. The Corvan is the stealthiest capital ship the Centauri have ever produced and while it is not quite as untraceable as a Minbari vessel, it is still very capable of jamming most sensors with its sizeable ECM suite.

Armed with the standard twin arrays that nearly every Centauri ship bears, the Corvan would obviously rather slip by undetected or escape unscathed over having to go toe to toe with a larger vessel – who will probably outrange, outgun and outlast the smallish electronic platform. Being a Sentri pilot on a Corvan has been unofficially noted as being a suicide assignment; and for good reason. Most Corvan only ever launch their fighters if they are being engaged, and only then to buy them enough time for the ship itself to make good its flight!



Corvan Scout

Medium Spacecraft

Defence Value: 13 (+3 Handling); **Armour:** 11; **Handling:** +3; **Sensors:** +9; **Stealth:** 15; **Stress:** 12; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 8 Pilots, 20 Sensor Operators, 15 Crewmen

Structural Spaces: 32 (Control 3, Crew 5, Engine 4, Hangar 4, Weapons 16)

Fore Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (4): 6 Sentri Medium Fighters

DARGAN-CLASS STRIKE CRUISER

The Dargan is an older design with an even older purpose in mind, that of a swift and deadly assault. Built on a classic Centauri hull shape, the Dargan is agile and wields enough firepower to make its lightning attack runs matter against the proper targets. It is not the most heavily armed cruiser in the fleet, but it is certainly among the most agile. Bringing its laser and matter cannons to bear on a target as it sweeps by can be devastating – but only if the Dargan can get back out of danger before a larger or tougher enemy puts a bit of focus on it.

Many garrison fleets put the Dargan to good use as a relief or first strike vessel. Its unfailing ability to be exactly where it is most needed has saved more than one Centauri outpost from the depredations of raiders. Its compliment of fighters is also a valuable asset in any kind of skirmish, but most admirals rarely find time to slow down long enough to scramble their fighters; doing so could cost the greater value of the ship itself – leaving the Sentris to fend for themselves!

Dargan Strike Cruiser

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 14; **Handling:** +5; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 8 Pilots, 10 Sensor Operators, 38 Crewmen

Structural Spaces: 58 (Control 5, Crew 5, Engine 16, Weapons 32)

Fore Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

DARKNER-CLASS FAST ATTACK FRIGATE

Larger than a Corvan, the Darkner serves well as a swift escort and attack craft with considerable speed and agility to accomplish a great deal even in the thick of a full-scale space battle. The weapon allocations of a Darkner are impressive but not overwhelming, so they usually fight in pairs or trios to cover each other and amass concentrated fire against larger or more important foes. A squadron focussing its many battle lasers upon a single target is something to be feared and respected, even by G'Quan or Omega captains.

There was at one time a precedent to try and make new varieties of every ship in the Republic armada. One such variant that emerged after the tragedies of the Earth-Minbari War was the 'fast carrier' version of the Darkner called the Amar. Losing the punch of its parent ship, the Amar was best served being used as a commercial escort or reconnaissance carrier.

Darkner Fast Attack Frigate

Large Spacecraft

Defence Value: 14 (–2 size, +6 Handling); **Armour:** 12; **Handling:** +6; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+4)

Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 8 Pilots, 10 Sensor Operators, 58 Crewmen

Structural Spaces: 43 (Cargo 2, Control 5, Crew 9, Engine 19, Weapons 8)

Fore Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

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- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

Amar Fast Carrier

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 12; **Handling:** +6; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 8 Pilots, 10 Sensor Operators, 38 Crewmen
Structural Spaces: 55 (Cargo 2, Control 5, Crew 7, Engine 19, Hangar 6, Weapons 16)

Fore Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 12 Senti Medium Fighters

DEMOS-CLASS HEAVY WARSHIP

The Vorchan is universally regarded as a good ship. The Demos was an attempt to make it even better and to a large degree, it succeeded. Though based aesthetically on the Vorchan's hull, the Demos is effectively a whole new design that incorporates the best weapon technology the Centauri possess. Using powerful ballistic torpedoes and plasma accelerators to tear into an enemy, the Demos can make short work of ships much larger than itself.

It is certainly a warship to be feared, though critics point out that the loss of speed eliminates the Demos from missions the Vorchan was intended for in the first place – a lightning fast raider. Even so, most Centauri houses have a few of these on hand and nearly every fleet uses the old 'Demos surprise' trick when two Vorchans fly in a slow patrol with a Demos, allowing for a very confused enemy when the centremost ship begins to blast away with a lot more than twin arrays.

Demos Heavy Warship

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** +7; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 4 Officers, 8 Pilots, 10 Sensor Operators, 61 Crewmen
Structural Spaces: 38 (Cargo 2, Control 5, Crew 9, Engine 13, Hangar 1, Weapons 8)

Fore Arc Weapons

- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Heavy Particle Array (Close, Offence 40, Array, 1 weapon space)
- 5# Heavy Particle Array (Close, Offence 40, Array, 1 weapon space)
- 5# Ballistic Torpedo (Long, Offence 38, 2 weapon spaces)

Craft (1): 2 Centauri Shuttles

HAVEN-CLASS PATROL BOAT

The Haven is a small but valuable ship to any system and fleets of them patrol the major worlds of the Republic on a constant state of readiness. They are a very common sight throughout Centauri space and most fleets have a few in their deployments, if only as reserves. Haven crews overall are a mixed group; many are wary and alert to any danger that might enter their territory – eager to do battle for the Republic. Others have served their entire careers and never engaged an enemy ship. It has become common practice to begin rotating Haven duty assignments to maintain better readiness from all their crews.

The smallish Haven packs a rather impressive assortment of wide firing arcs and fast-firing weaponry to keep fighters from sweeping under its primary weapon – a matter cannon assembly. Too many Havens have met their demise from swarms of super-agile fightercraft tearing into them from every angle while the particle arrays try to keep up.

Haven Patrol Boat

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 11; **Handling:** +5; **Sensors:** +6; **Stealth:** 15; **Stress:** 12; **Features:** Gravitic Engine, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 4 Pilots, 5 Sensor Operators, 15 Crewmen
Structural Spaces: 28 (Cargo 2, Control 3, Crew 3, Engine 10, Weapons 10)

Fore Arc Weapons

- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Port Arc Weapons

- 5# Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Aft Arc Weapons

- 5# Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)



KUTAI-CLASS GUNSHIP

The Kutai gunship is a design based on a long-captured League chassis that retains its odd shape but has been completely rebuilt a dozen times using Centauri materials, equipment and upgrades. Whichever minor League race once held it would barely recognise the monstrous gun-laden beast it has become. Appropriately named 'gunship', the Kutai is a deadly vessel with more than enough weapon systems to make a difference in most assaults, but tends to be better suited to lend support to larger ships more often than engage targets on its own.

Being one of the Centauri's earliest captured hulls, the Kutai is omnipresent across Republic space. Fast and manoeuvrable for a vessel packing as many powerful matter cannons as it does, it makes for an excellent crew-training platform. Easy, straightforward and easily replaceable – rookie crews are a mirror match for the Kutai. Surprisingly, there has been little done to change the Kutai in 20 years; the Admiralty believe they have their 'winner' right here.

Kutai Gunship

Large Spacecraft

Defence Value: 14 (–2 size, +6 Handling); **Armour:** 14; **Handling:** +6; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 3 Pilots, 2 Sensor Operators, 14 Crewmen

Structural Spaces: 50 (Cargo 4, Control 5, Crew 3, Engine 19, Hangar 1, Weapons 18)

Fore Arc Weapons

- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Matter Cannon (Long, Offence 27, 2 weapon spaces)*
- ☉# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- ☉# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- ☉# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (1): 2 Centauri Shuttles

* Due to power and ammunition loading constraints, only three of these weapons may fire per turn.

LIAS-CLASS SUPPLY SHIP

The primary re-supply and rearming vessel in the Centauri Republic navy, the Lias is often found in great numbers anywhere there is a colony, base, way-station or fleet in waiting. It is large and hard to manoeuvre, being 'granted' to captains and crewmen who have somehow 'earned' such an assignment – often due to some social *faux pas* or similar incident at a House Kodiro or Callo gala event.

Centauri Republic

Centauri Republic

The Lias is armed better than one would think for a supply cruiser, but there are *many* raiders (some domestic) in Centauri space, so anything to help keep their goods out of enemy hands is a worthwhile expenditure. There are some effete fleet admirals and captains that are in debate over removing all but the basic point defence array to persuade Lias pilots to stay out of harm's way and do their jobs quicker – but there is much doubt as to whether or not that would ever pass the Centaurum.

Lias Supply Ship

Large Spacecraft

Defence Value: 10 (-2 size, +2 Handling); **Armour:** 12; **Handling:** +2; **Sensors:** +2; **Stealth:** 6; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 4 Pilots, 3 Sensor Operators, 12 Crewmen

Structural Spaces: 45 (Cargo 15, Control 5, Crew 4, Engine 7, Hangar 6, Weapons 8)

Fore Arc Weapons

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (6): 8 Cargo Shuttles, 2 Centauri Shuttles

MAXIMUS-CLASS FRIGATE

A system defence fleet in and of itself, no other single design has been attributed with the successful repulsion of attacking forces from Republic borders more often than the Maximus. A ship designed to be one of the best defensive vessels, with just enough firepower to keep its enemies at bay until help can arrive from the rest of the fleet; this ship is built to resist taking a pounding and has proven its worth on hundreds of occasions.

It is a great honour to serve on a Maximus for two very distinct reasons. One, the crew of a Maximus have high survivability



rates. Few Maximus crews are lost in battle and fewer still find themselves replaced due to command errors. The second is actually due to the fact that there a number of war stories from several wars when the Maximus was integral to the victory in a battle or won entire engagements on its own. Even though many are used for system defending, the pride in the chassis itself remains.

Maximus Frigate

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 14; **Handling:** +6; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 4 Pilots, 4 Sensor Operators, 17 Crewmen

Structural Spaces: 46 (Cargo 2, Control 5, Crew 3, Engine 19, Hangar 1, Weapons 16)

Fore Arc Weapons

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Turret Weapons

3# Particle Gun (Close, Offence 5, 2 weapon spaces)

3# Particle Gun (Close, Offence 5, 2 weapon spaces)

3# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Craft (1): 1 Centauri Shuttle

MORGRATH-CLASS FRIGATE

Another ship taken from League technology and design, the Morgrath incorporates a weapon that the Centauri Republic has been trying to augment or replicate for the better part of a century – the Pak'ma'ra created plasma stream. With its devastating ability to pour huge gouts of armour-eating plasma onto targets without fear of defensive fire, there is little question as to why. If the Centaurum would simply allow for a direct dealing with the Pak'ma'ra to purchase the technology – which they would likely be comfortable with – many more varied Morgraths would find their way into the fleet along with a dozen more uses of the potent weapon.

Morgraths are rare and valuable ships because of their plasma stream weapons and few are ever risked in heavy combat engagements. They are far better suited for hit and run scenarios or ambushes where the enemy would not have time to take advantage of the lack of staying power that these ships suffer from. The plasma stream remains a useful beam weapon, however, and there are many captains who are eager to prove the worth of their vessels in larger and larger battles.

Morgrath Frigate

Large Spacecraft

Defence Value: 10 (-2 size, +2 Handling); **Armour:** 12; **Handling:** +2; **Sensors:** +5; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 4 Pilots, 4 Sensor Operators, 23 Crewmen

Structural Spaces: 29 (Cargo 2, Control 4, Crew 4, Engine 7, Hangar 1, Weapons 11)

Fore Arc Weapons

5# Plasma Stream (Close, Offence 20, Beam 1d4, 1 weapon space)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

Turret Weapons

5# Particle Blaster Array (Close, Offence 16, Array, 2 weapon spaces)

5# Particle Blaster Array (Close, Offence 16, Array, 2 weapon spaces)

5# Particle Blaster Array (Close, Offence 16, Array, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Craft (1): 1 Centauri Shuttle

OCTURION-CLASS BATTLESHIP

The largest vessel in the Centauri fleet, the Ocuturion serves many roles. It can be a mobile fire base to cut enemies to scrap with powerful battle lasers, a planetary bombardment ship to smash a target to smithereens with illegal mass drivers or ion cannons, a command centre for an entire multi-fleet naval campaign, and anything else its firepower and auxiliary systems could support. An Ocuturion present in any occupied area automatically assumes it as the fleet's command ship. It is rare to see two Ocuturions in the same sector of space due to cost and availability, but when it does occasionally occur the highest ranking commanding officer's ship maintains seniority and serves as the primary flagship.

Each Ocuturion carries a small fortune in weapons systems and internal components, making it a veritable floating city. Unlike in most cultures, it is common to have scores of high-ranking civilians in luxury suites throughout the ship – creating the very interesting atmosphere of a 'court in space' wherever these hulking brutes go. An Ocuturion's captain often brings some of his own family and servants with him on these vessels, making it as much like home as possible for those extremely long campaigns.

Ocuturion Battleship

Gargantuan Spacecraft

Defence Value: 2 (-8 size); **Armour:** 30; **Handling:** +0; **Sensors:** +7; **Stealth:**

5; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Elite (+9 BAB, +12 Training); 10 Officers, 26 Pilots, 25 Sensor Operators, 312 Crewmen/Passengers

Structural Spaces: 205 (Cargo 35, Control 8, Crew 40, Engine 14, Hangar 12, Weapons 96)

Fore Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Matter Cannon (Long, Offence 27, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Centauri Republic

Aft Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Matter Cannon (Long, Offence 27, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (8): 2 Centauri Shuttles, 24 Senti Medium Fighters

PRIMUS-CLASS BATTLECRUISER

Only a fraction smaller than the Octurion, the Primus is the normal flagship of the Centauri navy. They are less expensive and far more commonly seen in the fleet. The Primus is a testament to the might and power the Centauri once wielded in the galaxy. Among the strongest of the frontline vessels designed by the younger races, Primus battlecruisers mount a large number of weapons, permitting them to engage almost any enemy at varying ranges and angles with a good chance of a victorious outcome. Between powerful battle lasers and accurate twin arrays, few ships of lesser stature can hope to survive long against a baseline Primus. It is said to lack the powerful secondary armament usually found in ships of this size, which often leads enemy captains trying to close range when engaging but the powerful battle lasers mounted on the Primus are more than capable of crippling an enemy as he manoeuvres and accelerates to do so.

The Primus was the hull of choice when it came to construct the Emperors' personal cruisers and it has since become one of the most recognisable ships in the Republic's fleet with several variants ensuring it will remain in service for decades more to come. Unimaginative in naming the first two types of variants – the Secundus and Tertius – the Primus hull had been used to create a very capable assault transport/escort version in the first, and a ship-hunting plasma variant in the latter. These are both tried and true variants that may give up some of the versatility of the Primus, but sit firmly in the niche they were created for.

Primus Battlecruiser

Gargantuan Spacecraft

Defence Value: 2 (–8 size, +0 Handling); **Armour:** 26; **Handling:** +0; **Sensors:** +5; **Stealth:** 5; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Veteran (+6 BAB, +10 Training); 8 Officers, 22 Pilots, 20 Sensor Operators, 151 Crewmen/Passengers

Structural Spaces: 129 (Cargo 25, Control 6, Crew 30, Engine 14, Hangar 12, Weapons 42)

Fore Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (8): 2 Centauri Shuttles, 24 Senti Medium Fighters

Secundus Battlecruiser

Gargantuan Spacecraft

Defence Value: 2 (–8 size); **Armour:** 26; **Handling:** +0; **Sensors:** +5; **Stealth:** 5; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Veteran (+6 BAB, +10 Training); 8 Officers, 22 Pilots, 20 Sensor Operators, 381 Crewmen/Passengers

Structural Spaces: 150 (Cargo 30, Control 6, Crew 50, Engine 14, Hangar 12, Weapons 38)

Fore Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)



- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Centauri Shuttles, 9 Heavy Assault Shuttles

Tertius Battlecruiser

Gargantuan Spacecraft

Defence Value: 2 (-8 size); **Armour:** 26;
Handling: +0; **Sensors:** +4; **Stealth:**

5; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Veteran (+6 BAB, +10 Training); 8 Officers, 22 Pilots, 18 Sensor Operators, 71 Crewmen/Passengers

Structural Spaces: 112 (Cargo 20, Control 6, Crew 20, Engine 14, Hangar 2, Weapons 50)

Fore Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Centauri Republic

Centaury Republic

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- 5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (2): 4 Centaury Shuttles

SULUST-CLASS ESCORT DESTROYER

Due to the efficiency of the battle laser and the number of ships that carry at least a few of the potent weapon, a number of races have learned to screen their more valuable command ships with smaller escorts when battling the Centaury. This shields the fleet vessels from the powerful matter guns and battle lasers of the Republic fleet through valiant sacrifice. The Centaury Admiralty are not fools however and they soon designed the perfect answer to this 'cowards' tactic'. Rather than waste time, energy and ammunition ripping these smaller craft apart with capital class weaponry, newly designed Sulust escort destroyers were called in to shatter these defensive lines and make a gap through which the Centaury's bigger guns can deal with priority targets. This does mean that a number of Sulusts always end up getting caught between two volleying fleets, but they can normally sustain enough damage to at least escape the explosions caused by their own fleet's firepower!

Sulust Escort Destroyer

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 20; **Handling:** +2; **Sensors:** +5; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Targeting Computer (+3) **Crew:** Centaury Line (+3 BAB, +8 Training); 4 Officers, 10 Pilots, 10 Sensor Operators, 70 Crewmen

Structural Spaces: 73 (Cargo 15, Control 5, Crew 11, Engine 13, Hangar 1, Weapons 28)

Fore Arc Weapons

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

- 5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Weapons of Mass Destruction

The Centaury Republic has access to the most terrible weapon in the history of galactic warfare – mass drivers. This weapon system is huge, immoral and almost universally despised by all sentient peoples.

Even so, there are some precedents set on a few Centaury vessels to carry these deadly weapons if need be.

The following are some alternate weapon configurations for some of the larger Centaury ships.

5# An Octurion can swap out 15 of its Twin-Linked Particle Arrays (6 Fore, 3 Aft, 3 Port, 3 Starboard) to attach two front-facing Mass Drivers instead

5# A Primus can swap out 5 of its Twin-Linked Particle Arrays (3 Fore, 1 Port, 1 Starboard) to attach a single Mass Driver instead

The game statistics for those weapons are included in *The Babylon 5 Shipbuilder's Manual*, but are reprinted here for convenience.

Name	Range	Offence Rating	Attack Bonus	Weapon Spaces
Mass Driver	Long	400	-20	8



Turret Weapons

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)

Craft (1): 2 Centauri Shuttles

VORCHAN-CLASS WARSHIP

The most common ship available to the Republic, the Vorchan is one of the more easily recognised ships in the Centauri fleet because of its twin perpendicular crescent wings. Designed to look like the Centauri bird of prey it was named after, with its beak-like forward crew and passenger cabin, the Vorchan mounts a deadly plasma accelerator as its main gun and several particle arrays for effective short ranged attacks. They are the pack hunters of the Centauri naval forces.

When the Republic needs to hunt down and assassinate a mobile enemy or take out numbers of smaller craft, it relies heavily on the swift, efficient Vorchan flight teams to do the deed. In larger battles, Vorchans are massed into large squadrons, utilising their speed and incredible agility to swing around and flank enemy fleets and pound them into submission as the main Centauri fleet begins to close to engaging range.

Though beginning to show its age, service aboard a Vorchan is still a prized position for many young nobles, as its function in the fleet almost guarantees action and the corresponding rewards and commendations that go along with it.

This has not changed the Centauri's spirit of ingenuity, of course, and several Vorchan variants have risen since the dawn of the chassis so long ago. The Vorchan is a much loved scouting vessel among Centauri captains, though the Republic has never seen a need to produce them in large numbers. It has reasonable stealth features built into its hull and the sheer speed of the platform allows it to evade nearly any enemy it cannot manage to hide from. A strange attempt to build a Vorchan variant that could feasibly operate outside of the pack, the Vorchat has met with mixed success, too dependant on the daring and skill of their captains. While most maintain that ships as focussed as the Vorchan will never survive conflicts alone, others praise its flexibility and endurance on patrol. It is the staple vessel of the Republic, and one of the symbols commonly used to signify the Centauri Navy across the galaxy.

Vorchan Warship

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 34; **Handling:** +4; **Sensors:** +4; **Stealth:** 14; **Stress:** 9; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)

Centauri Republic

Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 10 Pilots, 6 Sensor Operators, 24 Crewmen

Structural Spaces: 53 (Cargo 14, Control 7, Crew 8, Engine 16, Hangar 2, Weapons 6)

Fore Arc Weapons

5# Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Craft (1): 2 Centauri Shuttles

Vorchar War Scout

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 34; **Handling:** +4; **Sensors:** +8; **Stealth:** 19; **Stress:** 9; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 10 Pilots, 11 Sensor Operators, 26 Crewmen

Structural Spaces: 54 (Cargo 14, Control 7, Crew 9, Engine 16, Hangar 2, Weapons 6)

Fore Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

Craft (1): 2 Centauri Shuttles

Vorchat War Raider

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 30; **Handling:** +3; **Sensors:** +4; **Stealth:** 14; **Stress:** 9; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 3 Officers, 8 Pilots, 4 Sensor Operators, 26 Crewmen

Structural Spaces: 55 (Cargo 14, Control 7, Crew 8, Engine 10, Hangar 4, Weapons 12)

Fore Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Port Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

Starboard Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

Aft Arc Weapons

5# Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)

Craft (6): 6 Senti Medium Fighters

LIGHT CLASSED VESSELS

CENTAURI STANDARD SHUTTLE

Unsurprisingly similar in concept to the shuttles of the Earth Alliance, this vessel demonstrates slightly superior Centauri technology in its design. Though lacking the greater cargo space and transport capability of other large shuttles, the Centauri model is adapted for atmospheric flight and is adequately armed, with a turbo-charged particle gun that can be used to dissuade raiders or boarders long enough for an escorting ally to deal with the problem. As a Centauri liner, it also provides greatly increased comfort over the shuttles of other races, as befits the noble houses.

Having become standard throughout both Centauri military and merchant fleets, this shuttle may also be found throughout the League of Non-Aligned Worlds, as the Centauri Republic has been keen to capitalise on trade agreements based around other governments' desires to acquire any sort of advances in their technology.

Centauri Shuttle

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 12; **Handling:** +4; **Sensors:** +3; **Stealth:** 18; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine

Crew: Centauri Line (+3 BAB, +8 Training); 1 Pilot, 5 Passengers

Structural Spaces: 10 (Cargo 4, Control 2, Crew 1, Engine 2, Weapons 1)

Fore Arc Weapons

5# Particle Gun (Close, Offence 5, 1 weapon space)





RAZIK-CLASS LIGHT FIGHTER

The forerunner of the Senti, the Razik is rarely seen in frontline fleets in the 23rd Century. They are inexpensive and easily replaceable as there are several thousand in storage in naval yards all across the Republic. They take up no more room in a hangar, but also no less. They are not difficult to pilot, even at their increased speeds and with a lack of internal inertial dampeners to deal with the increased Gs. Even with all of this going against them, there are still some captains that request the venerable little dogfighter over the newer models every time.

It possesses a greater agility to the Senti but is inferior in nearly every other way, making it unsuitable when matched against most current fighters of other races. They lack powerful weaponry to wield against any sort of non-fightercraft, but when aimed at an enemy fighter's cockpit or fusion junction – a very feasible feat when crewed by veteran pilots – the Razik can mount a fearsome anti-fighter defence of Centauri warships.

Razik Light Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling);
Armour: 6; **Handling:** +6; **Sensors:** +2; **Stealth:** 18; **Stress:** 16;

Features: Atmospheric Capable, Gravitic Engine, Targeting Computer (+1)

Crew: Centauri Line (+3 BAB, +8 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)

Fore Arc Weapons

5# Light Particle Gun (Close, Offence 3, 1 weapon space)

RUTARIAN-CLASS STRIKE FIGHTER

The newest of the vessels to emerge from the Centauri Republic, the Rutarian was designed to be the last word in fighter design – and may very well be. Sporting advanced ECM technology and increased firepower while retaining the traditional Centauri love of dogfighting, the Rutarian might replace the Senti as the standard fighter navy-wide, if it were not for the expense and controversy surrounding it.

The fighter uses a powerful and questionable ion bolt as its primary weapon, which is devastating and morally forbidden by many galactic governments due to its ambient radiation and side effects. Even so, the weapon and the fighter as a whole pack a powerful punch that some enemies may never see coming until it is far too late for them. It remains to be seen whether the Rutarian is truly a revolutionary design or a mere jack-of-all-trades, but regardless of the answer – it is a powerful fighter nonetheless.

Centauri Republic

Rutarian Strike Fighter

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 8; **Handling:** +5; **Sensors:** +3; **Stealth:** 28; **Stress:** 16; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+2)

Crew: Centauri Line (+3 BAB, +8 Training); 1 Pilot

Structural Spaces: 5 (Control 1, Engine 1, Weapons 3)

Fore Arc Weapons

5# Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

5# Ion Bolt (Close, Offence 40, 1 weapon space)

SENTRI-CLASS MEDIUM FIGHTER

The current mainstay of the Centauri fighter program, the Senti was designed along the recognisable crescent wing the Republic's craft are well known for and carries a pair of particle guns. While they lack the firepower of their long-time rival, the Narn Regime's, Frazi fighters, they often get the better of combat engagements due to superior manoeuvrability, accuracy and dogfight controls. Partially designed to deal with the bigger

and slower craft of the Narn, the Senti cancels out most of what makes the Narn fighters normally so imposing.

They remain somewhat behind the capabilities of other races' fighters, but are considered truly as support and auxiliary in the purest sense of the word. Like Earth and the Minbari, the Centauri prefer to rely on the crushing power of their main warships to cripple their foes – not swarms of easily destroyed fighters. As such, officer duty within Senti wings has comparatively little prestige attached to it. It is still an officer's role, just not the most coveted one.

Senti Medium Fighter

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 6; **Handling:** +5; **Sensors:** +2; **Stealth:** 18; **Stress:** 16; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+1)

Crew: Centauri Line (+3 BAB, +8 Training); 1 Pilot

Structural Spaces: 4 (Control 1, Engine 1, Weapons 2)

Fore Arc Weapons

5# Light Particle Gun (Close, Offence 3, 1 weapon space)

5# Light Particle Gun (Close, Offence 3, 1 weapon space)



NARN REGIME

The Narn Regime grew from seeds planted in hate and anguish, fertilised with suffering and harvested by roughshod hands callused from slavery. When they were fallen upon as peace-loving agriculturists by the Centauri, they had no idea what they were setting in motion. A hundred years later, when the embittered, enraged and empowered Narn made the Centauri leave their world, the Regime was born.

Over many years the Narn reverse engineered a great deal from the components, tools and ships left behind by the Centauri. They used their own weapons against them at first, but quickly found ways to make their own technologies, trade or sell them, and fund a completely revitalised shipbuilding industry. The result was a rapidly growing fleet of warships designed with killing Centauri in mind. In record time the Narn became a galactic power – and clawed their way to the top of the arms trade.

Their ships are large, bulky and brimming with weaponry. Tending not to worry about subtlety, Narn warships and their weaponry are straightforward in design and function. Battleships tend to keep their best weapons to the fore in order to focus massive amounts of fire upon a single target until they are eradicated. Faster ships are packed with zealous soldiers ready to board their enemies and strangle the life from their crews with their bare hands. Every third crewman aboard a Narn ship is probably also a boarding marine, which makes taking one of their ships an arduous task at best.

CAPITAL CLASSED VESSELS

ARCISMUS-CLASS SUPPLY SHIP

The Narn have a constant need to rearm and re-supply on the fronts of the battles they wage, as their ships are generally too slow and dedicated to the war effort to turn back for a supply run. By the time they would reach a supply point and get back, they would likely need to re-supply again! The Kha'Ri funded the creation of the Arcismus from captured and scrapped Lias supply ships from Centauri shipyards they had sacked. The new vessel would be perfect for running supplies back and forth from the fleet gatherings without losing a potent warship to do so.

The ship is not very well armed, but can hold its own against extremely small numbers or raider fighter groups. Its sole purpose is to deliver, so its weapons are not designed to do much damage. In fact, it carries one of the semi-experimental burst beams, which allows it to disable enemies long enough to

make use of its powerful engines and escape without risking its precious cargo. This is not always possible, which is why so many supply runs still keep a few extra flights of fighters in escort...just in case.

Arcismus Supply Ship

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** +1; **Stealth:** 6; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 2 Officers, 5 Pilots, 4 Sensor Operators, 23 Crewmen

Structural Spaces: 46 (Cargo 15, Control 5, Crew 6, Engine 13, Hangar 2, Weapons 5)

Fore Arc Weapons

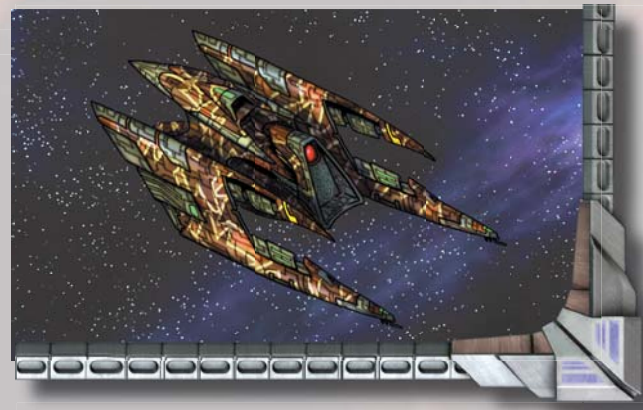
5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)

5# Twin-Linked Light Pulse Cannon (Close, Offence 7, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Light Pulse Cannon (Close, Offence 7, Rapid Fire 3, 2 weapon spaces)

Craft (1): 4 Cargo Shuttles



BIN'TAK-CLASS DREADNOUGHT

The truly massive and imposing Bin'Tak is almost always the flagship of any attack fleet it accompanies, and for obvious reasons. Bin'Tak hulls are the largest and most costly in the Regime, representing a huge expenditure in resources and work hours devoted to the creation, manning, arming and deployment of these mobile fortresses. While its armament is formidable, it is slightly vulnerable to a well-planned or massed assault and

Narn Regime

Narn Regime

will never be deployed to a battle without a proper escort. This cannot be mistaken for weakness, however, for the Bin'Tak can single-handedly decimate a small fleet of lesser spacecraft in minutes and is arguably superior in many ways to a Centauri Ocutrion battleship.

The Bin'Tak is quite literally a flying city devoted to the war effort. There are blocks of barracks-style housing sitting down a corridor from special low-G weapons foundries that use cast-off fusion exhaust to help forge weaponry and charge systems. Hundreds of Narn scramble from weapon console to assault shuttles at a moment's notice – ready to do battle across space, on enemy decks or in fighter cockpits all with the same fervour.

The Bin'Tak is a personification of the Narn mindset – bigger than life, hard to kill, and armed with a hundred ways to deliver defeat to their enemies.

Bin'Tak Dreadnought

Gargantuan Spacecraft

Defence Value: 1 (–8 size, –1 Handling); **Armour:** 30; **Handling:** –1; **Sensors:** +6; **Stealth:** 5; **Stress:** 6; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Narn Elite (+11 BAB, +12 Training); 6 Officers, 21 Pilots, 22 Sensor Operators, 552 Crewmen/Troops

Structural Spaces: 201 (Cargo 35, Control 10, Crew 65, Engine 11, Hangar 10, Weapons 70)

Fore Arc Weapons

- 5# Mag Gun (Long, Offence 50, Rapid Fire 2, 4 weapon spaces)
- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)



Rise of the *G'Roth*

One of the most infamous Bin'Tak dreadnoughts that battled against the Centauri in the Narn-Centauri War, the *G'Roth* was a nightmare word on the lips of many Centauri naval personnel. The deadly warship was painted not in the common 'Nar'shal style' crimson and black like the rest of their fleet, but instead the dark indigo blue of the T'loth troop transports that were used early on in the war. This was to signify the fact that every man, woman and pouchling on board the *G'Roth* was a trained soldier ready to board any of the 50 additional breaching pod launchers fitted to the ship in order to capture enemy ships.

It was well known in certain circles that these captured ships were never found – rather the captain of the *G'Roth* would instead tow the disabled ship full of prisoners into a trajectory with the nearest star and push them on a collision course with it. Over two dozen warships met their fate in this manner, which explained why the Centauri had the vessel utterly scrapped and smelted down for component resource material when it was captured in late 2259.

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

3# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

3# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

3# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (8): 2 Heavy Shuttles, 18 Frazi Heavy Fighters

DAG'KAR-CLASS MISSILE FRIGATE

Even though it is a vehicle with incredible destructive potential, the Dag'Kar rarely returns from large engagements. It is considered the second most expensive vehicle in the Narn Regime to deploy because of its high attrition rate – as a result of its reputation for unequalled long-range saturation firepower. Enemies often open fire on it as soon as they come into range, even in preference over closer or more valuable targets, if only to silence the numerous artillery weapon systems it carries. The Dag'Kar, if given a chance to fire, can launch an incredible number of energy mine 'missiles' and faster firing ion

torpedoes. Few can withstand a focussed barrage from its full battery.

The power of a Dag'Kar's salvo is so great; no vessel made by any younger race can shrug off its firepower for more than a few minutes. Its lack of secondary weapons and the loading rates of energy mines, however, have proven all too often to be the Dag'Kar's undoing. It can be quickly overwhelmed by any fleet that survives its initial salvos, so long as they push forward upon it and devote a concentrated salvo of their own.

Being a crewman on a Dag'Kar is a mixed blessing. Some never see a battle up close, eliminating or crippling enemies long before they close range on the artillery ship. There are also those that are simply caught at the wrong place at a worse time and are destroyed summarily. A great deal depends on tactics, and the placement and function it will adopt when the battle is underway. One bad choice could spell its doom, or earn it the adoration of the entire fleet.

Dag'Kar Missile Frigate

Large Spacecraft

Defence Value: 10 (–2 size, +2 Handling); **Armour:** 16; **Handling:** +2; **Sensors:** +4; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+4)

Narn Regime

Narn Regime

Crew: Narn Line (+4 BAB, +7 Training); 3 Officers, 6 Pilots, 10 Sensor Operators, 85 Crewmen

Structural Spaces: 45 (Control 5, Crew 10, Engine 17, Hangar 1, Weapons 12)

Fore Arc Weapons

- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)

Craft (1): 2 Heavy Shuttles

G'KARITH-CLASS PATROL CRUISER

Having learned tactics from the Centauri, these 'pack hunters' of Narn Regime warships can be deadly when they are fielded in squadrons. With a small fighter compliment and a decent array of weapon systems, the G'Karith handles its role as a system patrol craft extremely well. Its ability to help coordinate and defend friendly fighters with its specialised pulsar mine launchers and several rapid-firing pulse cannons is admirable in the least.

Most of the outer worlds and systems – especially those along Centauri borders – of the Narn regime have had at least one G'Karith watching over them at all times for many decades, even when naval duties call for their normal defence group to be cycled out or called away. A tactical cruiser by design and practice, the G'Karith can only hold its own against heavier ships for a short while before it is outclassed and overwhelmed.

Several surviving G'Karith hulls were retrofitted immediately after the Narn-Centauri War in order to fill an important gap in the Narn fleet, that of a smaller cruiser capable of going toe-to-toe with other frontline warships – something that might have delayed the mass driver laden ships headed to homeworld. By trading the anti-fighter mines with more powerful pulse cannon, the G'Sten might have slowed them down enough to allow for reinforcements to stem the tide of destruction.

G'Karith Patrol Cruiser

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 18; **Handling:** +6; **Sensors:** + 5; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 5 Officers, 12 Pilots, 10 Sensor Operators, 75 Crewmen

Structural Spaces: 78 (Cargo 15, Control 5, Crew 11, Engine 25, Hangar 4, Weapons 18)

Fore Arc Weapons

- 5# Pulsar Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon space)
- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon space)
- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon space)
- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Pulsar Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi Heavy Fighters

G'Sten Warcruiser

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 18; **Handling:** +6; **Sensors:** + 5; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 5 Officers, 12 Pilots, 10 Sensor Operators, 75 Crewmen

Structural Spaces: 80 (Cargo 15, Control 5, Crew 11, Engine 25, Hangar 4, Weapons 20)

Fore Arc Weapons

- 5# Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 5# Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)
- 5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 2 weapon spaces)
- 5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 2 weapon spaces)
- 5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 2 weapon spaces)
- 5# Medium Pulse Cannon (Close, Offence 10, Rapid Fire 3, 2 weapon spaces)



Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazz Heavy Fighters

G'QUAN-CLASS HEAVY CRUISER

The G'Quan heavy cruiser is easily the best known of all Narn warships and examples can be found throughout the galaxy.

Technologically behind races such as the Minbari and Centauri, the G'Quan still possesses a brutal efficiency that allows it to compete on an even level with the others of its size. It brings an impressive array of weapons to every conflict, many based on technology captured from the Centauri during their occupation of Narn, and its crewmen are highly motivated to unleash them against the Regime's enemies. The heavy laser cannon of the G'Quan are its primary weapons and are familiar to many other races, from both ends.

Many variants have risen alongside the mainstay G'Quans of the fleet, which have now become regular additions to many commanders' fleet options. Though lacking long-ranged weaponry the close up firepower of the G'Quan cannot be ignored for long, as it is based around the deadly mag gun. The G'Quonth attack cruiser demands respect whenever it appears on the battlefield with its heavy lasers and ion torpedo launchers, forcing enemies to send their most powerful vessels to deal with it. The G'Tal command cruiser increases the power of its heavy lasers, particle arrays, pulse cannon and energy mine launchers without putting an undue strain on the ship's enhanced reactor and secondary engine outputs.

The G'Quan cruiser has become the poster-ship of the Regime in any of its incarnations. While it may not be as 'advanced' as the Sharlin or Omega, it remains true to the course of Narn invention and can hold its own well enough to be one of the building blocks of the Narn war machine.

Narn Regime

G'Quan Heavy Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 36; **Handling:** +3; **Sensors:** +3; **Stealth:** 7; **Stress:** 16; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: Narn Veteran (+7 BAB, +9 Training); 2 Officers, 3 Pilots, 6 Sensor Operators, 100 Crewmen
Structural Spaces: 65 (Cargo 15, Control 6, Crew 10, Engine 16, Hangar 6, Weapons 12)

Fore Arc Weapons

- 5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Craft (6):** 6 Frazi Heavy Fighters

G'Lan Mag Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 36; **Handling:** +3; **Sensors:** +3; **Stealth:** 7; **Stress:** 16; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: Narn Veteran (+7 BAB, +9 Training); 2 Officers, 6 Pilots, 3 Sensor Operators, 100 Crewmen
Structural Spaces: 65 (Cargo 15, Control 6, Crew 10, Engine 16, Hangar 6, Weapons 12)

Fore Arc Weapons

- 5# Mag Gun (Long, Offence 50, Rapid Fire 2, 4 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Craft (6):** 6 Frazi Heavy Fighters

G'Quonth Attack Cruiser

Huge Spacecraft

Defence Value: 7 (-4 size, +1 Handling); **Armour:** 36; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 16; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: Narn Veteran (+7 BAB, +9 Training); 2 Officers, 6 Pilots, 3 Sensor Operators, 100 Crewmen
Structural Spaces: 61 (Cargo 15, Control 6, Crew 10, Engine 10, Hangar 2, Weapons 18)

Fore Arc Weapons

- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
 - 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Craft (1):** 2 Heavy Shuttles

G'Tal Command Cruiser

Huge Spacecraft

Defence Value: 7 (-4 size, +1 Handling); **Armour:** 36; **Handling:** +1; **Sensors:** +5; **Stealth:** 7; **Stress:** 16; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: Narn Elite (+11 BAB, +12 Training); 2 Officers, 6 Pilots, 3 Sensor Operators, 100 Crewmen
Structural Spaces: 73 (Cargo 15, Control 6, Crew 10, Engine 10, Hangar 8, Weapons 24)

Fore Arc Weapons

- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 2 Heavy Shuttles, 6 Frazi Heavy Fighters

KA'TOC-CLASS BATTLE DESTROYER

Created as a surgical scalpel on a galactic scale, the Ka'Toc is a deadly vessel the Narns built for one purpose – to hunt down and destroy enemy warships. Named after the traditional blade of Narn warriors, it is not a carrier, it is not an escort and it is not a transport; though it can serve in all of those capacities to some small degree. Using the ability to deploy a flight of fighters when the need arises, the Ka'Toc can remain in a prolonged battle for longer missions and still expect to survive. Having no jump drive makes it dependent on other capital ships or jump gates for true galactic mobility. It supports a very large array of devastating weaponry, much more than one would commonly find on a ship its size.

Deployed in the aftermath of a large battle, the Ka'Toc is usually in the company of Sho'Kar scouts. The group roams the system, scanning for enemies still putting out active signals or transmitting for help. As the scouts find them – the Ka'Toc finishes them off. This bloody duty is not its only course of action, but traditionally the Narn cannot 'put the ship in dock without drawing blood' in mimicry of the sword.

To combat the traditional mentality, the Kha'Ri refitted several Ka'Tocs, replacing the mag gun with another laser cannon. The Ka'Tan is still a powerhouse for its size, though using arrays of lower grade than the existing weapons. The result was a fast escort that can withstand a great degree of punishment in the frontline of battle as it tears apart light ships of the enemy – possibly leaving them floating in space to be put down by its parent ship.

Ka'Toc Battle Destroyer

Large Spacecraft

Defence Value: 8 (–2 size); **Armour:** 18; **Handling:** +0; **Sensors:** +4; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 3 Officers, 6 Pilots, 10 Sensor Operators, 35 Crewmen

Structural Spaces: 41 (Control 5, Crew 7, Engine 11, Hangar 4, Weapons 14)

Fore Arc Weapons

5# Mag Gun (Long, Offence 120, 2 weapon spaces)

5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi Heavy Fighters

Ka'Tan Escort Destroyer

Large Spacecraft

Defence Value: 8 (–2 size); **Armour:** 16; **Handling:** +0; **Sensors:** +4; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 3 Officers, 6 Pilots, 10 Sensor Operators, 15 Crewmen

Structural Spaces: 45 (Control 5, Crew 5, Engine 11, Hangar 4, Weapons 20)

Fore Arc Weapons

5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

5# Twin-Linked Medium Laser Cannon (Long, Offence 22, Beam 2d4, 2 weapon spaces)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi Heavy Fighters

RONGOTH-CLASS DESTROYER

The Rongoth has become a valuable part of the Narn Regime's tactical fleet strategy because of its heavy firepower and the efficiency with which it uses it. Having a long history of solid service and while the design is ageing; it is still far from outdated and is constantly being considered for retrofit. The Rongoth hull has in fact been a test subject for many different weapon systems that have risen from the research labs on Nar'shal, but its original standard layout has remained unchanged. It is a powerful and durable combatant that deals nearly as much damage as it can take, and has become a very prestigious ship assignment to naval personnel.

The Kha'ri are not likely to upset a successful combination of durability and power, and the Rongoth has proven itself in hundreds of engagements to be just that. It does not stop others from tinkering with their craft, however, sometimes creating variants that quickly catch on in the military grapevine and appear under several fleet commands. The Rothan is a vessel that Narns can rely on, with its deadly – if not the most advanced – plasma weaponry. Most captains would prefer the range and firing rate of the pulse weapons, but there is something to be said for the satisfying impact that a plasma volley will have on a smaller ship as it is consumed.

Rongoth Destroyer

Huge Spacecraft

Defence Value: 9 (–4 size, +4 Handling); **Armour:** 26; **Handling:** +4; **Sensors:** + 4; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 6 Officers, 12 Pilots, 12 Sensor Operators, 85 Crewmen

Structural Spaces: 88 (Cargo 20, Control 5, Crew 12, Engine 19, Hangar 1, Weapons 31)

Fore Arc Weapons

5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (1): 2 Heavy Shuttles

Rothan Plasma Destroyer

Huge Spacecraft

Defence Value: 9 (–4 size, +4 Handling); **Armour:** 26; **Handling:** +4; **Sensors:** + 4; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Narn Line (+4 BAB, +7 Training); 6 Officers, 12 Pilots, 12 Sensor Operators, 85 Crewmen

Structural Spaces: 80 (Cargo 20, Control 5, Crew 12, Engine 19, Hangar 1, Weapons 23)

Fore Arc Weapons

5# Heavy Plasma Cannon (Long, Offence 20, 2 weapon spaces)

5# Heavy Plasma Cannon (Long, Offence 20, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

5# Light Plasma Cannon (Close, Offence 10, 1 weapon space)

5# Light Plasma Cannon (Close, Offence 10, 1 weapon space)

5# Light Plasma Cannon (Close, Offence 10, 1 weapon space)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)



- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
Craft (1): 2 Heavy Shuttles

SHO'KAR-CLASS LIGHT SCOUT CRUISER

A particularly effective light scouting vessel, the Sho'Kar is equipped with the best sensors package available to the Narn and is arguably the best surveillance vessel in the Regime fleet. It still lags behind similar vessels in other races' navies in terms of high technology, but it does well for what it has. It is often deployed in groups of two or three in order to better blanket large areas of space with overlapping sensor suites – making up for quality with quantity.

The lighter armour and firepower of the Sho'Kar makes it an easy target for enemy ships and the Narn make sure they are heavily protected at all times. While this robs the ship of forward reconnaissance to some extent – not being able to go into a system silent and alone – it does increase the survivability of the ships and the crewmen on board. Being assigned to a Sho'Kar is a double-edged sword, as it could be deployed deep into enemy territory to scan out enemy resources and map out jump lanes to ambush at a later date, or it could be assigned to be the personal sensor ship for a major flagship in a major

upcoming battle. Both careers could be exciting, adventurous, and likely short lived.

Sho'Kar Light Scout Cruiser

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 16; **Handling:** +5; **Sensors:** +9; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 1 Officer, 4 Pilots, 15 Sensor Operators, 25 Crewmen

Structural Spaces: 48 (Cargo 3, Control 5, Crew 5, Engine 16, Hangar 4, Weapons 15)

Fore Arc Weapons

- 5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)
 5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)
 5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)
 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Narn Regime

Narn Regime

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi Heavy Fighters

SHO'KOS-CLASS PATROL CUTTER

The Sho'Kos is a solid mix of short-ranged weapons and fast engines built on a streamlined frame made for darting in and out of dangerous situations. The small, agile vessel is capable of acting in both a cutter and interceptor role for many systems across the Regime. The Sho'Kos is used heavily in trade areas where it can be called upon to enforce Narn law against raider activity and protects the incoming and outgoing investments of their government in the form of the many merchant vessels that ply the spacelanes. It is a rare event to find a Sho'Kos on extended patrol as the vessels are not designed for long-term missions. Some are sometimes pressed into service within large battle fleets when war comes near to their common patrol routes – but even then they tend to need supply ships on a regular basis.

The only attempt to give the Sho'Kos value to battlefront fleets, the Sho'Kov variant usually finds its way instead into more specialised patrol duties where its exceptional firepower can give raiders a very nasty surprise. It replaces both burst beams and the medium pulse cannon of its parent ship with a retrofitted ion torpedo launcher from salvage, meaning that the Sho'Kov can manage to cause capital ships some problems if given the opportunity to do so.

Sho'Kos Patrol Cutter

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 13; **Handling:** +5; **Sensors:** + 5; **Stealth:** 15; **Stress:** 12; **Features:** Fusion Engine, Pivotal Thrusters, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 2 Officers, 4 Pilots, 5 Sensor Operators, 25 Crewmen

Structural Spaces: 26 (Cargo 1, Control 3, Crew 4, Engine 10, Weapons 8)

Fore Arc Weapons

5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)

5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 1 weapon spaces)

Turret Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)

Sho'Kov Torpedo Cutter

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 13; **Handling:** +5; **Sensors:** + 5; **Stealth:** 15; **Stress:** 12; **Features:** Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)

Crew: Narn Line (+4 BAB, +7 Training); 2 Officers, 4 Pilots, 5 Sensor Operators, 25 Crewmen

Structural Spaces: 24 (Cargo 1, Control 3, Crew 4, Engine 10, Weapons 6)

Fore Arc Weapons

5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)

Turret Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)

THENTUS-CLASS FRIGATE

The Thentus Frigate has been protecting the Regime since the Narn first took their first steps into space on their own. Built to replace the ramshackle ships the Narn had launched, this vessel was the first to use components of Narn technology without simply retrofitting them into a scavenged Centauri hull. It was a vast improvement over the cobbled-together ships it replaced. In the latter half of the 23rd Century, the Thentus has begun to show its age and is rarely used for anything more involved than anti-fighter support or system patrol escort duties.

The Thentus packs an older, less refined version of the burst beam – from an era when the Narn simply wanted to cause damage in any way they could. With this hull-cutting weapon and its sister, a medium laser cannon, partnered with several twin arrays, it holds a role in heavier combat but only as fire support and fighter clearance. It can be surprisingly daring though, and its burst beams have given more than one captain of an advanced warship a nasty surprise when they mistake the smallish vessel for a simple escort.

Thentus Frigate

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 18; **Handling:** +5; **Sensors:** + 5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 3 Officers, 6 Pilots, 8 Sensor Operators, 35 Crewmen

Structural Spaces: 49 (Cargo 2, Control 5, Crew 6, Engine 16, Hangar 1, Weapons 19)



Fore Arc Weapons

- 5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)
- 5# Burst Beam (Close, Offence 10+Special, Electro-Pulse, 1 weapon space)
- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 1 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (1): 2 Heavy Shuttles

TH'NOR-CLASS TORPEDO CRUISER

Upon seeing the devastating usefulness of the ion torpedo when launched in salvos from the Dag'Kar, the Kha'Ri ordered the design and creation of a larger vessel capable

of withstanding return fire long enough to unleash salvo after salvo of ion torpedo fire. The result was the Th'Nor – a flat vessel similar in aesthetics to the Ka'Toc, but brimming with a dozen ion torpedo launchers. It hosts a handful of lesser point-defence weapons in order to keep fighters from harassing it too badly, but relies primarily on its ingenious use of twin-linking ion torpedo launchers to great effect.

There were only a few of these made before the end of the Narn-Centauri War, but they performed well enough until the tide of the war was changed by outside forces that construction orders to build more were among the first ten things the reinstated Kha'Ri did afterwards. The Th'Nor is a deadly tool in the hands of the right tactician, forcing an enemy to fall into its deadly lane of fire just as the ship is being issued the all-launch orders – slamming almost a dozen deadly ionic warheads into the enemy.

Th'Nor Torpedo Cruiser

Large Spacecraft

Defence Value: 8 (–2 size); **Armour:** 20; **Handling:** +0; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Narn Line (+4 BAB, +7 Training); 3 Officers, 6 Pilots, 10 Sensor Operators, 20 Crewmen

Structural Spaces: 53 (Control 5, Crew 4, Engine 11, Hangar 1, Weapons 32)

Narn Regime

Fore Arc Weapons

- 5# Twin-Linked Ion Torpedo Launcher (Long, Offence 69, 4 weapon spaces)
- 5# Twin-Linked Ion Torpedo Launcher (Long, Offence 69, 4 weapon spaces)
- 5# Twin-Linked Ion Torpedo Launcher (Long, Offence 69, 4 weapon spaces)
- 5# Twin-Linked Ion Torpedo Launcher (Long, Offence 69, 4 weapon spaces)
- 5# Twin-Linked Ion Torpedo Launcher (Long, Offence 69, 4 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (1): 2 Heavy Shuttles

T'LOTH-CLASS ASSAULT CRUISER

The T'Loth is an assault group all by itself. Designed to bring a host of powerful weapons and a full assault company into the fray, it fulfils the Narn's wish for a frontline assaulter. Built to both support and spearhead an attack, depending on the needs



of its accompanying vessels, a T'Loth can perform nearly as well as any vessel in the Regime navy. There have been variants of the T'Loth that use it exclusively for specialised purposes, but ageing designs and less advanced technology compared to the mainstay flagships like the G'Quan keep it from being widely accepted by most warleader fleet commanders.

A desperate effort to patch a hole in Narn vessel listings, it is said that the Narn have no real carriers and, even after the design of specialised T'Rann, this may remain true. Ageing T'Loth hulls are frequently converted into little more than floating hangars with upgraded weaponry, but they lack the quick launch and recovery system components that any dedicated carrier must contain. Even taking this into consideration, the presence of a single T'Rann in an assault fleet can offer the other Narn ships in the fleet some much needed and requested fighter protection.

T'Loth Assault Cruiser

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 34; **Handling:** +2; **Sensors:** +2; **Stealth:** 7; **Stress:** 18; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)
Crew: Narn Line (+4 BAB, +7 Training); 12 Officers, 12 Pilots, 16 Sensor Operators, 154 Crewmen, 300 Troops
Structural Spaces: 156 (Cargo 70, Control 12, Crew 30, Engine 18, Hangar 12, Weapons 14)

Fore Arc Weapons

- 5# Twin-Linked Heavy Plasma Cannon (Long, Offence 30, 4 weapon spaces)
- 5# Twin-Linked Heavy Plasma Cannon (Long, Offence 30, 4 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 4 Assault Shuttles, 12 Frazi Heavy Fighters

T'Rann Heavy Carrier

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 34; **Handling:** +2; **Sensors:** +2; **Stealth:** 7; **Stress:** 18; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: Narn Line (+4 BAB, +7 Training); 12 Officers, 20 Pilots, 16 Sensor Operators, 70 Crewmen

Structural Spaces: 158 (Cargo 70, Control 12, Crew 30, Engine 18, Hangar 16, Weapons 12)

Fore Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (8): 2 Heavy Shuttles, 24 Frazi Heavy Fighters

VAR'NIC-CLASS LONG RANGE DESTROYER

Designed to be a hunter/killer ship of the Narn Regime in search of smaller prey, the Var'Nic long range destroyer is a mightily deadly ship with the ability to jump into a system, scan out a viable target it can destroy quickly, and devour it with its overwhelming firepower. While not particularly effective against larger vessels due to its lack of focussed range, it is an excellent battlefield bully and does well searching out smaller craft. In a single attack pass, it can easily cripple a targeted ship of smaller size or deal moderate damage to larger vessels.

Its ion torpedo launchers are powerful weapons to use against targets on longer ranged theatres, and are brutally accurate and can soften up a target quite well before closing into laser or pulse cannon range to be finished off. The ship was designed to have weaponry at every tactical range category – in order to make sure the faster targets do not get away from it unscathed. Unlike so many of the Narn Regime's vessels that act as jacks-of-all-trades, the Var'Nic operates as the spacelane sniper of the Regime – always looking for an easy kill to add to the long list each ship tends to accumulate.

Var'Nic Long Range Destroyer

Huge Spacecraft

Defence Value: 14 (–4 size, +9 Handling); **Armour:** 26;

Handling: +9; **Sensors:** + 6; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Long-Ranged, Targeting Computer (+4)

Crew: Narn Line (+4 BAB, +7 Training); 5 Officers, 15 Pilots, 13 Sensor Operators, 80 Crewmen

Structural Spaces: 93 (Cargo 15, Control 5, Crew 12, Engine 34, Hangar 4, Weapons 23)

Fore Arc Weapons

- 5# Twin Linked Medium Laser Cannon (Long, Offence 22, Beam 2d4, 2 weapon spaces)
- 5# Twin Linked Medium Laser Cannon (Long, Offence 22, Beam 2d4, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Ion Torpedo Launcher (Long, Offence 46, 2 weapon spaces)
- 5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- 5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi Heavy Fighters

LIGHT CLASSED VESSELS

FRAZI-CLASS HEAVY FIGHTER

The Frazi is undoubtedly the most common fighter fielded by the Narns, and – like its pilots – is capable of suffering an incredible amount of damage before it breaks under the



Narn Regime

pressure. Deadly efficient, though it lacks raw manoeuvrability, the Frazi is too large and relies a great deal on the skill of the pilot to make it through most combat situations. Only armed with 'low tech' particle guns, Narn research scientists have had years to upgrade and wrench every ounce of potential from them, greatly increasing their raw power. A Frazi is capable of dealing considerable damage to even capital-class vessels when firing in groups, but tend to be overwhelmed easily by faster or more manoeuvrable dogfighting craft.

Frazi Heavy Fighter

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine, Grapple, Targeting Computer (+2)

Crew: Narn Line (+4 BAB, +7 Training); 1 Pilot

Structural Spaces: 8 (Cargo 2, Control 1, Crew 1, Engine 2, Weapons 2)

Fore Arc Weapons

5# Twin-Linked Particle Guns (Close, Offence 7, 2 weapon spaces)

GORITH-CLASS MEDIUM FIGHTER

The dogfighting counterpart to the Frazi, the Gorith predates its partner by some years and was originally designed and intended to be an interceptor for attack fleets. It is on par with the main foe it was designed to combat, the Centauri Sentri, and the two are extremely well-matched. Depending on the skill of the pilots involved, some spectacular dogfights occur when the two old enemies dance and whirl around one another. Using a single particle gun as its only weapon, the Gorith lacks the power of the Frazi and so is of little concern to capital ships, making it essentially an escort fighter in most cases.

Gorith Medium Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 6; **Handling:** +6; **Sensors:** +3; **Stealth:** 18; **Stress:** 16; **Features:** Atmospheric Capable, Fusion Engine, Grapple, Targeting Computer (+1)

Crew: Narn Line (+4 BAB, +7 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)

Fore Arc Weapons

5# Particle Gun (Close, Offence 5, 1 weapon space)



INTERSTELLAR ALLIANCE

The rise of the Interstellar Alliance saw the creation of a new type of fleet in the galaxy – a fleet designed with several outside technologies brought together to be the single most advanced race left in known space. Once the First Ones went beyond the Rim, this was more than ever before. Under the leadership of John Sheridan, and then later Delenn after his death, the Alliance grew into the single most powerful political force the galaxy had ever known in their age – with a fleet to match such power.

While negotiators would fight with debates and counterpoints, White Stars were fighting with advanced neutron technology and a touch of Vorlon-influenced components. Even after the Vorlons had left and the Minbari focussed on their own growth, the ISA remained vigilant in its researching and advancing of ship technologies. With the unleashing of the gigantic Victory-class, they had accomplished the construction of a mixed-technology destroyer of mega-capital classification. It would seem that they were not only the most widespread, but also the most advanced fleet known to the younger races.

Battled by Shadow-driven Centauri, the malicious and mysterious Drakh, and a dozen other insidious threats that rose time and time again throughout the galaxy, the Interstellar Alliance ships are constantly evolving. Although really only basing themselves upon their two main hulls – the Victory and the White Star – they can also call upon outside aid from their member races. An ISA fleet could be comprised of wave after wave of White Star and White Star variants, or a combined arms force that mimics that once gathered at Coriana VI to battle the last stand against the Ancients. Regardless of why or with what the fleet gathers, it is a force to be reckoned with no matter where it enforces the Alliance's laws.

CAPITAL CLASSED VESSELS

BLUE STAR PERSONNEL CRUISER

A smaller version of the White Star used primarily by dignitaries and ranger teams not expecting conflict, the Blue Star is an oversized Minbari Flyer mixed with the layout and design of the ISA's most famous cruiser. Equipped for speed and comfort rather than agility and firepower, it has thousands of common Alliance points of interest

pre-programmed into the ship's computer. A single pilot could name any of these places – Zagross 7, Minbari, Coriana VI for instance – in over five hundred languages, dialects and codes; the computer would set course and oblige.

The Blue Star is armed to be far less intimidating than its bigger brothers, not being exactly a frontline choice for any sort of battle engagement. It can hold its own against raiders and would-be assassins, but a fully pitched battle will make short work of the cruiser. Using its speed and dual jump drive systems, the ship is far more comfortable running from a battle to call upon the nearest contingent of Alliance ships if necessary – or the White Star fleet if possible.

Blue Star Cruiser

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 19; **Handling:** +5; **Sensors:** +10; **Stealth:** 27; **Stress:** 4; **Features:** Atmospheric Capable, EM Shield, Hybrid Engine (Gravitic/Biological), Jump Point (x2), Minbari Flight Computer, Self-Repairing, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training), 1 Pilot, 20 Passengers

Structural Spaces: 22 (Cargo 1, Control 3, Crew 3, Engine 10, Hangar 1, Weapons 4)

Fore Arc Weapons

☼# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

☼# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

☼# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

☼# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

Craft (1): 1 Flyer, 1 Light Shuttle

NOLO'TAR-CLASS RANGER FRIGATE

Lightly armed for a Ranger vessel, the Nolo'Tar is a throwback to the generation that survived Valen. It was used to bring teams of Rangers from one place to another without having to resort to masses of Flyers or Nials. Especially useful in training missions and practice evacuations, this transportation frigate became a common sight during Valen's great Shadow War but fell out of use during the following thousand years.

Interstellar Alliance

It was resurrected quickly when the Rangers began to deploy in larger numbers again during the next Shadow War, mostly to ferry refugees from planet to planet when the war drew too near. While not atmospheric in and of themselves, they carry a number of smaller shuttlecraft to bring people and supplies aboard through their oversized hangars. While rarely allowing outsiders to do so, the Nolo'Tar could possibly house up to twice their common allotment of shuttles or Flyers if the need arose – which it did several times in 2261, when the First Ones were destroying whole planets in their war.

One particular and heavily modified variant of the Nolo'Tar hull, the *Liandra*, was fitted with several experimental weapons and control systems by the Anla'shok just after the Earth-Minbari War and put into storage and basically forgotten during the rise of the next Shadow War. It was used only in few minor missions, until a time where it would later be needed by a controversial young Ranger named David Martel in his battles against a mysterious foe called 'The Hand of God'.

Nolo'Tar Ranger Frigate

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 18; **Handling:** +6; **Sensors:** +4; **Stealth:** 11; **Stress:** 7; **Features:** Grapple, Gravitic Engine, Jump Point, Minbari Flight Computer, Targeting Computer (+5)
Crew: Anla'shok Line (+5 BAB, +9 Training); 1 Officer, 2 Pilots, 1 Sensor Operator, 9 Crewmen, 120 Passengers
Structural Spaces: 46 (Cargo 6, Control 5, Crew 6, Engine 19, Hangar 4, Weapons 6)

Fore Arc Weapons

5# Tri-Linked Fusion Cannon (Close, Offence 40, 3 weapon spaces)

5# Tri-Linked Fusion Cannon (Close, Offence 40, 3 weapon spaces)

Craft (3): 3 Flyers

Liandra Battle Frigate

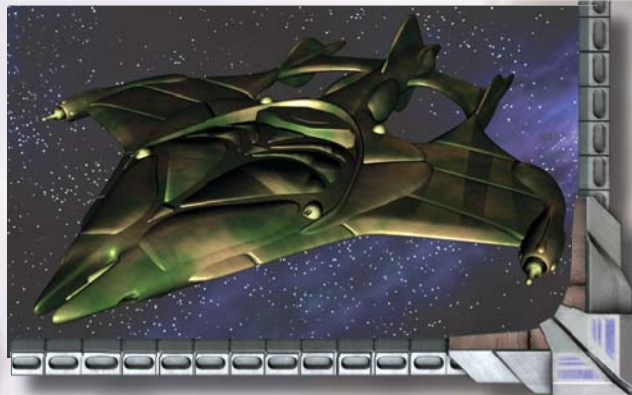
Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 22; **Handling:** +4; **Sensors:** +6; **Stealth:** 16; **Stress:** 7; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Minbari Flight Computer, Virtual Reality Targeting*, Targeting Computer (+5)
Crew: Anla'shok Line (+5 BAB, +9 Training); 1 Officer, 2 Pilots, 1 Sensor Operator, 9 Crewmen, 100 Passengers
Structural Spaces: 54 (Armour 6, Cargo 5, Control 6, Crew 6, Engine 13, Hangar 4, Weapons 14)

Fore Arc Weapons

5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)



5# Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Turret Weapons

5# Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)

5# Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)

Craft (3): 3 Flyers

* The VR Targeting matrix allows the specific crewman placed in command of the weapons systems to use their base attack bonus as the Targeting Computer bonus instead of that listed after the trait. The Weapon Focus (unarmed) or Martial Arts feats grant a +1 bonus.

SHURANI ANLA'SHOK CARRIER

Built from donated Morshin carriers from the Minbari, the Shurani is the primary delivery unit for scores of Ranger fighters. Literally pouring dozens of fighters from its spiralling hangar access tubes in seconds, it can fill an entire quadrant of space with deadly Anla'shok pilots in no time. The ship itself is well-armed and armoured, serving as a mobile base of operations and a fleet command coordinator as the swarms of fighters whirl around it. While not quite as offensive as the ship it was based on, the Shurani still packs quite a punch compared to the carriers of most other races.

There are two hangar configurations that the Shurani can adopt, with both being very specific in what sort of fighters they bring to the engagement. After 2263, and the advent of the remarkable WSC-L 'Light White Star' superheavy fighter, many Shurani had several of their hangar tubes ripped out and refitted to accommodate a number of these lethal vessels. Still accompanied by fusion cannon fire and swarms of Shial heavy fighters, the newer configuration can protect its compliment very well while the WSC-Ls finish off their targets. Either configuration does quite well in most circumstances, but remains to be a rare sight nonetheless.

Shurani Anla'shok Carrier

Huge Spacecraft

Defence Value: 11 (–4 size, +5 Handling); **Armour:** 16; **Handling:** +5; **Sensors:** +6; **Stealth:** 32; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training); 2 Officers, 18 Pilots, 11 Sensor Operators, 40 Crewmen

Structural Spaces: 89 (Cargo 15, Control 7, Crew 8, Engine 21, Hangar 30, Weapons 8)

Fore Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Aft Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Craft (24): 2 Flyers, 60 Shial Heavy Fighters *or* 2 Flyers, 36 Shial Heavy Fighters, 6 WSC-L Superheavy Fighters

TARA'LIN COMMAND BATTLECRUISER

As of 2262, there were only two of these prized Sharlin variants in service to the Anla'shok. By all accounts, they would have created more but were stymied by the rise of the Minbari Civil War and then the mounting Centauri and Drakh problems that consumed so much of the Rangers' resources. These floating training camps and resource facilities stayed most of the time travelling in hyperspace from safe point to safe point to keep them out of harm's way, but occasionally would emerge from their travels to unleash the might of the Anla'shok upon their foes.

Each Tara'Lin is considered to be a fully operational training centre and asset stockpile with dozens of vehicles and supplies to deploy with the hundreds of Rangers on board when necessary. As with any Sharlin they are thoroughly protected from outside threats with an array of fusion cannons and potent neutron weaponry. Between the lethal weaponry and the scores of well-trained Rangers, each Tara'Lin is a fleet unto itself – but a resource far too rare and important to simply waste in common engagements or equal battles.

Tara'Lin Command Battlecruiser

Gargantuan Spacecraft

Defence Value: 11 (–8 size, +9 Handling); **Armour:** 30; **Handling:** +9; **Sensors:** +8; **Stealth:** 40; **Stress:** 3; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Anla'shok Veteran (+9 BAB, +13 Training); 10 Officers, 18 Pilots, 18 Sensor Operators, 300 Crewmen

Structural Spaces: 176 (Cargo 40, Control 10, Crew 40, Engine 40, Hangar 14, Weapons 32)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)
- 5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Port Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (12): 4 Flyers, 24 Shial Heavy Fighters

VICTORY-CLASS DESTROYER

Designed by request of President John Sheridan, the Victory-Class destroyer was commissioned for the Interstellar Alliance in recognition of their need for a heavy capital ship. They needed something with a bit more staying power when they were forced to engage any threat too large for the White Star fleet – should one exist. Headed by Edgars Industries in co-operation with the Earth Alliance and Minbari Federation, the ship was created in two prototypes; the *Victory* and the *Excalibur*. Used to successfully defend against a Drakh-operated planetkiller, the ships were a great success. However, as it was the sacrifice of the *Victory* who actually destroyed the superweapon, the rest of the line would forever be titled in its honour.

The Victory has the finest technological systems of both designing races, along with additional technological advancements reverse engineered from leftover Vorlon parts scattered around the galaxy. Most (in)famous for its lightning cannon – said to be the most powerful weapon in space – the Victory can obliterate entire capital vessels in one devastating volley if necessary. Firing the enormous weapon system is only a checkmate-style tactic, as it requires all available power on the ship to fire, leaving the vessel vulnerable to attack should anything survive the stream of electromagnetic force.

Even without firing the lightning cannon even once the Victory is a powerful combatant and the primary battle flagship for the Interstellar Alliance. With advanced armour and chaff dispensers at its disposal, the ship can absorb heavy amounts of firepower while punishing any foe that draws too near to its vast array of deadly weapon systems.

Victory Destroyer

Colossal Spacecraft

Defence Value: 2 (–16 size, +8 Handling); **Armour:** 52; **Handling:** +8; **Sensors:** +4; **Stealth:** 6; **Stress:** 12; **Features:** Active Chaff (6), Bio-Adaptive Shielding, Hybrid Engine (Fusion/Gravitic), Jump Point, Targeting Computer (+5)

Crew: EarthForce Elite (+11 BAB, +15 Training), 16 Officers, 60 Pilots; 20 Sensor Operators; 214 Crewmen

Structural Spaces: 250 (Cargo 100, Control 14, Crew 35, Engine 30, Hangar 16, Weapons 55)

Fore Arc Weapons

- 5# Lightning Cannon (Long, Offence 300, Beam 5d10, 10 weapon spaces)*
- 5# Quad-Linked Neutron Laser Cannon (Long, Offence 125, Beam 4d8, 8 weapon spaces)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)



Port Arc Weapons

3# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons

3# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons

3# Quad-Linked Neutron Laser Cannon (Long, Offence 125, Beam 4d8, 8 weapon spaces)

3# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Turret Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)

3# Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)

3# Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)

Craft (12): 6 Light Shuttles, 6 Shuttles, 12 Aurora Starfuries, 24 Thunderbolt Starfuries

* If the Victory wishes to fire its Lightning Cannon, it may only do so by executing the *Fire Main Gun!* order. After firing, the Victory Destroyer cannot move or fire any weapons for the next round.

WHITE STAR CRUISER

A result of a technological mixture of Minbari and Vorlon sciences, the White Star is a powerful vessel with offensive firepower far beyond what its smallish size would otherwise suggest. Combining advantages of a Minbari ship's design with several of the benefits of Vorlon living matrices, White Stars are agile, resilient, and capable of dealing with enemies far larger than.

Over the years since their debut, the ISA has performed many alterations and refits to their primary warship, creating several more specialised versions. The WSC-2 is an updated White Star bearing newer technologies in an attempt to keep the hull current with the developments and expansion of the Interstellar Alliance; using some EarthForce weapon systems to augment the already potent compliment. It has been criticised for trying to strike above its own class, the 'heavy' White Star remains capable of tackling much larger vessels when commanded by an experienced Ranger captain and supported by others of its kind. By adding externally shielded hangar access and heavier bulkheads to reinforce a slightly larger hull frame, the WSC-A carrier can bring many Ranger pilots quickly to a battle and remain to add its considerable firepower to the fray until it needs to pick them back up and escape into hyperspace.

Seeing how well the WSC-A worked, the Anla'shok use the same larger hull frame to create the deadly WSG gunship – whose firepower rivals that of the Minbari Sharlin when able to draw enough targets to unleash it. The gunship is very rare due to its sheer expense, but they have been sighted around Minbar in flight groups of twos and threes.



Using a White Star hull base and elongating it along its axis to be nearly as long as a Sharlin, the WSC-O operational command ship is a fast-flying Ranger flagship that can organise entire fleets from hyperspace if need be, using a powerfully enhanced communications array – based on something similar to that found on Epsilon III's Great Machine – that allows all of the other White Stars to stay in touch with the command ship at all times.

No matter the size, shape or use, the White Star vessel family is the real backbone of the Interstellar Alliance's fleet and will remain so for a very long time indeed.

WSC-1 White Star

Large Spacecraft

Defence Value: 18 (–2 size, +10 Handling); **Armour:** 26; **Handling:** +10; **Sensors:** +8; **Stealth:** 25; **Stress:** 5; **Features:** Atmospheric Capable, EM Shield, Hybrid Engine (Gravitic/Biological), Jump Point, Minbari Flight Computer, Pivotal Thrusters, Self-Repairing, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training), 2 Officers, 6 Pilots, 4 Sensor Operators, 12 Crewmen

Structural Spaces: 38 (Cargo 10, Control 6, Engine 12, Hangar 4, Weapons 6)

Fore Arc Weapons

3# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

3# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

Craft (6): 2 Flyers

WSC-2 White Star

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 28; **Handling:** +8; **Sensors:** +8; **Stealth:** 25; **Stress:** 5; **Features:** Atmospheric Capable, Bio-Adaptive Shielding, Hybrid Engine (Gravitic/Biological), Jump Point, Minbari Flight Computer, Self-Repairing, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training), 2 Officers, 6 Pilots, 4 Sensor Operators, 12 Crewmen

Structural Spaces: 42 (Cargo 10, Control 6, Engine 8, Hangar 4, Weapons 14)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

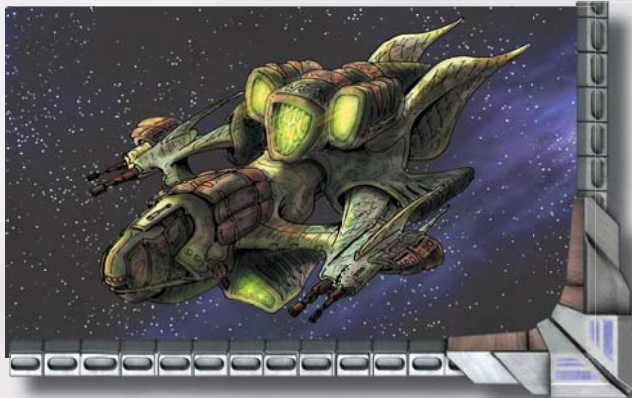
Craft (6): 2 Flyers

WSC-A White Star Carrier

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 32; **Handling:** +8; **Sensors:** +10; **Stealth:** 21; **Stress:** 3; **Features:** Atmospheric Capable, Bio-Adaptive Shielding, Hybrid Engine (Gravitic/Biological), Jump Point, Minbari Flight Computer, Self-Repairing, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training), 4 Officers, 8 Pilots, 6 Sensor Operators, 48 Crewmen



Structural Spaces: 80 (Cargo 13, Control 6, Crew 8, Engine 12, Hangar 25, Weapons 16)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Port Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (12): 6 Flyers or Earth Shuttles, 24 Nial Heavy Fighters, 2 WSC-L Superheavy Fighters

WSG White Star Gunship

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 32; **Handling:** +8; **Sensors:** +10; **Stealth:** 21; **Stress:** 3; **Features:** Atmospheric Capable, Bio-Adaptive Shielding, Hybrid Engine (Gravitic/Biological), Jump Point, MedLab, Minbari Flight Computer, Self-Repairing, Targeting Computer (+5)

Crew: Anla'shok Line (+5 BAB, +9 Training), 4 Officers, 8 Pilots, 6 Sensor Operators, 48 Crewmen

Structural Spaces: 77 (Cargo 13, Control 6, Crew 8, Engine 12, Hangar 10, Weapons 28)

Fore Arc Weapons

- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)
- 5# Fusion Cannon (Close, Offence 20, 1 weapon space)



5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)

5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)

Port Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 25, 1 weapon space)

Craft (6): 2 Flyers, 12 Nial Heavy Fighters

WSC-O White Star Command Cruiser

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 32; **Handling:** +8; **Sensors:** +10; **Stealth:** 21; **Stress:** 3; **Features:** Atmospheric Capable, Bio-Adaptive Shielding, Enhanced Communications Array, Hybrid Engine (Gravitic/Biological), Jump Point, MedLab, Minbari Flight Computer, Self-Repairing, Skyhook Catapult (WSC-L only), Targeting Computer (+5)

Crew: Anla'shok Elite (+13 BAB, +17 Training), 8 Officers, 12 Pilots, 20 Sensor Operators, 54 Crewmen

Structural Spaces: 77 (Cargo 14, Control 8, Crew 10, Engine 12, Hangar 12, Weapons 21)

Fore Arc Weapons

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)

5# Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Port Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Starboard Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Aft Arc Weapons

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

Craft (6+1): 2 Flyers, 12 Nial heavy fighters, 1 WSC-L superheavy fighter (skyhook catapult only)

LIGHT CLASSED VESSELS

FAN'IR-CLASS RANGER FLYER

Using the basic Combat Flyer as its model, the Fan'ir is little more than a souped up version that uses an enhanced weapons layout and slightly better stealth capabilities and is used to train Rangers in spying and courier missions. It can hold its own against some fighters, but must never be considered to be anything but a passenger ship – no matter how brave the Anla'shok piloting it is, or how good he believes his skills are.

Fan'ir Ranger Flyer

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 7; **Handling:** +3; **Sensors:** +10; **Stealth:** 44; **Stress:** 11; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)



Crew: Anla'shok Line (+5 BAB, +9 Training); 1 Pilot, 30 Passengers

Structural Spaces: 12 (Cargo 1, Control 1, Crew 5, Engine 2, Weapons 3)

Fore Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

SHIAL-CLASS HEAVY FIGHTER

The predecessor to the standard Nial was a slightly faster and less durable version that used adequate weaponry, but was quickly forgotten about after the newer model proved to be so successful. After years of being delegated to only short trips and colony patrolling, the Shial was mothballed a hundred thousand times over. It was the Anla'shok who then demanded access to the assets instead of simply shutting them away. The Warrior Caste could not care less about the old fighters, so it was granted to them – and they have made very good use of them ever since.

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

Shial Heavy Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 4; **Handling:** +6; **Sensors:** +4; **Stealth:** 48; **Stress:** 13; **Features:** Afterburners, Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)

Crew: Anla'shok Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 8 (Control 1, Engine 4, Weapons 3)

Fore Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

WSC-L WHITE STAR SUPERHEAVY FIGHTER

Basically a two-man fighter, one for piloting controls and the other for fire solutions, the WSC-L is a 'light white star'. Using most of the same devices on a smaller scale, the WSC-L is a fast, lethal and *expensive* addition to the White Star fleet.

The addition of the second crewman came as an afterthought due to the extreme speed and agility that the superheavy fighter could manage. It took all of the concentration of the pilot to keep control of the darting vessel, so many targets were missed or omitted altogether. By adding a dedicated weapons control chair behind the pilot's crash couch, the target-to-kill ratio increased by 300%. It had seemed that the design was just too good for one man to utilise, but a pair of trained Rangers would do just fine every time.

WSC-L White Star Superheavy Fighter

Small Spacecraft

Defence Value: 18 (+2 size, +6 Handling); **Armour:** 15; **Handling:** +6; **Sensors:** +6; **Stealth:** 30; **Stress:** 6; **Features:** Atmospheric Capable, Bio-Adaptive Shielding, Ejector Seat, Hybrid Engine (Gravitic/Biological), Minbari Flight Computer, Self-Repairing, Targeting Computer (+4)

Crew: Anla'shok Line (+5 BAB, +9 Training), 1 Pilot, 1 Crew

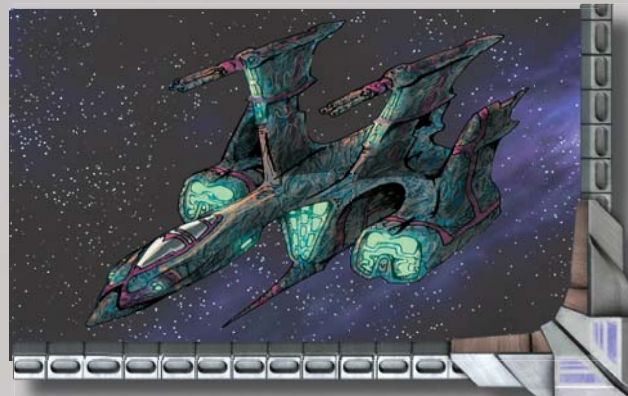
Structural Spaces: 12 (Control 1, Engine 4, Weapons 7)

Fore Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

5# Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)



SHADOWS

One of the oldest races to grace the Third Age, the Shadows were little more than a dark and sinister fairy tale until late 2258 – when they decided to rise again and stir up the galaxy like they had done every few thousand years. Beings devoted to chaos and war, the Shadows believed firmly that the only way to true growth and enlightenment was to battle for survival; allowing only the strongest to rise to the top, crushing the unworthy beneath them.

Having several tens of thousands – maybe hundreds of thousands – of years to perfect their technologies, the Shadows are more formidable than any other foe this galaxy would know since the era of the Kirishiac Lords. Their ships are living matrices bound around a single sentient being, which performs all of the functions of the ship like a living computer. They are horrifyingly simple in design: black growths spiking outward from a central hub. The size and pattern of these deadly ships are the only real distinction between one ship and the next, from their enormous cruisers to their stealthy scouts.

The Shadows are masters of hyperspace energy and the rift between dimensions, allowing them to effortlessly glide between the two realities without need of a jump gate – or even a jump point. Like drawing a curtain back from a steaming shower their ships simply shimmer into and out of existence with their deadly molecular weaponry pouring death into any they wish to.

If it were not for the happenings that sent them beyond the Rim, would anyone have ever been able to stop them?

CAPITAL CLASSED VESSELS

SHADOW HUNTER

There was only one *confirmed* sighting of this sleek, deadly Shadow vessel in the time when the Shadows were still lurking throughout the galaxy. This sighting was actually reported *after* the Shadows had been driven from the galaxy, meaning that there could be more Shadows lurking about even after their exodus. The experiences of Captain Gideon indicated that the Shadow hunter must have been some new type of test vessel that melded human and Shadow technology.

Using the same biotechnology as other Shadow craft, the Shadow hunter slides through space with considerable speed and agility. Its strangely sweeping shape possesses ferocious, if not short-ranged, offensive capabilities

surrounding a smaller version of the molecular slicer beam found on the larger ships from the Shadow War. It could be said that hunters seem to actually take pleasure from the chase, known to pursue lone spacecraft halfway across known space just for the satisfaction of the kill – hence the name they have been given.

Shadow Hunter

Huge Spacecraft

Defence Value: 16 (–4 size, +10 Handling); **Armour:** 24; **Handling:** +10; **Sensors:** +12; **Stealth:** 24; **Stress:** 0; **Features:**

Shadow Vessel Traits

All Shadow ships have the following traits in common, which may allow them to break some common space travel or combat rules.

Shadow Pilots

The skill of a Shadow ship is partly dependant on the abilities of the living pilot bound inside, although the Shadow's advanced technologies and augmentations mean that almost anyone can be turned into the brain of a lethal killing machine. A ship's attack bonus is equal to 10 + the base attack bonus of the pilot; its Pilot, Operations and Technical skills are similarly equal to 10 + the skill of the pilot. For most ships, this works out as an average of +15 bonus to attacks and skill checks.

Shadow Jump

Shadow vessels can enter hyperspace as part of a Pull Back order, and do not need to open a jump point.

Shadow Scream

A Shadow ship emits a partially psychic screech when it wishes to do so, unsettling nearly anyone who 'hears' it. When a Shadow ship 'screams' anyone within Close range of it must immediately make a Will save at DC 15 or suffer a –2 penalty to all d20 rolls in the next round. A ship's crew can only be affected once per encounter in this way.

Shadow Bio-Mass

Each Shadow ship has a number of 'Bio-Mass' Spaces that signify the thick, bulkhead-esque structures that protect the ship from harm for quite some time before collapsing. Any and all damage that gets through a Shadow ship's armour and defensive measures is always applied to Bio-Mass Spaces first.

Shadows



Atmospheric Capable, Biological Engine, Living Ship, Targeting Computer (+8)

Crew: Shadow Pilot (+5 BAB, +5 Training); 1 Pilot

Structural Spaces: 78 (Bio-Mass 25, Control 5, Crew 1, Engine 37, Hangar 8, Weapons 2)

Fore Arc Weapons

5# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 2 weapon spaces)

Craft (6 or tube): 18 Shadow Fighters

SHADOW SCOUT

Amongst the deadliest ships of its size in the entire galaxy, Shadow scouts are swift, lethal and usually the first wave of reconnaissance for larger fleets lurking in hyperspace. Able to use their sensors across the confusing and disruptive energy fields of hyperspace without any degradation of effect, the scouts are suspected to possess specially designed capabilities for 'peeking' into normal space without having to leave the safety of hyperspace. It makes sense though, as they are so attuned to the tides and ebbs of the other dimension and can move back and forth between it without error or fail, that they no doubt have better ways to pinpoint their arrival trajectory – meaning that the scouts must be able to 'see' across the dimensional barriers in order to do so.

Shadow scouts are not known to engage their enemies in a straight fight – while they are fully capable of defeating enemies much larger than they are, they prefer to manoeuvre around an enemy, stay in its blind spots (if any) and pelt the victim with phasing pulses until either it is destroyed or the scout has bought enough time for its larger brethren to home in on its signal, arrive and finish the fight in a blaze of molecular light.

Shadow Scout

Large Spacecraft

Defence Value: 16 (–2 size, +8 Handling); **Armour:** 20;

Handling: +8; **Sensors:** +15; **Stealth:** 28; **Stress:** 2; **Features:**

Atmospheric Capable, Biological Engine, Living Ship, Targeting Computer (+4)

Crew: Shadow Pilot (+5 BAB, +5 Training); 1 Pilot

Structural Spaces: 47 (Bio-Mass 13, Control 5, Crew 1, Engine 25, Weapons 3)

Fore Arc Weapons

5# Phasing Pulse Cannon (Close, Offence 50, 1 weapon space)

5# Phasing Pulse Cannon (Close, Offence 50, 1 weapon space)

5# Phasing Pulse Cannon (Close, Offence 50, 1 weapon space)



SHADOW CRUISER

Thought to be fearless and unstoppable, there was no ship among the younger races' collective fleets that could stand against a Shadow vessel in open combat – not a one. Fast, agile and possessing molecular weapons of immense destructive power, Shadow ships are monsters of the spacelanes, bogeymen that go about slicing an enemy to pieces whenever they were encountered. They appear from out of nowhere as dark shapes with forward-sweeping black limbs sprouting like legs from its main 'body'. Shadow ships resemble nothing as much as alien spiders in design and function. They are surprise predators, preferring to strike from concealment. Shadow ships can simply shimmer in from hyperspace, attack swiftly and efficiently, then re-enter hyperspace at will as if they were never even there. This makes them very difficult to combat with current technologies and even deadlier than originally thought.

Before the last great Shadow War it was generally accepted that the only reasonable course to take when encountering these vessels was to retreat as quickly as possible. Until superior numbers or underhanded tactics thought up on the fly could be brought to bear under Captain Sheridan's growing makeshift alliance, there was no vessel in the galaxy that could withstand the might of the warmongering Shadows.

Shadow Cruiser

Gargantuan Spacecraft

Defence Value: 15 (–8 size, +18 Handling); **Armour:** 42; **Handling:** +18; **Sensors:** +15; **Stealth:** 42; **Stress:** —; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, Fighter Dispersal Tube, Living Ship Matrix, Targeting Computer (+4)

Crew: Shadow Elite (+15 BAB, +25 Training); 1 Pilot*

Structural Spaces: 197 (Bio-Mass 75, Cargo 40, Control 30, Engine 30, Hangar 18, Weapons 4)

Turret Weapons

5# Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

Craft (6): 36 Shadow Fighters

*Despite only having a single pilot, shadow cruisers are not considered a solo craft.

LIGHT CLASSED VESSELS

SHADOW FIGHTER

Shadow fighters are darting, thistle-shaped craft that almost appear to be more like creatures than spaceships. As relentless and unforgiving as their parent ships, Shadow fighters can rip

Shadows

Shadows

Shadow Ship Capture Bay

Any Shadow ship equipped with a hangar can, by making a successful contested Pilot check with the target, capture any auxiliary craft it can come into contact with by basically *absorbing* it into the spaces provided for the Fighter Dispersal Tube. While containing a single craft this way the Shadow ship may not capture any others, nor may it launch or retrieve auxiliary craft in any way other than to disengage the captured vessel. Due to the complexity of the energy-absorption properties of the Shadows, any craft that is captured this way is considered to be drained of all power instantly and run solely on the life-support properties of the Shadow ship.

apart any fighter set against them with their powerful weapon. Fast and agile, swarms of these fighters launched en masse by a Shadow cruiser have been known to overwhelm even capital vessels. Shadow fighters are usually only considered necessary in larger battles, unleashed by the cruisers to augment their mastery over the battlefield. They are remarkably stealthy and deft, occasionally used as scouts or patrol craft, guarding

important systems and spacelanes from prying eyes while their masters build their plans of chaos.

The strange polarity cannon making up the nose of the fighter is incredibly powerful, its pulses easily able to punch through the armour of the largest capital ship to leave gaping holes where others can target later. Other fighter craft having to deal with them up close must rely on their own agility to evade these devastating blasts or suffer horribly under their onslaught. It is better to disengage as quickly as possible, leaving the destruction of Shadow fighters to the anti-fighter capabilities of larger capital ships – if any have survived the rest of the Shadow assault. Like all other Shadow vessels, the fighters can phase in and out of hyperspace at will, an enormous advantage for so small a craft to possess. One never knows when they will be vomited forth from a larger craft, or simply appear to wreak havoc upon their foes.

Shadow Fighter

Small Spacecraft

Defence Value: 30 (+2 size, +18 Handling); **Armour:** 12; **Handling:** +18; **Sensors:** +10; **Stealth:** 42; **Stress:** —; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, Self-Repairing, Targeting Computer (+3)





Crew: Shadow Elite (+18 BAB, +25 Training); 1 Pilot
Structural Spaces: 12 (Bio-Mass 5, Cargo 1, Control 2, Engine 2, Weapons 2)

Turret Weapons

5# Polarity Cannon (Close, Offence 50, 2 weapon spaces)

SHADOW SHUTTLE

Rarely used, the Shadow shuttle is a partially modified personnel transport that can be launched from and docked within a Shadow cruiser. It has been manipulated with Shadowtech in order to sustain life and energy within the dark mass of its carrier, but also to be far less vulnerable than a common shuttle. They are only ever used in circumstances that require an important Shadow servant – and no doubt his unseen bodyguards – to travel to populated areas.

Augmented slightly, the shuttle is armed with commonplace particle guns and made from common materials to the younger races in order to keep the real unique technologies from falling

into others' hands *unplanned*. It is more resilient and is thickened with bio-mass bulkheads, but little else of Shadow technology could be gleaned from capturing a Shadow shuttle.

Shadow Shuttle

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +6; **Stealth:** 11; **Stress:** 14; **Features:** Artificial Gravity, Atmospheric Capable, Long-Ranged, Targeting Computer (+1)

Crew: Shadow Servant Pilot (+3 BAB, +4 Training); 1 Pilot, 10 Passengers

Structural Spaces: 12 (Bio-Mass 3, Cargo 2, Control 1, Crew 2, Engine 2, Weapons 2)

Fore Arc Weapons

5# Light Particle Gun (Close, Offence 3, 1 weapon space)

5# Light Particle Gun (Close, Offence 3, 1 weapon space)

VORLON EMPIRE

The guardians of Order and the self-proclaimed watchers over the younger races, the Vorlons are leagues ahead of any other race technologically speaking. Unlike the Shadows – their arch rivals – who achieved their technological mastery centuries ago and hibernated for huge amounts of time between active periods, the Vorlons have been around in many shapes throughout history. Because of this, their ships tend to reflect a more mainstream approach to function.

Growing all of their ships and structures from living bio-matrices and nurturing them to have semi-sentience allows for their vessels to be thoroughly reactive and almost instinctual in combat. Living hulls, regenerating skins, bio-electric weaponry and fields – these are the benefits of having hundreds or thousands of years to evolve shipbuilding technologies.

There is little that can stand up to a Vorlon ship for long. Their electromagnetic weaponry is akin to harnessing the raw power of nature itself to destroy their enemies. Bolts of focussed energy cascade from tentacle-like weapon-pods that liquefy hull materials like ice when they target a vessel, even the deadly Shadows have a difficult time withstanding their attentions for long. Their hulls *learn* how to better deal with hazardous attacks, each time ignoring a bit more of the damage.

Combined with their almost eerie ability to repair damage, their ships can be some of the most resilient in the galaxy – and some of the most deadly.

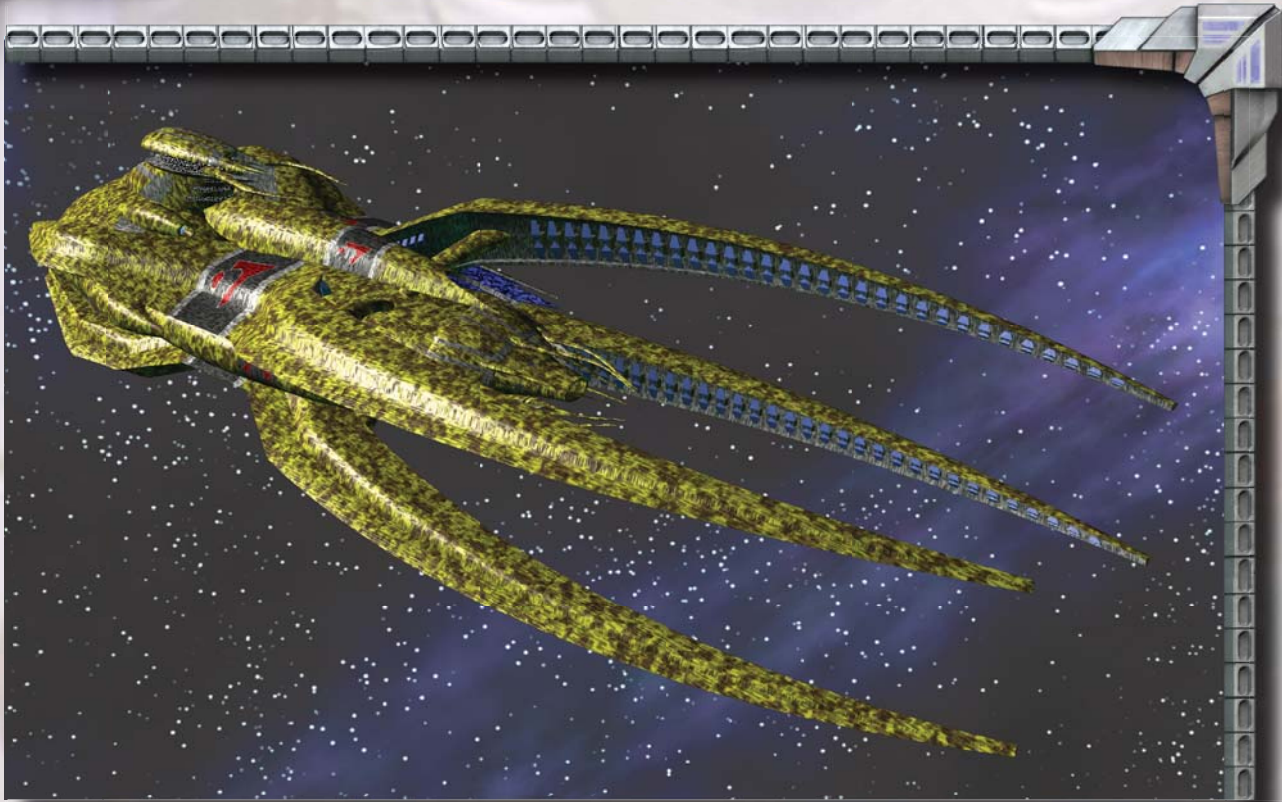
CAPITAL CLASSED VESSELS

VORLON DESTROYER

Any intruder into the Vorlon Empire's territory is most likely to encounter one of these sleek and deadly vessels. Slim and fast, the destroyer is a close-ranged assaulter, relying on its adaptive armour, shielding and self-repairing hull to ward off the annoyances that the younger races can bring to target it. After well within an enemy fleet's battle lines, it will use its bio-drive's manoeuvring capabilities and hull endurance to bring its weapon to bear.

Unleashing a powerful stream of electromagnetic arcs, it blasts enemies to scrap metal with its powerful discharge gun. Easily confused at first sight for a Vorlon transport – and grown by the Vorlons to specifically give that impression, few captains can ever make the same mistake twice. The Vorlons are an unforgiving





people, and while they do not commit their destroyers to combat often they are merciless when the decision is made.

Vorlon Destroyer

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 26; **Handling:** +8; **Sensors:** +18; **Stealth:** 28; **Stress:** 2; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, EM Shield, Jump Point, Living Ship, Targeting Computer (+5)

Crew: Unmanned

Structural Spaces: 44 (Bio-Mass 7, Cargo 6, Control 5, Engine 25, Weapons 1)

Fore Arc Weapons

5# Discharge Gun (Close, Offence 120, 1 weapon space)

VORLON HEAVY CRUISER

The largest of the known vessels in the Vorlon Empire, the heavy cruiser is a titanic ship. Although there are some who have claimed to have seen larger, dreadnought-sized ships sailing through hyperspace near the borders of Empire territory, this is easily

the largest of their war fleet. Able to withstand terrible amounts of damage while positioning its bulk to where it can bring its own weapon arrays to target an enemy, the heavy cruiser is like a fortress of staying power. However, its defensive capabilities are nothing compared to its deadly arms compliment.

With a massive set of four focussing coils that bring together a huge blast of electromagnetic energy nicknamed the 'lightning cannon' by any who had ever seen it, the main weapon of the heavy cruiser can tear a ship apart in seconds. When combined with the comparatively miniscule discharge gun array that it hides along its hull, the offensive capabilities of the heavy cruiser can match that of some space stations when aligned properly against a single enemy.

Vorlon Bio-Mass

Like Shadow ships, the Vorlon vessels are also built to simply absorb damage. Each Vorlon ship has a number of bio-mass spaces, which will *always* be the first spaces to be damaged when attacked. Due to the nature of some of the Vorlons' other defensive measures, the Bio-Mass number may not be more than 50% of the total structural spaces of the ship.

Vorlon Empire

Vorlon Heavy Cruiser

Gargantuan Spacecraft

Defence Value: 8 (-8 size, +6 Handling); **Armour:** 32; **Handling:** +6; **Sensors:** +15; **Stealth:** 22; **Stress:** -2; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, EM Shield, Jump Point, Living Ship, Targeting Computer (+5)

Crew: Unmanned

Structural Spaces: 102 (Bio-Mass 45, Cargo 10, Control 5, Engine 31, Weapons 11)

Fore Arc Weapons

5# Lightning Cannon (Long, Offence 300, Beam 5d10, 10 weapon spaces)

5# Discharge Gun (Close, Offence 120, 1 weapon space)

VORLON LIGHT CRUISER

The gunship of the Vorlon Empire, the light cruiser is a smaller version of the heavy cruiser – an immature specimen that was pulled from the growth chambers early in order to make a faster cruiser. It is slightly more manoeuvrable and a bit quicker, but had not yet developed its discharge gun array, making it a slight less offensive than its adult form. Even so, the lightning cannon is very potent for its size and can destroy most targets in seconds of directed fire.

Like its brethren, the light cruiser can withstand a great deal of punishment while lining up the next target for its deadly lance of electromagnetic energy, but cannot suffer too much more than

a common destroyer. It is only the potential of the lightning cannon, even an immature one, that keeps the Vorlons making these ships at all and deploying them into situations where they may never return. It takes a lot to kill a light cruiser, but it can be done – hopefully not before it has used its mighty weapon to remind the enemy why it is an error to anger a Vorlon.

Vorlon Light Cruiser

Huge Spacecraft

Defence Value: 12 (-4 size, +6 Handling); **Armour:** 26; **Handling:** +8; **Sensors:** +16; **Stealth:** 24; **Stress:** 0; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, EM Shield, Jump Point, Living Ship, Targeting Computer (+5)

Crew: Unmanned

Structural Spaces: 73 (Bio-Mass 30, Cargo 3, Control 5, Engine 25, Weapons 10)

Fore Arc Weapons

5# Lightning Cannon (Long, Offence 300, Beam 5d10, 10 weapon spaces)

VORLON TRANSPORT

Vorlons are the most technologically advanced race yet encountered by the young races in the galaxy as of the 23rd Century. Even their transports, while rarely seen, are beautiful wonders to behold. Like all Vorlon vessels, the transport is a product of highly advanced bio-technology grown in a living





matrix deep in the Empire – in a strange way, it is alive and sentient. By all accounts they seem capable of flying themselves without direction from the Vorlon pilot.

Although classified and utilised as a transport, this vessel is very well armed and quite capable of defending itself against almost any attackers, with its superior durability and electromagnetic-based weapon systems keeping it and its treasured passenger(s) safe from harm. There has never been a successful attack on a Vorlon transport in which the passenger came to harm. Bred for over protectiveness and unwavering loyalty to its owner, the transport will never allow anything to happen so long as it can help it.

Vorlon Transport

Large Spacecraft

Defence Value: 24 (–2 size, +16 Handling); **Armour:** 22; **Handling:** +16; **Sensors:** +10; **Stealth:** 20; **Stress:** —; **Features:** Adaptive Armour, Atmospheric Capable, Biological Engine, Jump Point, Living Ship, Self-Replicating, Targeting Computer (+5)

Crew: Vorlon Elite (+18 BAB, +25 Training)

Structural Spaces: 48 (Cargo 20, Control 5, Engine 5, Weapons 2)

Turret Weapons

3# Discharge Gun (Close, Offence 120, 2 weapon spaces)

LIGHT CLASSED VESSELS

VORLON HEAVY FIGHTER

The only defence the relatively slow-moving Vorlons have against enemy fighters and fast-attack cutters, the Vorlon fighter is more a very small ship than it is an actual fighter.

Vorlon Superheavy Fighter?

At the final battle of Coriana VI, when the First Ones left the galaxy to go beyond the Rim, there were sightings of over-matured Vorlon fighters that were nearing half the size and girth of a Vorlon destroyer. They were always running escort duty around the deadly planet killing ships and never left its side, so there was some great speculation as to whether or not those were immature destroyers or simply over-developed fighters that had not yet figured a better way to serve the Empire.

Vorlon Empire

Vorlon Empire

Fast and manoeuvrable in comparison to their bigger brethren, the Vorlon fighter is a powerful combatant that can absorb a great deal of damage that would otherwise cripple other races' fighters. Using these natural defences, they can get in close to an enemy and unleash a very powerful stream of electromagnetic discharges not unlike those that come from the weapons of a destroyer, just on a smaller scale.

When a flight group of these fighters focuses its attention – and its weapons – on even a larger capital ship, they find it easy to carve off large chunks in seconds. Their discharge arrays pour fire into a target while their multi-directional bio-drives allow them to dance around it, never letting it out of their sight, or line of fire.

Vorlon Heavy Fighter

Small Spacecraft

Defence Value: 17 (+2 size, +5 Handling); **Armour:** 13; **Handling:** +5; **Sensors:** +13; **Stealth:** 31; **Stress:** 6; **Features:** Adaptive Armour, Biological Engine, EM Shield, Living Ship, Targeting Computer (+5)

Crew: Unmanned

Structural Spaces: 11 (Bio-Mass 2, Control 1, Engine 7, Weapons 1)

Fore Arc Weapons

5# Discharge Gun (Close, Offence 120, 1 weapon space)



ABBAI MATRIARCHATE

The Abbai are one of the founding fathers – or rather mothers – of the League of Non-Aligned Worlds and have access to some of the most advanced sciences their members can claim. Having several generations of spacefaring peoples in their population, they have had time to perfect many of their starship technologies. An extremely defensive people, the Abbai have always focussed their research and developments on protecting their ships and their territories, which is seen in their various ship designs.

Using a combination of metals and composite materials to build their ships, they have achieved a dense hull and easily adjusted bulkhead structure to allow for additional crew quarters. As an aquatic race they also keep several parts of their vessels flooded with oxygen-rich fluid to accelerate the movement and comfort of their crewmen, adding an extra cushion against damage from the outside. Should a hull breach occur, any exposed flooded compartments or corridors will vent slightly into the vacuum of space before freezing solid – thereby making an instant hull seal that keeps more atmosphere or aquatosphere from escaping through the breach until it can be repaired.

By creating some of the best defended vessels in the galaxy, the Abbai have made some of the deadliest weapons as well. Invented to protect but easily used to destroy if necessary, Matriarchate technologies are a step above most other League races and questionably nearing those of the Centauri or even Minbari in some cases. When an Abbai defence frigate changes its tone from protection to incapacitation, there is a shudder that passes through all but the most ignorant of enemy crews. There was a reason why the Dilgar never successfully drove into Abbai space, and why the Drakh later would hope to see all Abbai dead wherever they found them. When the Abbai close the doors to an area of space and stand to guard them, those doors *stay* closed.

CAPITAL CLASSED VESSELS

BIMITH-CLASS DEFENDER

The numerous batteries of tri-linked combat lasers of the Bimith allow it to stand dauntless against many other warships. Using these weapons to strip layers of hull from an enemy in seconds like a gigantic particle beam sandblaster, the Bimith makes short work of smaller vessels and can seriously injure larger ones – when committed to play an offensive role in the battle.

The Bimith is much more inclined to protect others and keep fast attack vessels from nearing strategic fleetmates or locations. Using advanced gravitic shield technology, it can withstand a great deal of punishment while bringing those deadly batteries to bear. So widespread has the reputation of a Bimith's broadside become that many enemies that find themselves caught between two Bimith Defenders would rather surrender their vessel and enjoy the rather hospitable treatment the Abbai give to prisoners than become perforated by their guns!

Bimith Defender

Huge Spacecraft

Defence Value: 9 (–4 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +5; **Stealth:** 13; **Stress:** 5; **Features:** Hybrid Engine (Gravitic/Fusion), Targeting Computer (+2)

Crew: Abbai Line (+3 BAB, +8 Training); 4 Officers, 10 Pilots, 14 Sensor Operators, 120 Crewmen

Structural Spaces: 88 (Cargo 5, Control 5, Crew 15, Engine 16, Hangar 1, Weapons 46)

Fore Arc Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

Port Arc Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

Abbai Matriarchate



5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

Turret Weapons

5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (2): 1 Rescue Shuttle

JUYACA-CLASS DREADNOUGHT

The Juyaca was designed and constructed solely as their first utterly offensive vessel in response to the calling of a holy purge, or *juyai*, of the Drakh – after they virus-bombed Earth. It was such an overwhelming wish for the ruling council of the Abbai to somehow help stop the Drakh from harming the galaxy that these powerful vessels were placed at the forefront of every construction yard and spacedock capable of building them. Enormous compared to the majority of the Abbai fleet, the Juyaca is a dedicated machine of destruction. Its only role: the defence of the galaxy through the complete eradication of the Drakh menace.

Juyaca Dreadnought

Gargantuan Spacecraft

Defence Value: 6 (–8 size, +4 Handling); **Armour:** 28; **Handling:** +4; **Sensors:** +7; **Stealth:** 11; **Stress:** 3; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Abbai Elite (+9 BAB, +12 Training); 8 Officers, 16 Pilots, 19 Sensor Operators, 210 Crewmen

Structural Spaces: 134 (Cargo 25, Control 7, Crew 25, Engine 25, Hangar 7, Weapons 45)

Fore Arc Weapons

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Battle Laser (Long, Offence 60, Beam 1d8, 2, 2 weapon spaces)

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Craft (6): 3 Rescue Shuttles, 12 Kotha Medium Fighters

* Any ship hit by a Communications Disruptor will suffer a –10 to their Initiative and any Computer Use, Pilot or Operations skill checks performed in conjunction with the vessel's systems.

LAKARA-CLASS CRUISER

Easily the best-defended ship in the galaxy, the Lakara continues the solemn Abbai tradition of capable warfare through a strong defence. The shields and particle impeders on the Lakara are the strongest and most overlapping in the Abbai fleet and the Shaath (ship captains) soon learn to trust and give in to the advanced defences of their ships. With less to worry about from enemy fire, the crew functions far more fluidly, allowing them to make time to either retreat or destroy an enemy with the ship's powerful offensive weapon systems.

The success of the Lakara and the later use of small numbers of fighters spawned another version of the ship, the Lokita, which primarily serves as a fleet coordination point and an admiral's most well-protected carrier option. While the Abbai have never been much in the way of fighter pilots, or really even supporters of fighter combat at all, the Lokita does allow them to bring some of these vessels to a battle while still making a centrepiece for a fleet to rally around.

Lakara Cruiser

Gargantuan Spacecraft

Defence Value: 6 (–8 size, +4 Handling); **Armour:** 28; **Handling:** +4; **Sensors:** +6; **Stealth:** 10; **Stress:** 6; **Features:** Hybrid Engine (Gravitic/Fusion), Jump Point, Targeting Computer (+3)

Crew: Abbai Line (+3 BAB, +8 Training); 6 Officers, 12 Pilots, 14 Sensor Operators, 95 Crewmen

Structural Spaces: 122 (Cargo 15, Control 6, Crew 13, Engine 25, Hangar 1, Weapons 62)

Fore Arc Weapons

- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)



Port Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Craft (1): 2 Rescue Shuttles

Lokita Carrier Cruiser

Gargantuan Spacecraft

Defence Value: 8 (–8 size, +6 Handling); **Armour:** 28; **Handling:** +6; **Sensors:** +6; **Stealth:** 10; **Stress:** 6; **Features:** Hybrid Engine (Gravitic/Fusion), Jump Point, Targeting Computer (+3)

Crew: Abbai Line (+3 BAB, +8 Training); 6 Officers, 12 Pilots, 14 Sensor Operators, 115 Crewmen

Abbai Matriarchate

Abbai Matriarchate

Structural Spaces: 152 (Cargo 25, Control 6, Crew 20, Engine 31, Hangar 10, Weapons 60)

Fore Arc Weapons

- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Craft (12): 4 Rescue Shuttles, 12 Kotha Medium Fighters

MILANI-CLASS CARRIER

Designed to carry and disgorge the Kotha fighter, the Milani is the common method the Abbai use for transporting large numbers of fighters to a war zone. It is a competent vessel armed

with powerful laser cannon, but the Milani's smaller size and the inadequacies of the Kotha often leave it at a disadvantage in any frontline engagement. It is nearly always accompanied by another, more reliable ship, like the Bimith or Tiraca. These other vessels give the Milani the additional stopping power and protection to put the numerous Kothas inside of it to good use.

The Abbai are known for their peace talks and travelling negotiators. As the galaxy became larger and larger, so did the need for a good way to send emissaries to the far reaches of space. The large hangars of the Milani made the hull perfect for conversion into the needed luxurious diplomatic transport. Increasing its already admirable armour and defences, the Marata is a good way to ferry important peoples across the stars without too much worry that they will not come back again.

Milani Carrier

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 24; **Handling:** +2; **Sensors:** +5; **Stealth:** 13; **Stress:** 5; **Features:** Hybrid Engine (Gravitic/Fusion), Targeting Computer (+3)

Crew: Abbai Line (+3 BAB, +8 Training); 5 Officers, 12 Pilots, 12 Sensor Operators, 60 Crewmen

Structural Spaces: 80 (Cargo 15, Control 5, Crew 9, Engine 13, Hangar 11, Weapons 27)

Fore Arc Weapons

- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- 5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)



Starboard Arc Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Aft Arc Weapons

3# Particle Impeder (Close, Intercept 10, 1 weapon space)

Turret Weapons

3# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (6): 2 Rescue Shuttles, 24 Kotha Medium Fighters

Marata Diplomatic Transport

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 28; **Handling:** +4; **Sensors:** +5; **Stealth:** 13; **Stress:** 5; **Features:** Hybrid Engine (Gravitic/Fusion), Long-Ranged, MedLab (x2), Targeting Computer (+3)

Crew: Abbai Line (+3 BAB, +8 Training); 5 Officers, 12 Pilots, 12 Sensor Operators, 60 Crewmen

Structural Spaces: 85 (Armour 10, Cargo 10, Control 5, Crew 9, Engine 19, Hangar 7, Weapons 25)

Fore Arc Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

3# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

3# Particle Impeder (Close, Intercept 10, 1 weapon space)

Craft (6): 2 Rescue Shuttles, 12 Kotha Medium Fighters

SHYARIE-CLASS JAMMER FRIGATE

Personifying the Abbai's belief in protection over destruction and lacking any offensive weaponry at all, the Shyarie is their primary fleet support vessel with some amazing electronic and countermeasure capabilities. Used as a forward scout, its main role is to pilot its



way into enemy formations and completely scramble their manoeuvres and electronic systems with their powerful and numerous communications disruptors, throwing entire fleets into disarray at times.

Small and fast, the Shyarie must use its speed and agility to survive the onslaught of enemy fire that could make short work of its small size. Using the jamming abilities of its 'weapons' hopefully a single pass of a Shyarie will cause so much chaos that the second wave of offence-capable ships will turn all attentions away from the speedy scout, but a single well-placed attack can rupture this ship in no time. With so many expensive and rare technologies built into its hull, it is no wonder why the Abbai try to protect them as best they can.

A small sect of Abbai shipbuilders used the infamy of the lack of weapons on the Shyarie in order to create a nasty surprise for raiders – who have always plagued the Abbai to steal their high technologies. Creating the Fetula as a variant of the Shyarie, they made a potent anti-fighter cutter capable of dealing with small numbers of enemy fighters in rapid succession.

Shyarie Jammer Frigate

Large Spacecraft

Defence Value: 13 (-2 size, +5 Handling); **Armour:** 24; **Handling:** +5; **Sensors:** +11; **Stealth:** 17; **Stress:** 7; **Features:** Hybrid Engine (Gravitic/Fusion), Targeting Computer (+4)

Crew: Abbai Line (+3 BAB, +8 Training); 2 Officers, 6 Pilots, 10 Sensor Operators, 20 Crewmen

Structural Spaces: 48 (Cargo 3, Control 5, Crew 4, Engine 16, Weapons 20)

Fore Arc Weapons

3# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

3# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

3# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

3# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

Abbai Matriarchate

Abbai Matriarchate

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

Starboard Arc Weapons

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

Aft Arc Weapons

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Turret Weapons

5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

* Any ship hit by a Communications Disruptor will suffer a -10 to their Initiative and any Computer Use, Pilot or Operations skill checks performed in conjunction with the vessel's systems.

Fetula Warrant Cutter

Large Spacecraft

Defence Value: 13 (-2 size, +5 Handling); **Armour:** 24; **Handling:** +5; **Sensors:** +7; **Stealth:** 12; **Stress:** 7; **Features:** Hybrid Engine (Gravitic/Fusion), Targeting Computer (+3)

Crew: Abbai Line (+3 BAB, +8 Training); 2 Officers, 6 Pilots, 8 Sensor Operators, 12 Crewmen

Structural Spaces: 46 (Cargo 6, Control 5, Crew 3, Engine 16, Weapons 16)

Fore Arc Weapons

5# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Starboard Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Aft Arc Weapons

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

* Any ship hit by a Communications Disruptor will suffer a -10 to their Initiative and any Computer Use, Pilot or Operations skill checks performed in conjunction with the vessel's systems.

TIRACA-CLASS ATTACK FRIGATE

Used on the defended borders during the Dilgar War, the Tiraca is basically a hull built around a combat laser with quad particle arrays added to provide a means of defeating many enemies at once. The ship is simple in design and simpler in function, but remains a mainstay craft in the Abbai fleet – even purchased and used by other races over the years. It is fast and manoeuvrable,

exactly what some of the more stalwart Abbai vessels desperately need in order to best an opponent.

The hull also stirred a bit of a controversy concerning the sheer number of weapons aligned on the ship in contrast with the number of defensive measures – thereby calling for the less offensive (in both senses of the word) variant, the Bisaria. This vessel is more dedicated to the supporting role of an escort ship. Even so, it still carries a significant number of reminders that the Abbai are not solely peaceniks.

Tiraca Attack Frigate

Large Spacecraft

Defence Value: 13 (-2 size, +5 Handling); **Armour:** 22; **Handling:** +5; **Sensors:** +4; **Stealth:** 15; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Abbai Line (+3 BAB, +8 Training); 1 Officer, 3 Pilots, 4 Sensor Operators, 16 Crewmen

Structural Spaces: 48 (Cargo 10, Control 4, Crew 13, Engine 4, Weapons 17)

Fore Arc Weapons

5# Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Port Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Starboard Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Turret Weapons

5# Particle Impeder (Close, Intercept 10, 2 weapon spaces)

5# Particle Impeder (Close, Intercept 10, 2 weapon spaces)

Bisaria Escort Frigate

Large Spacecraft

Defence Value: 13 (-2 size, +5 Handling); **Armour:** 22; **Handling:** +5; **Sensors:** +4; **Stealth:** 15; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Abbai Line (+3 BAB, +8 Training); 1 Officer, 3 Pilots, 4 Sensor Operators, 16 Crewmen

Structural Spaces: 52 (Cargo 10, Control 4, Crew 13, Engine 4, Weapons 21)

Fore Arc Weapons

5# Communications Disruptors (Long, Offence 0, 2 weapon spaces)*

5# Communications Disruptors (Long, Offence 0, 2 weapon spaces)*

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Port Arc Weapons

5# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)



Starboard Arc Weapons

3# Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)

Turret Weapons

3# Particle Impeder (Close, Intercept 10, 2 weapon spaces)

3# Particle Impeder (Close, Intercept 10, 2 weapon spaces)

* Any ship hit by a Communications Disruptor will suffer a -10 to their Initiative and any Computer Use, Pilot or Operations skill checks performed in conjunction with the vessel's systems.

LIGHT CLASSED VESSELS

KOTHA-CLASS MEDIUM FIGHTER

After years of Dilgar fleets invading entire systems without warning due to the numerous swarms of Thoruns they had at their disposal, the Abbai were convinced that fighters had a place on the battlefield. Up until that point they had only seen them as armed shuttles and message couriers, and a potential waste of a pilot's life in bigger battles. Their lack of knowledge on fighter design shows on the final product, but in

the Matriarchate's collective eyes there is no reason to spend so much time on such a tiny resource.

The Kotha is a second-rate fighter by all standards of any other race, but it does fulfil the Abbai's need to combat other fighters without focussing quad array fire at them. Not only does such an attack measure as overkill, there is little to no chance the enemy pilot could get away from the resulting explosion unharmed. With the tuned-down particle guns on the Kotha, the Abbai can effectively disable but not destroy enemy fighters in an effort to keep up post-battle relations.

Kotha Medium Fighter

Small Spacecraft

Defence Value: 17 (+2 size, +5 Handling); **Armour:** 11;

Handling: +5; **Sensors:** +5; **Stealth:** 15; **Stress:** 9; **Features:**

Hybrid Engine (Gravitic/Fusion), Targeting Computer (+2)

Crew: Abbai Line (+3 BAB, +8 Training); 1 Pilot

Structural Spaces: 9 (Control 1, Engine 7, Weapons 1)

Fore Arc Weapons

3# Ultra-Light Particle Gun (Close, Offence 2, 1 weapon space)

Abbai Matriarchate

BRAKIRI SYNDICRACY

The Brakiri had a very rough start becoming a spacefaring race, pitting the various water clans against each other in a race to the stars and eternal fame and glory. Through the decades of bloodshed and rivalry, eventually they rose into the heavens and found the galaxy an inviting place filled with possibilities. After hailing from a broken desert world that offered little else but tradition, history and hardships, it is no wonder the Brakiri focussed on their expansion into space so wholeheartedly.

Generations later, they have become a major interstellar power. Their corporate influence can be seen and felt in every corner of the galaxy, and their financial superiority is as mighty as most alien warships.

They have learned much in the way of gravitic technology due to their original issues with lack of proper fuel sources on Brakos, and even though they have enough money to purchase most of the fusion fuel market they remain masters of gravitics. Their ships are run by it, armed with it, move using it, and even have gravitically-powered and motivated tools and the like

inside of them. They are highly advanced for a League world, and although they lack the multi-purpose abilities of some other races, the Brakiri are not to be trifled with.

CAPITAL CLASSED VESSELS

AVIOKI-CLASS HEAVY CRUISER

Outside of Syndicracy territory, the Avioki is easily the most commonly encountered Brakiri warship. Its strange and looming outline can be seen travelling in large groups throughout heavy traffic trade routes or sent directly into conflicts all over the galaxy where the Brakiri have something at stake. They are capable machines of destruction that are almost single-handedly responsible for making a name for Brakiri war effectiveness.



Featuring slow-firing graviton beams in its primary armament, there have been a few newer versions of the vessel fitted by the different power families over the years. Where the common Avioki uses graviton beams and pulsars, the reincarnation of an old chassis – the Batrado – is a cheaper version that uses the smaller weaponry solely; used on the knowledge that the sight of the familiar hull is enough to ward off most raiders. The newest of the Avioki family, the Kaliva, uses powerful new hull-punching weapons called gravitic lances to rip enormous gouts off a target in a single concentrated burst, making it a deadly counterpart to shorter ranged vessels and a surprise to fleets that often out-range the Brakiri.

Whatever the brand name or version, the Avioki is the image that comes to mind whenever the Brakiri war fleet is brought up in conversation, and probably will be for a long time to come.

Avioki Heavy Cruiser

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** +4; **Stealth:** 16; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)
Crew: Brakiri Line (+4 BAB, +9 Training); 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen
Structural Spaces: 57 (Cargo 20, Control 3, Crew 12, Engine 8, Hangar 2, Weapons 12)

Fore Arc Weapons

5# Twin-Linked Graviton Beams (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Twin-Linked Graviton Pulsars (Close, Offence 22, 2 weapon spaces)

Port Arc Weapons

5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)

Starboard Arc Weapons

5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Graviton Pulsars (Close, Offence 22, 2 weapon spaces)

Craft (1): 2 Assault Shuttles

Batrado Armed Transport

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** +4; **Stealth:** 16; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen

Structural Spaces: 57 (Cargo 20, Control 3, Crew 12, Engine 8, Hangar 2, Weapons 12)

Fore Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Craft (1): 2 Light Shuttles

Kaliva Lance Cruiser

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** +6; **Stealth:** 16; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen

Structural Spaces: 61 (Cargo 20, Control 3, Crew 12, Engine 8, Hangar 2, Weapons 16)

Gravitic Lance Twin Firing Mode

Any gravitic lance manned by a Brakiri or Brakiri-trained crew can make use of the following special Order when firing:

Phase Two Firing on My Mark! [Stress]

Type: Offence

Skill: Operations

Difficulty: 20

Description: One of the ship's gravitic lance weapon systems may be fired instead as a twin-linked graviton beam instead. The weapon system will need to recharge for two rounds after this Order, then it returns to active status as a gravitic lance once more.

Brakiri Syndicracy

Fore Arc Weapons

- 5# Gravitic Lance (Long, Offence 25, Beam 1d6, Rapid Fire 3, 2 weapon spaces)*
- 5# Gravitic Lance (Long, Offence 25, Beam 1d6, Rapid Fire 3, 2 weapon spaces)*
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

- 5# Twin-Linked Graviton Beams (Long, Offence 45, Beam 2d6, 4 weapon spaces)

Starboard Arc Weapons

- 5# Twin-Linked Graviton Beams (Long, Offence 45, Beam 2d6, 4 weapon spaces)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Craft (1): 2 Light Shuttles

* Gravitic Lance systems can effectively even out-range a weapon with the Long range description, and can always take a parting shot at a fleeing foe.

BROKADOS-CLASS BATTLE CARRIER

Seeing the efficiency of the Earthers' new Omega destroyer, the Brokados was actually modelled on its capabilities with a bit of added flair from the company designing it. In practice, it operates quite differently, serving far better as a centrepiece fleet commander and fighter reconnaissance point. Generally speaking, the Brokados is equipped with good all round weaponry, although it requires a good rear escort to make up for lacking aft-firing systems.

The Brokados brings a Narn-purchased heavy laser cannon position directly between the hangar bay doors – making for a very hazardous landing or take off if it happens to be firing at that time, but the Falkosi is easily agile enough in the hands of an adequate pilot to make sure this can be avoided. Armed with a number of powerful graviton pulsars, the carrier has little to fear from smaller ships, but tends to lack the punch to take on larger ships; even the very vessel it was modelled to compete with.

Brokados Battle Carrier

Huge Spacecraft

Defence Value: 9 (–4 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +7; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Brakiri Line (+4 BAB, +9 Training); 10 Officers, 12 Pilots, 13 Sensor Operators, 140 Crewmen

Structural Spaces: 84 (Cargo 10, Control 8, Crew 18, Engine 16, Hangar 14, Weapons 18)

Fore Arc Weapons

- 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (15): 3 Light Shuttles, 24 Falkosi Light Interceptors

HALIK-CLASS FRIGATE

Used as a trade escort for both military and merchant shipping lanes, the Halik is a formidable mobile defender. Able to tackle fighters and similar-sized escorts with ease, intelligent Halik captains will leave larger craft to the military vessels, knowing they cannot afford to pit their significant-but-not-overwhelming firepower with that of frontline warships. It is very capable, but has its limitations.

It was these limitations that brought about a significantly different variant that tried to bring a bit more punch to the vessel. The Haltona was fitted with some longer ranged firepower, allowing it to attack enemy fleets alongside traditional vessels such as the Avioki, giving the fleet more time to move along or jump to safety. While it tends to be successful in this aspect, its lack of overlapping firing lanes no longer completely fulfils the task for which it was first designed. Which variety gets deployed often comes down to the choice of fighting style.

Halik Frigate

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 5 Officers, 6 Pilots, 8 Sensor Operators, 60 Crewmen

Structural Spaces: 65 (Cargo 10, Control 5, Crew 8, Engine 25, Hangar 1, Weapons 16)

Fore Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

Craft (1): 2 Light Shuttles

Haltona Frigate

Huge Spacecraft

Defence Value: 12 (-4 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 5 Officers, 6 Pilots, 8 Sensor Operators, 60 Crewmen

Structural Spaces: 64 (Cargo 10, Control 5, Crew 8, Engine 25, Hangar 1, Weapons 15)

Fore Arc Weapons

- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

Craft (1): 2 Light Shuttles

IKORTA-CLASS LIGHT ASSAULT CRUISER

Debatably the largest ship in the galaxy capable of making atmospheric landings on a planet's surface, the Ikorta is dedicated to delivering troops for ground assaults. With a full platoon of troops in the onboard barracks, the Ikorta can smash an opponent's defences with its primary weaponry to ensure it can travel safely to drop them off and secure the area. Better flown in groups in case the enemy knows the dangers a hold full of Brakiri infantry and their advanced gravitic impellers and explosives can be, paired

Ikortas can almost always guarantee a successful assault landing – even if it means the lives of the 200 marines on board.

Created as a good sister ship to the Ikorta, the Brikorta carries a small number of fighters instead of units of soldiers. When a landing begins, there are a few minutes where no weapons can actually fire; making the landing craft vulnerable to planetside defence platforms. The Brikorta was designed to remain in orbit and launch fighters or focus conventional laser weaponry, which work better in a gravity well than gravitic weaponry, to deal with orbital satellites or patrol cutters.

Ikorta Light Assault Cruiser

Huge Spacecraft

Defence Value: 12 (-4 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +5; **Stealth:** 7; **Stress:** 8; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+3)

Crew: Brakiri Line (+4 BAB, +9 Training); 5 Officers, 7 Pilots, 8 Sensor Operators, 220 Crewmen/Troops

Structural Spaces: 83 (Cargo 10, Control 6, Crew 24, Engine 25, Hangar 3, Weapons 15)

Fore Arc Weapons

- 5# Grav Cannon (Long, Offence 40, Beam 1d8, 2 weapon spaces)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Turret Weapons

- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

Craft (3): 6 Tobraki Assault Shuttles

Brikorta Light Carrier

Huge Spacecraft

Defence Value: 12 (-4 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +5; **Stealth:** 7; **Stress:** 8; **Features:** Gravitic Engine, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 5 Officers, 7 Pilots, 8 Sensor Operators, 70 Crewmen

Structural Spaces: 78 (Cargo 15, Control 6, Crew 10, Engine 25, Hangar 9, Weapons 13)

Brakiri Syndicracy

Fore Arc Weapons

- 3# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

- 3# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Turret Weapons

- 3# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

Craft (12): 2 Tobraki Assault Shuttles, 12 Falkosi Light Interceptors or 6 Pikatos Heavy Fighters

TASHKAT-CLASS ADVANCED CRUISER

After seeing the results of the Earth-Minbari War and knowing that they would never be able to withstand such an assault, the Brakiri collectively came together into a single ship design

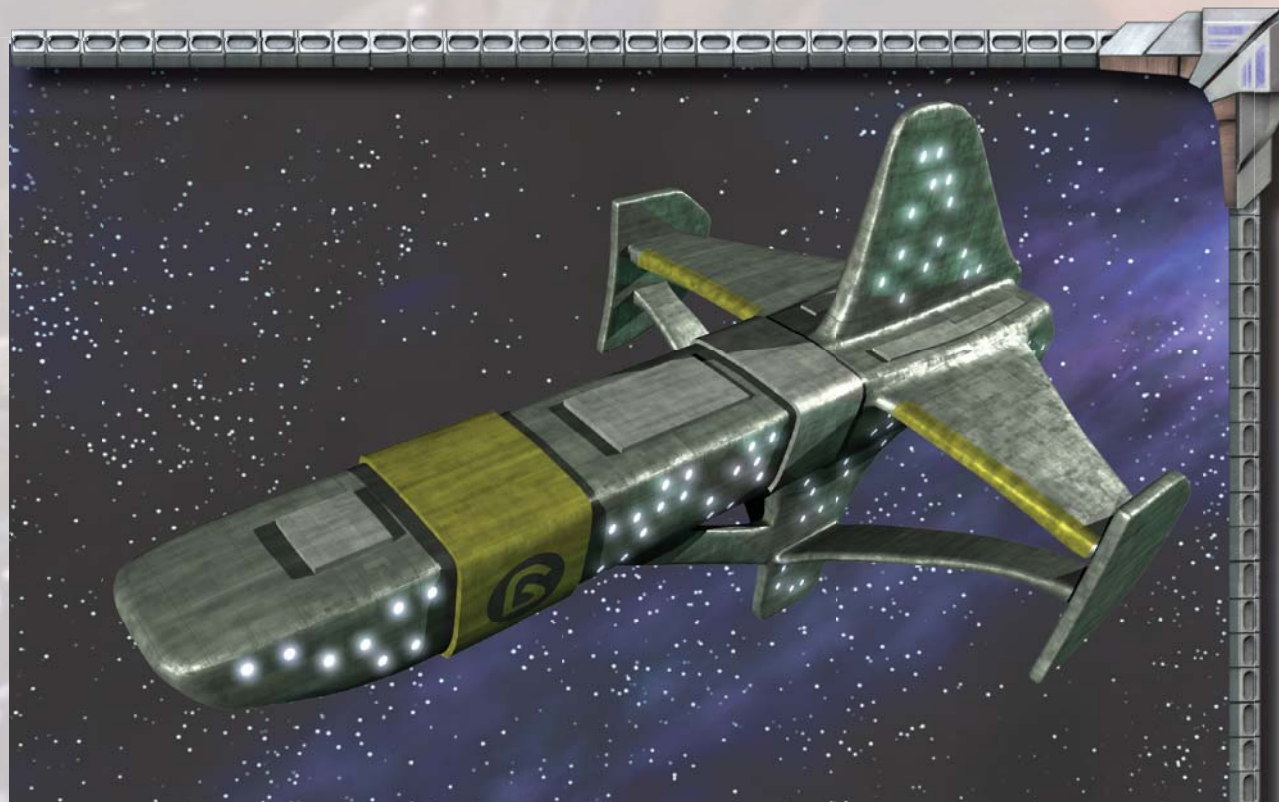
and construction project as one entity for the first time since their conception generations earlier. The result was the highly advanced and expensive Tashkat cruiser. Relatively few in service due mostly to their sheer expense, the deployment of the Tashkat has raised eyebrows with fleet spies of nearly every other major race. The focussed graviton beams on the prow can match the heavy lasers of Earth in raw destructive capability, while the highly scientific graviton shifters can ruin the combat manoeuvres of any enemy fleet, breaking any momentum before it can launch a concerted attack with their primary weapon systems.

After a decade of the Tashkat's success, especially during the Shadow War, the Brakiri came together again under the flag of the Interstellar Alliance to create another technological marvel – the Takata. Officially classed as an experimental vessel, the Takata was designed to carry new gravitic mine weapon systems into battle to be tested against a new enemy; the Drakh. Hurling tiny gravitic anomalies at one another to create massive energetic backlashes at extreme ranges, the Takata also retains the formidable firepower of its parent ship, making it a formidable warship to face at closer ranges as well.

Tashkat Advanced Cruiser

Gargantuan Spacecraft

Defence Value: 8 (–8 size, +6 Handling); **Armour:** 30; **Handling:** +6; **Sensors:** +7; **Stealth:** 10; **Stress:** 6; **Features:**



Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Brakiri Veteran (+8 BAB, +12 Training); 10 Officers, 10 Pilots, 15 Sensor Operators, 350 Crewmen

Structural Spaces: 157 (Cargo 35, Control 8, Crew 40, Engine 31, Hangar 3, Weapons 40)

Fore Arc Weapons

- 5# Graviton Shifter (Close, Offence 0, 2 weapon space) *
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Turret Weapons

- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
- 5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (3): 6 Light Shuttles

* Any ship struck by a graviton shifter has the benefit of one of the following orders cancelled: *Angle for Maximum Effect*, *Defensive Position*, *Escort Defence!*, *Extreme Measures!* or *Grapple*. If the target ship is under the effect of more than one of these orders, randomly determine which is cancelled. If the target ship is not

currently under the effect of one of these orders, it instead loses its Handling bonus to Defence Value.

Takata Mine Cruiser

Gargantuan Spacecraft

Defence Value: 10 (-8 size, +8 Handling); **Armour:** 30; **Handling:** +8; **Sensors:** +7; **Stealth:** 10; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Brakiri Veteran (+8 BAB, +12 Training); 10 Officers, 10 Pilots, 15 Sensor Operators, 350 Crewmen

Structural Spaces: 159 (Cargo 25, Control 8, Crew 40, Engine 37, Hangar 3, Weapons 46)

Fore Arc Weapons

- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Gravitic Mine Launcher (Long, Offence 30, 2 weapon spaces)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
- 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)



5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Turret Weapons

5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
 5# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)
 5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (3): 6 Light Shuttles

CIDIKAR-CLASS HEAVY CARRIER

After seeing the constant streams of Dilgar Thorun fighters swarm over their frontline ships, the Brakiri decided to create a truly massive quintessential carrier to send into any engagement with a high probability of enemy fighter support. The Cidikar brings more fighters than they really need along with a number of powerful weapon systems to a battle.

In the boardroom the power families soften a target up with large purchases and distracting overbids, only to actually cause the deathblow with dozens of tiny acquiring buys from shell companies based all over the galaxy; essentially coming from every angle at once. The Cidikar is much like it on a battlefield. Using its powerful laser cannon and graviton pulsars to throw an enemy into disarray before the waves of Falkosi tie up annoying fighter screens – leaving a window for Pikatos heavy fighters to ‘seal the deal’ and finish off the enemy.

Cidikar Heavy Carrier

Gargantuan Spacecraft

Defence Value: 5 (–8 size, +3 Handling); **Armour:** 28; **Handling:** +3; **Sensors:** +6; **Stealth:** 5; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Brakiri Line (+4 BAB, +9 Training); 8 Officers, 12 Pilots, 12 Sensor Operators, 150 Crewmen
Structural Spaces: 119 (Cargo 30, Control 6, Crew 20, Engine 22, Hangar 25, Weapons 16)

Fore Arc Weapons

5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
 5# Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Graviton Pulsar (Close, Offence 15, 1 weapon space)
 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Craft (18): 4 Light Shuttles, 24 Falkosi Light Interceptors, 24 Pikatos Heavy Fighters

CORUMAI-CLASS DREADNOUGHT

The largest ship in the Brakiri fleet by far, the Corumai is a rare and intimidating sight to see in orbit anywhere in Syndicracy space. Under strict legislation never to leave Brakiri territory without consent from at least three major power conglomerates, the Corumai represents the overwhelming power of the Brakiri navy. Not having to rely on new technology that might fail in the moment it is needed most, the Corumai instead uses old, reliable weaponry to deal massive amounts of damage to any enemy foolish enough to try and take it on.

Using additional gravitic engine drives to fuel its terrible banks of graviton beams, the Corumai can summon staggering recycling rates from otherwise slow-firing weapons. If the banks of deadly beams do not dissuade an enemy from drawing near, the rows of supercharged graviton pulsars will. Little can withstand the focussed fire of a Corumai, and if the first volley does not finish them, the second will.

Fighters are the only real weakness of the Corumai. When word of this returned to the Brakiri, they rose to the occasion and made a version of the Corumai that would utterly surprise any foe trying to use that weakness against it. The Lykorai, a supercarrier capable of disgorging 30 fighters in seconds using gravitic-enhanced launching tubes, may not have the firepower of its older brother but it makes up for it in a sheer avalanche of heavy fighters and assault shuttles.

Colossal Spacecraft

Crew: Brakiri Line (+4 BAB, +9 Training); 9 Officers, 30 Pilots, 30 Sensor Operators, 120 Crewmen

Fore Arc Weapons

3# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

Starboard Arc Weapons

⑤# Gravitic Shield Generator (Close, Intercept 50, 1 weapon space)

Aft Arc Weapons

3# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Craft (3): 3 Light Shuttles

Colossal Spacecraft

Defence Value: -2 (-16 size, +4 Handling); **Armour:** 30; **Handling:** +4; **Sensors:** + 6; **Stealth:** 3; **Stress:** 4; **Features:**

Brakiri Syndicracy

Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 15 Officers, 20 Pilots, 25 Sensor Operators, 150 Crewmen/Troops

Structural Spaces: 201 (Cargo 55, Control 10, Crew 35, Engine 31, Hangar 35, Secondary Powering Engine 20, Weapons 15)

Fore Arc Weapons

- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Port Arc Weapons

- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Starboard Arc Weapons

- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Aft Arc Weapons

- 5# Gravitic Bolt (Close, Offence 30, 1 weapon space)*
- 5# Gravitic Shield Generator (Close, Intercept 30, 1 weapon space)

Craft (36): 4 Tobraki Assault Shuttles, 12 Falkosi Light Interceptors, 48 Pikatos Heavy Fighters

* As long as there is still at least one secondary powering engine space per weapon system, the Gravitic Bolts may fire as if having Rapid Fire weapon trait.

RIVA-CLASS CRUISER

The Brakiri once experimented in superheavy fighter technology. Having created a smaller ship designed solely to fill a much needed hole in the Brakiri fleet, that of the fast attack destroyer, the Riva uses a touch of advanced weaponry to give it the necessary offensive punch it needs to break through an enemy's lines and pick on softer targets often deployed in the rear of a normal fleet. A single Riva may not be able to break a defensive position, but they are commonly deployed in squadrons of three and backed up by a number of long-ranged support ships to draw fire away from their attack runs.

Using its bow-mounted grav cannons on the approach and its aft-mounted gravitic bolts as they pass by, the Riva can cause significant damage to a lightly armoured vessel and hopefully be agile enough to avoid suffering too greatly at the hands of nearby targets. Too small to be fitted with adequate shielding, the Brakiri often use 'expendable' crew on the cruiser just in case the investment turns out to be a bad one.



Riva Cruiser

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 15; **Handling:** +5; **Sensors:** + 4; **Stealth:** 20; **Stress:** 12; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+3)

Crew: Brakiri Line (+4 BAB, +9 Training); 2 Officers, 3 Pilots, 5 Sensor Operators, 10 Crewmen

Structural Spaces: 24 (Control 3, Crew 2, Engine 10, Weapons 9)

Fore Arc Weapons

③# Grav Cannon (Long, Offence 40, Beam 1d8, 2 weapon spaces)

③# Grav Cannon (Long, Offence 40, Beam 1d8, 2 weapon spaces)

Aft Arc Weapons

③# Gravitic Bolt (Close, Offence 30, 1 weapon space)

Turret Weapons

③# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

③# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

SHAKARA-CLASS SCOUT CRUISER

Using salvaged technology lifted from one of the numerous battlefields along the Abbai trade routes during the Shadow War, the Im-Rehsa power corporation managed to reverse engineer a few large and bulky versions of the Matriarchate's communications disruptors. Using these new systems on a hull specifically designed to house them, the Shakara is a lightly armed and armoured scouting vessel that not only map out hyperspace routes and hopefully pass under enemy sensors – but it can also thoroughly jam and scramble enemy ships' communications and electronics if necessary.

The disruptive abilities of the Shakara's main 'armament' can allow it to make a hasty escape if discovered on their commonly run spying missions in neighbouring League regions. Also, it can be a very useful tool in a defensive fleet; using its disruptors to make sure the enemy cannot successfully scan the ships of the Syndicacy. This is not only a benefit against locking weapons fire, but it can help preserve the surprise of springing one of the Brakiri's numerous special ship variants until ready to do so. The Shakara is not much of a frontline fighter, but with a proper escort it can be a powerful ally in combat.

Shakara Scout Cruiser

Large Spacecraft

Defence Value: 15 (–2 size, +7 Handling); **Armour:** 16; **Handling:** +7; **Sensors:** + 10; **Stealth:** 16; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+3)

Crew: Brakiri Line (+4 BAB, +9 Training); 3 Officers, 5 Pilots, 10 Sensor Operators, 15 Crewmen

Structural Spaces: 43 (Control 5, Crew 4, Engine 22, Weapons 12)



Fore Arc Weapons

③# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

③# Communications Disruptor (Long, Offence 0, 2 weapon spaces)*

③# Graviton Pulsar (Close, Offence 15, 1 weapon space)

③# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Arc Weapons

③# Graviton Pulsar (Close, Offence 15, 1 weapon space)

③# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

③# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

③# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

* Any ship hit by a Communications Disruptor will suffer a –10 to their Initiative and any Computer Use, Pilot or Operations skill checks performed in conjunction with the vessel's systems.

LIGHT CLASSED VESSELS

FALKOSI-CLASS LIGHT INTERCEPTOR

Aptly nicknamed the 'Flamer' by Earther pilots who have seen their fusion hybrid engine wakes, the Falkosi is a speedy fighter capable of tying up enemy fighters for the larger Pikatos to bring their much more powerful weapon to bear on them. It retains a fantastic degree of mobility, rapidly closing with any enemy, massing with other flights of combined fighters to survive attacks by capital ships so as to draw fire away from the more lethal heavy fighters or assault shuttles.

Although a lighter craft, the Falkosi is considered to be the veteran fighter jock's vessel of choice. They are faster, sleeker and have a more comfortable cockpit to keep the pilot cushioned during the massive gravitational forces they accumulate during attack runs. Although lightly armed, they are rarely called upon to make attack runs on capital ships – another attractive feature to being a part of a Falkosi wing.

Brakiri Syndicacy



Falkosi Light Interceptor

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 6; **Handling:** +6; **Sensors:** +3; **Stealth:** 23; **Stress:** 16; **Features:** Hybrid Engine (Gravitic/Fusion), Targeting Computer (+2)
Crew: Brakiri Line (+4 BAB, +9 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)

Fore Arc Weapons

3# Light Gravitic Bolt (Close, Offence 20, 1 weapon space)

SKYHAMMER-CLASS TROOP CARRIER

Another vessel using the ill-gotten communications disrupting technology of the Abbai, the Skyhammer is a large, well-armed vessel used to bring a unit of Brakiri infantry behind enemy lines without being seen. Defence outposts are demolished in short order by the ship's considerable firepower while outbound transmissions are scrambled and jammed by the disruptor. By the time word has reached reinforcements, the Brakiri have no doubt secured the location, done the damage they intended to, and have already moved on to their next target.

Using slimmed-down gravitic 'blasters' that saturate a large area with graviton bursts and a set of paired medium laser cannon, the Skyhammer has little to fear from ground forces, but must rely on Pikatos fighters and Ikorta assault cruisers to keep enemy ships from simply picking them off with heavy weapons fire. Skyhammers are saved for elite troops alone, as they are an expensive investment and not one that can be taken lightly by the corporations.

Skyhammer Troop Carrier

Medium Spacecraft

Defence Value: 14 (+4 Handling); **Armour:** 19; **Handling:** +4; **Sensors:** +3; **Stealth:** 20; **Stress:** 12; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+3)

Crew: Brakiri Line (+4 BAB, +9 Training); 1 Officer, 2 Pilots, 2 Sensor Operators, 12 Troops

Structural Spaces: 22 (Cargo 1, Control 3, Crew 2, Engine 7, Weapons 9)

Fore Arc Weapons

3# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

3# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

Aft Arc Weapons

3# Medium Gravitic Blaster (Close, Offence 20, Rapid Fire 2, 1 weapon space)

Turret Weapons

3# Medium Gravitic Blaster (Close, Offence 20, Rapid Fire 2, 2 weapon spaces)

3# Medium Gravitic Blaster (Close, Offence 20, Rapid Fire 2, 2 weapon spaces)

TOBRAKI-CLASS ASSAULT SHUTTLE

Heavily modified and streamlined from the Skyhammer hull, the Tobraki is a crossbreed between a breaching pod and a landing shuttle. Equipped with grapples, a magnetic sealing hull cutting ring, room for two full units of Brakiri infantry and a single powerful weapon system useful in knocking out defensive guns on capital ships, the Tobraki has all but replaced the Skyhammer in regular uses – saving the larger troop carrier for special missions.

Using a smaller version of the same graviton beam found on many capital ships, the Tobraki has a powerful weapon at its disposal. Unable to mount it properly on a turret, the ship must lift back off in order to use the bow-mounted beam – meaning that the boarding marines must already be within the bowels of the ship before doing so. If the Tobraki lifts off early, or is destroyed by enemy fighters, the remaining hole left in the hull will no doubt spell disaster for those still inside the breached area.





Tobraki Assault Shuttle

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 15; **Handling:** +3; **Sensors:** +2; **Stealth:** 19; **Stress:** 14; **Features:** Atmospheric Capable, Grapple (x2), Gravitic Engine, Targeting Computer (+2)

Crew: Brakiri Line (+4 BAB, +9 Training); 1 Pilot, 1 Sensor Operator, 24 Troops

Structural Spaces: 9 (Cargo 2, Control 2, Crew 3, Engine 1, Weapons 1)

Fore Weapons

☉# Light Pulsar (Close, Offence 15, 1 weapon space)

PIKATOS-CLASS HEAVY FIGHTER

The primary offensive fighter of Brakiri attack fleets, the Pikatos is a bigger version of the Falkosi packing a much bigger weapons array and thicker armour. Nowhere near as fast or as agile, the heavy fighter relies on the smaller interceptors to keep them safe from dogfighters until they can be put into a good attacking position. A full wing of Pikatos, can tear a long line of destruction in even the thickest of capital ships' hulls.

Using a frightening combination of light gravitic bolts and beams, the Pikatos fear very little from smaller targets. When they receive their lock on tones they can unleash streams of gravitons at the press of a button. The Brakiri have never been known for their subtlety in weapons design, knowing that if it has come to the point of such hostilities – no amount of force is too great. The Pikatos may not be fast or elegant, but pack a mighty punch that many would find surprising from a fighter.

Pikatos Heavy Fighter

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 13; **Handling:** +4; **Sensors:** +2; **Stealth:** 19; **Stress:** 14; **Features:** Atmospheric Capable, Gravitic Engine

Crew: Brakiri Line (+4 BAB, +9 Training); 1 Pilot

Structural Spaces: 10 (Control 1, Engine 4, Weapons 5)

Fore Arc Weapons

☉# Twin-Linked Light Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

☉# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

☉# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Brakiri Syndicracy

Drazi Freehold

DRAZI FREEHOLD

Possibly the most aggressive, belligerent and pugnacious race in the entire galaxy and a primary member of the League of Non-Aligned Worlds, the Drazi understandably have a massive navy filled with powerfully offensive ships. Their fleets have come to the 'aid' of many of their peers, only slightly more than the number of times they have come looking for a fight. They do not take the opportunity for space combat lightly, and it has been said that should two Drazi fleets converge on the same target unexpectedly that their respective Or'fa (captains) will fight amongst each other for the right to assault the enemy!

Their ships are fast, sleek and predatory. Smaller ships flock together as the birds of prey they are styled on, larger ones barrel toward an enemy like weapon-laden cruise missiles. Using manoeuvrability and skilled pilots they twist and turn through a battlefield in a constant *danse macabre* in order to keep enemies in the sights of their ever-forward facing weapon systems. With ships designed for punishment being the exception, all Drazi ships have fore-firing weapon systems – the Drazi believe that an enemy should be dealt with head on, and their ship designs enforce that tradition.

Having focussed a great deal of attention on their particle-weapon sciences, the Drazi have many ships capable of hurling storms of

supercharged particles at an enemy as they rocket toward them. Combine the tenacity and stubborn bullheadedness of the race behind the controls with a genetic imperative to succeed in combat and the result is an overly-offensive force that wants only to destroy the enemy. Even at the cost of their own ships and pilots if need be, the Drazi will not walk away from a fight where they can at least give the enemy a proverbial bloody nose. If that does not seem like enough they will go for the whole head instead.

CAPITAL CLASSED VESSELS

FIREHAWK-CLASS ADVANCED CRUISER

Only partially based on the highly accepted and overly varied Sunhawk chassis, the Firehawk is an advanced-science attack cruiser that combines the success of the contained fusion bulb of the Stormfalcon with the speed of the Sunhawk. Packing a surprisingly small number of weapons systems for an 'advanced' Drazi vessel, the Firehawk instead relies on 'quality over quantity'



in the fact that its weapons can fully bisect a ship in seconds. Not quite the same size as the multi-talented Stormfalcon, the advanced cruiser has but one purpose – to bring its weapons to bear on a single target and eliminate it.

By removing any semblance of a hangar system and the secondary weapon systems that most Drazi ships keep as peripheral assets, the Firehawk manages to mount a staggering four solar cannons and a twin-linked particle cannon. When triggered, the weapons of the Firehawk streak forward in a bedazzling display. Early versions had significant issues with engine blackout after a full-battery weapons test, but the addition of the covered fusion bulb capacitors used on the larger Stormfalcon to recycle lost energy solved the problem for the newer models coming off the line.

Firehawk Advanced Cruiser

Large Spacecraft

Defence Value: 15 (–2 size, +7 Handling); **Armour:** 24; **Handling:** +7; **Sensors:** +7; **Stealth:** 16; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 8 Pilots, 8 Sensor Operators, 28 Crewmen

Structural Spaces: 43 (Control 5, Crew 4, Engine 22, Weapons 12)

Fore Arc Weapons

- ☼# Twin-Linked Heavy Particle Cannon (Long, Offence 40, 2 weapon spaces)
- ☼# Twin-Linked Heavy Particle Cannon (Long, Offence 40, 2 weapon spaces)
- ☼# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- ☼# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- ☼# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- ☼# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)

STORMFALCON-CLASS HEAVY CRUISER

The Stormfalcon is the heaviest ship in the Drazi fleet, armed with the most powerful assault technologies they could manage to get onto a hull of its size. More than capable of shredding any vessel its size or smaller into scrap, it has thick armoured plating, powerful weapons and fighter compliment to augment its capabilities in nearly any situation. Able to withstand a significant amount of punishment, the Stormfalcon has become one of the most common flagships in any fleet mission. Multi-talented and ready for nearly any foe, the Drazi have a real gem in the Stormfalcon. It would seem that it would be impossible to make better.

The Drazi can try, however. By stripping a few guns and adding larger hangar systems, the Nightfalcon was created as a deadly example of evolving technology in the Freehold. This vessel carries a larger compliment of darting Star Snakes and a trio of the massive Sky Serpent superheavy fighters on launch catapults where external weapons were once mounted. Since its inception and deployment in several patrolling fleets, the Nightfalcon has become a commanding asset almost immediately. Using the power of the Stormfalcon and the augmented communications network needed to keep its fighters in line, it can track the motions of an entire battle single-handedly.

Stormfalcon Heavy Cruiser

Huge Spacecraft

Defence Value: 14 (–4 size, +8 Handling); **Armour:** 28; **Handling:** +8; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Skyhook Catapult, Targeting Computer (+3)

Crew: Drazi Line (+4 BAB, +6 Training); 4 Officers, 12 Pilots, 12 Sensor Operators, 90 Crewmen

Structural Spaces: 86 (Cargo 15, Control 5, Crew 15, Engine 31, Hangar 8, Weapons 12)

Fore Arc Weapons

- ☼# Solar Cannon (Long, Offence 45, 1 weapon spaces)
- ☼# Solar Cannon (Long, Offence 45, 1 weapon spaces)
- ☼# Twin-Linked Particle Cannon (Long, Offence 24, 2 weapon spaces)
- ☼# Twin-Linked Particle Cannon (Long, Offence 24, 2 weapon spaces)
- ☼# Heavy Particle Blaster (Close, Offence 60, 1 weapon space)
- ☼# Heavy Particle Blaster (Close, Offence 60, 1 weapon space)
- ☼# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- ☼# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- ☼# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- ☼# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)

Craft (6 or 1 catapult): 2 Light Shuttles, 12 Star Snake Light Attack Fighters, 1 Sky Serpent Heavy Assault Fighter

Nightfalcon Heavy Carrier

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 26; **Handling:** +6; **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Skyhook Catapult (x3), Targeting Computer (+2)

Crew: Drazi Line (+4 BAB, +6 Training); 4 Officers, 12 Pilots, 12 Sensor Operators, 90 Crewmen

Structural Spaces: 89 (Cargo 10, Control 6, Crew 15, Engine 25, Hangar 15, Weapons 18)

Drazi Freehold

Drazi Freehold

Fore Arc Weapons

- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Heavy Particle Blaster (Close, Offence 60, 1 weapon space)
- 5# Heavy Particle Blaster (Close, Offence 60, 1 weapon space)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)

Craft (18 or 3 catapult): 2 Light Shuttles, 18 Star Snake Light Attack Fighters, 3 Sky Serpent Heavy Assault Fighters

SUNHAWK-CLASS BATTLECRUISER

The most common military ship of the Drazi armada, the Sunhawk is a sleek, agile and capable combatant willing to battle toe-to-toe with the capital ships of most other races –

especially when deployed in attack squadrons. Its combination of speed and firepower make it a fast attack vessel of the highest order, capable of sundering smaller ships in a single well-aimed pass. Like all Drazi military vessels it is equipped with a massive fusion bulb at the aft end of its hull to not only continually charge the engines and the various systems, but also to bleed off excess radiation to 'acceptable levels' when supercharging the vessel's potent particle weaponry.

The Sunhawk has been around so long that the Drazi have used it as the basis for a dozen different variants, each capable in its own right to serve a function in the Freehold's fleets. Although they may seem to suffer from the over-specialisation that many Drazi ships tend to, most are fast and agile enough to fill multiple rolls if necessary.

Using basic missile technology purchased generations ago in an effort to make a vessel that could bombard planets and orbitals from a very long distance, the Darkhawk is less of an attack craft and more of an artillery platform. It performs the role well, but must always be under supervision to make sure overzealous Drazi pilots do not race off into a fray before the missile tubes are reloaded! It performs well hand in hand with another variant, the Guardhawk, whose strangely turreted weapons (for the Drazi) are lethal to any fighters that might slip past the first wave of Drazi attackers.

Two more partnered variants, the Eyehawk and the Jumphawk, are forward scouts and fleet command ships respectively.



The Eyehawk requires a jump-capable ship to play escort to it in order to bring its powerful sensors to areas the Freehold wants reconnaissance from, which the Jumphawk has. The Jumphawk's mobile bridge command platform and superior navigational controls make it perfect for small fleet admiralty, but needs the emergency sensor notices of the Eyehawk to make a speedy escape or send coordinates to nearby reinforcements.

Sunhawk Battlecruiser

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: Drazi Veteran (+6 BAB, +8 Training); 2 Officers, 4 Pilots, 2 Sensor Operators, 30 Crewmen
Structural Spaces: 35 (Cargo 10, Control 4, Crew 10, Engine 6, Weapons 5)

Fore Arc Weapons

- ☺# Particle Cutter (Close, Offence 15, Beam 1d6, 1 weapon space)
- ☺# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- ☺# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Darkhawk Missile Cruiser

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 4 Pilots, 2 Sensor Operators, 42 Crewmen
Structural Spaces: 41 (Cargo 10, Control 4, Crew 10, Engine 6, Weapons 11)

Fore Arc Weapons

- ☺# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- ☺# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- ☺# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- ☺# Standard Missile System (Long, Offence 25, 2 weapon spaces)
- ☺# Particle Cutter (Close, Offence 15, Beam 1d6, 1 weapon space)
- ☺# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Guardhawk Battle Escort

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 4 Pilots, 2 Sensor Operators, 30 Crewmen
Structural Spaces: 37 (Cargo 10, Control 4, Crew 10, Engine 6, Weapons 7)

Fore Arc Weapons

- ☺# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)

Turret Weapons

- ☺# Particle Beam (Close, Offence 6, 2 weapon spaces)
- ☺# Particle Beam (Close, Offence 6, 2 weapon spaces)
- ☺# Particle Beam (Close, Offence 6, 2 weapon spaces)

Eyehawk Scout Cruiser

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +6; **Stealth:** 18; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 4 Pilots, 6 Sensor Operators, 30 Crewmen
Structural Spaces: 35 (Cargo 10, Control 5, Crew 10, Engine 6, Weapons 4)

Fore Arc Weapons

- ☺# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)
- ☺# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Jumphawk Command Cruiser

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 26; **Handling:** +4; **Sensors:** +4; **Stealth:** 13; **Stress:** 14; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)
Crew: Drazi Veteran (+6 BAB, +8 Training); 4 Officers, 4 Pilots, 2 Sensor Operators, 42 Crewmen
Structural Spaces: 40 (Cargo 10, Control 5, Crew 10, Engine 6, Weapons 9)

Fore Arc Weapons

- ☺# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
- ☺# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
- ☺# Particle Blaster (Close, Offence 30, 1 weapon space)
- ☺# Particle Blaster (Close, Offence 8, 1 weapon space)
- ☺# Particle Blaster (Close, Offence 8, 1 weapon space)
- ☺# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Drazi Freehold

Drazi Freehold



Solarhawk Battlecruiser

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 28; **Handling:** +4; **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)

Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 8 Pilots, 8 Sensor Operators, 22 Crewmen

Structural Spaces: 40 (Control 5, Crew 4, Engine 22, Hangar 1, Weapons 8)

Fore Arc Weapons

- 5# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- 5# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- 5# Twin Linked Solar Cannon (Close, Offence 67, 2 weapon spaces)
- 5# Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

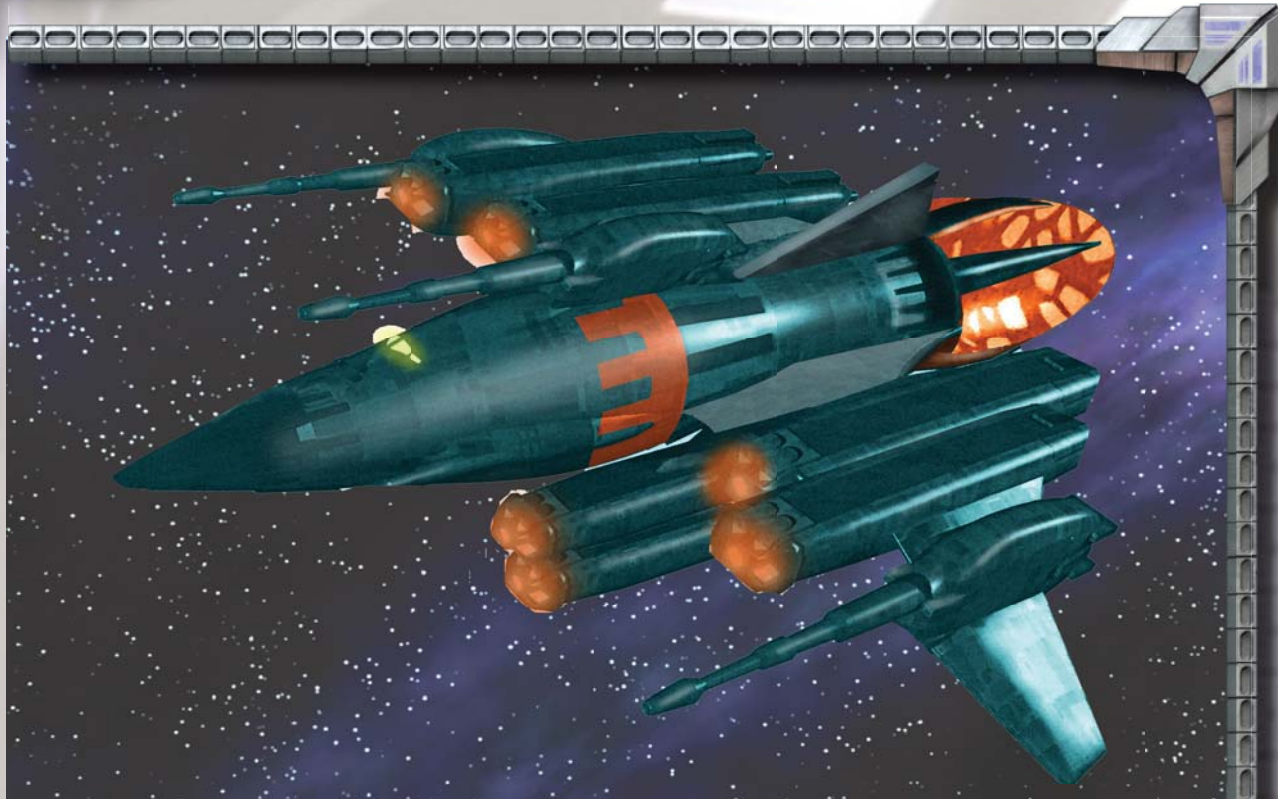
WARBIRD-CLASS CRUISER

An evolution rather than a variant of the Sunhawk, the Warbird is one of the most versatile of all Drazi vessels. A favourite among the Or'fa, the ship is a thicker armoured hull with an encaged fusion bulb to protect it a bit more from the wayward shots that come from behind – no matter how much the Drazi would like

to think that no one gets by them. Though individually weaker than ships of similar sizes among the fleets of other spacefaring races, the Warbird is remarkably lethal when deployed in attack squadrons. Combining a powerful punch in its particle cannon with the speed and agility to bring its particle repeater into play time and again, the Warbird is a first-class strike vessel.

Like the Sunhawk, the success of the hull gave way to several variants to be tested and eventually assigned to fleets across the Freehold. Using the reinforced hull, several carrier and launch-capable varieties have been made. The Sleekbird, a rapid assault ship used to deliver eager Drazi boarding marines via breaching pods and assault shuttles, is a good example. As is the Strikebird, a light carrier capable of disgorging its full allotment of Star Snakes in a snap. Even though the name implies a Sunhawk variant, the Strikehawk is actually a variant of a variant, made from the Strikebird. Using the reinforced armour to mount an external catapult capable of launching a single Sky Serpent heavy fighter, the Strikehawk is a common ship in blockade runs and system patrol. If word must be sent of a defensive fall or of emerging enemies, the Sky Serpent can be launched in a hurry to seek help or at least report of the conflict. Deployed with any of the above variants, the War Talon is the perfect escort for the fighters, shuttles and the like that the Drazi enjoy sending at the enemy in waves.

While not as numerous as those of the Hawk family, the Warbird variants are a powerful reminder that not all Drazi ships will come at their targets alone – or without a surprise up their scaly sleeves.



Warbird Cruiser

Large Spacecraft

Defence Value: 15 (-2 size, +7 Handling); **Armour:** 24; **Handling:** +7; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 8 Pilots, 8 Sensor Operators, 32 Crewmen

Structural Spaces: 41 (Control 5, Crew 5, Engine 22, Hangar 1, Weapons 8)

Fore Arc Weapons

- 5# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 1 Light Shuttle

Sleekbird Assault Cruiser

Large Spacecraft

Defence Value: 15 (-2 size, +7 Handling); **Armour:** 24; **Handling:** +7; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Drazi Line (+4 BAB, +6 Training); 3 Officers, 8 Pilots, 8 Sensor Operators, 50 Crewmen

Structural Spaces: 42 (Control 5, Crew 7, Engine 22, Hangar 4, Weapons 4)

Fore Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (3): 1 Light Shuttle, 3 Troshantha Assault Shuttles, 3 Breaching Pods

Strikebird Carrier

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 6 Pilots, 8 Sensor Operators, 22 Crewmen

Structural Spaces: 42 (Control 5, Crew 4, Engine 19, Hangar 9, Weapons 5)

Drazi Freehold

Drazi Freehold

Fore Arc Weapons

- 5# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
 - 5# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
 - 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- Craft (12):** 1 Light Shuttle, 12 Star Snake Light Attack Fighters

Strikehawk Cruiser

Large Spacecraft

Defence Value: 15 (-2 size, +7 Handling); **Armour:** 24; **Handling:** +7; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Skyhook Catapult, Targeting Computer (+3)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 8 Pilots, 8 Sensor Operators, 32 Crewmen
Structural Spaces: 41 (Control 5, Crew 5, Engine 22, Hangar 2, Weapons 7)

Fore Arc Weapons

- 5# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
- 5# Twin-Linked Particle Cannon (Close, Offence 24, 2 weapon spaces)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)

Craft (1 or 1 Catapult): 1 Light Shuttle, 1 Sky Serpent Heavy Assault Fighter

War Talon Escort Carrier

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Officers, 8 Pilots, 8 Sensor Operators, 22 Crewmen
Structural Spaces: 43 (Control 5, Crew 4, Engine 19, Hangar 5, Weapons 10)

Fore Arc Weapons

- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Turret Weapons

- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)
 - 5# Particle Beam (Close, Offence 6, 2 weapon spaces)
- Craft (6):** 1 Light Shuttle, 6 Star Snake Light Attack Fighters

CLAWEAGLE-CLASS DIRECT ASSAULT FRIGATE

Possibly the most daring, unique, and possibly foolishly designed vessel in the entire Drazi armada, the Claweagle is a small frigate designed to literally *attach* itself to an enemy ship of larger size in order to slow it down and blast away at the hull with its weapons array. Dreamed up when research scientists overheard off duty Or'fa complaining about the lack of manoeuvrability when having to lug around breaching pods (but also of the pleasure of dealing with the marines inside), the Claweagle project took shape.

Claweagle Assault Grapples

Any Claweagle crew with both assault grapples operational can make use of the following special Order when firing:

Move in to Grapple! [Stress]

Type: Offence

Skill: Pilot

Difficulty: Opposed with enemy's Pilot

Description: Claweagle chooses one firing arc of a larger-sized enemy ship and attempts to grapple. If successful, the two ships grapple with one another and all of the following happen:

- 5# The enemy ship suffers 2 structural spaces of damage
- 5# Weapons fire from the Claweagle hits automatically, the attack roll is made only for additional damage modifiers
- 5# The Friendly ECM signature of the Claweagle prevents any friendly fire to attack the ship from the firing arc in which the Claweagle is attached
- 5# Both ships consider ALL orders to be [Stress]
- 5# The Claweagle must make a DC 15 Pilot check each turn to remain attached
- 5# The Handling rating of both ships is reduced to +0 while attached

If the check for this Order is failed, treat it as a *Ram Them!* Order instead.

Using a pair of specially fitted 'assault grapples' that magnetically and physically clamp down onto an enemy's hull, the Claweagle can quickly become an annoying tumour to any larger ship. Hopefully making the ship clumsy enough to damage itself trying to deal with the extra weight while firing particle beams directly into the hull of the enemy, the Claweagle is surprisingly effective but is always a dangerous assignment for its crew, as such a small ship must get in close to perform such a duty.

Claweagle Direct Assault Frigate

Medium Spacecraft

Defence Value: 16 (+6 Handling); **Armour:** 11; **Handling:** +6; **Sensors:** + 5; **Stealth:** 15; **Stress:** 12; **Features:** Assault Fusion Engine, Grapple (x2), Targeting Computer (+3)

Crew: Drazil Line (+4 BAB, +6 Training); 1 Officer, 3 Pilots, 3 Sensor Operators, 15 Crewmen

Structural Spaces: 24 (Cargo 2, Control 3, Crew 3, Engine 13, Hangar 1, Weapons 2)

Fore Arc Weapons

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 1 Light Shuttle

STAREAGLE-CLASS FRIGATE

Among the fastest vessels in the Drazil fleet, the Stareagle is a simple design – speed wrapped around potent firepower. Sacrificing room for additional cargo and crew comfort, the Stareagle is a solid warship with one purpose in any battle it is involved in. It flies forward, ahead of even the Sunhawks and Warbirds, sending enemy fleets into disarray with their surprisingly powerful weaponry as they move through the enemy lines at full burn without pause. Like a gigantic game of 'chicken' the darting Stareagles throw supercharged particle punches as they soar by, softening up the ships for the next wave of bigger – and even deadlier – warships.

In any group of Stareagles there is a very good chance of finding one of the slightly more advanced Wareagle variants. These utterly indistinguishable versions of the frigate offer similar firepower and speed but also serve as a rapid information - processing command ship. Using advanced sensors and better graded crewmen, the Wareagle turns the sucker punch of a Stareagle attack run into a jaw-rattling uppercut.

Stareagle Frigate

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 13; **Handling:** +5; **Sensors:** + 4; **Stealth:** 15; **Stress:** 12;

Features: Afterburners, Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)

Crew: Drazil Line (+4 BAB, +6 Training); 2 Officers, 6 Pilots, 3 Sensor Operators, 20 Crewmen

Structural Spaces: 22 (Control 3, Crew 3, Engine 10, Hangar 1, Weapons 5)

Fore Arc Weapons

③# Particle Blaster (Close, Offence 8, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 1 Light Shuttle

Wareagle Frigate Leader

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 13; **Handling:** +5; **Sensors:** + 7; **Stealth:** 20; **Stress:** 12; **Features:** Afterburners, Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)

Crew: Drazil Veteran (+6 BAB, +8 Training); 3 Officers, 6 Pilots, 6 Sensor Operators, 16 Crewmen

Structural Spaces: 22 (Control 3, Crew 3, Engine 10, Hangar 1, Weapons 5)

Fore Arc Weapons

③# Particle Cutter (Close, Offence 15, Beam 1d6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 1 Light Shuttle

LIGHT CLASSED VESSELS

SKY SERPENT-CLASS HEAVY ASSAULT FIGHTER

The heaviest fighter in the galaxy, this vessel only qualifies as a fighter by the slightest margin. It is not far in size from the hull of the deadly Stareagle, but uses a far more responsive set of controls akin to those found in the Star Snakes and older versions of Drazil fighters no longer used. The Sky Serpent is a massive dogfighter armed with enough firepower to damage even capital ships if it manages to survive long enough to reach weapons fire range.

Like the Wareagle leads flight groups of Stareagles, the Fanged Serpent leads groups of Sky Serpents. Using an advanced communications hub and sensor package, this command variant of the fighter can keep track of the forward auxiliary craft launched even from larger warships. It trades in the ammunition-hungry missile racks of its brother for a powerful particle blaster, giving it a proper 'bite' fitting of its name.



Sky Serpent Heavy Assault Fighter

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 11; **Handling:** +4; **Sensors:** +4; **Stealth:** 11; **Stress:** 14; **Features:** Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)
Crew: Drazi Line (+4 BAB, +6 Training); 2 Pilots
Structural Spaces: 15 (Control 1, Engine 6, Weapons 8)

Fore Arc Weapons

- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- 5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)
- 5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)

Fanged Serpent Command Fighter

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 13; **Handling:** +4; **Sensors:** +6; **Stealth:** 16; **Stress:** 14; **Features:** Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)
Crew: Drazi Veteran (+6 BAB, +8 Training); 2 Pilots
Structural Spaces: 11 (Control 2, Engine 6, Weapons 3)

Fore Arc Weapons

- 5# Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)
- 5# Particle Blaster (Close, Offence 8, 1 weapon space)

STAR SNAKE-CLASS LIGHT ATTACK FIGHTER

The Star Snake is a reliable, fast fighter with a fine balance of capabilities, making it a common sight on many Drazi ships and starbases, and throughout nearly any battlefield they are involved in. The Star Snake is produced each year by the hundreds, as not only are they fielded in large numbers when the Drazi go into combat, but they have a high attrition rate.

Star Snake Light Attack Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 8; **Handling:** +6; **Sensors:** +3; **Stealth:** 15; **Stress:** 16; **Features:** Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+1)
Crew: Drazi Line (+4 BAB, +6 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)



Fore Arc Weapons

5# Light Particle Gun (Close, Offence 3, 1 weapon space)

TROSHANTHA-CLASS ASSAULT SHUTTLE

Breaching pods with attitudes, the Troshantha is a bullet fired from a gun – the gun being a carrier and the bullet being filled with bloodthirsty Drazzi boarding marines. Only the most homicidal (suicidal?) Drazzi pilots, often marines themselves, volunteer for flying a Troshantha into the enemy. Its armoured prow and ‘one-switch’ breaching ring makes it possible for the shuttle to simply smash through an enemy ship’s external airlock doors using nothing but momentum or the shuttle’s own particle repeater, then rip into the ship’s decks like a breaching pod would in order to give the troops on board access.

Troshantha rarely fly out of an enemy ship. Either the troops are successful and take the ship by force, not needing to leave at all as they ransack systems and capture officers for interrogation. Or conversely, the ship was too well defended and the marines met

a glorious end in its decks and corridors. No properly taught or trained boarding marine would ever give up a boarding action unless victorious or dead...even if the fleet command Or’fa has issued a recall order. After all, there is always a chance – in their minds – that they could take the ship themselves and fly home in it later!

Troshantha Assault Shuttle

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 13; **Handling:** +4; **Sensors:** +4; **Stealth:** 11; **Stress:** 14; **Features:** Afterburners, Fusion Engine, Grapple, Targeting Computer (+3)

Crew: Drazzi Line (+4 BAB, +6 Training); 2 Pilots, 25 Troops

Structural Spaces: 10 (Control 1, Crew 2, Engine 6, Weapons 1)

Fore Arc Weapons

5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)

Drazzi Freehold

VREE CONGLOMERATE

The Vree rarely claim anything but neutrality except where League safety is concerned, so their distinctive saucers can be seen spiralling through the galaxy over a thousand worlds. They are purposefully mysterious and could not care any less for the happenings outside of their Spacer's Guild – unless it directly affects them.

Their signature 'flying saucer' look is a combination of the workings of an advanced form of the common gravitic drive, using centrifugal energy to keep a constant that the internal gyroscopic builds on to reach stellar speeds. Many Vree saucers use miniaturised jump drives to come and go via hyperspace, sliding in and out of the dimension with ease. Their ships are strange looking but are notoriously well armed and capable of dealing with most conflicts that they run into.

Using refined forms of antimatter weaponry farmed from ancient Minbari salvage and then honed to a razor's edge – technologically speaking, the Vree have accomplished one thing with their ships that no other race has been able to. They know the secrets of shaping and directing antimatter as if it were any other ammunition source. While possibly not a very worthwhile skill to most, a single antiproton volley from the smallest of their ships will remind their foes why it pays to be a patient and perfectionist race of semi-telepaths.

CAPITAL CLASSED VESSELS

VAARL-CLASS SCOUT SAUCER

Carrying advanced sensors for such a tiny ship, this design has found its way into nearly every fleet in the Conglomerate because of its electronic efficiency and advanced capabilities as a forward scout. The Vaarl is an expensive vessel for its size and lack of survivability, making it far too risky to field in large quantities at any given time. Only the most important missions would ever warrant more than one assigned to a single command group, but it is always an option in case the perfect situation arises.

The Vree knew that part of the issue with fielding Vaarls in numbers is its lack of durability and rather inconsequential weaponry. To upgrade the Vaarl saucer into the slightly heavier Vaarka, the ship received an improved main weapon and thickened armour plating over sensitive areas of the saucer. The Vaarka is currently considered only as an escort on light scouting missions where its incredible Minbari-based sensor

arrays can pick up enemy movements and alert the fleet of any impending dangers or approaching ships – hopefully leaving enough time for the Vaarka to get to safety and reinforcements to pick up the slack.

Vaarl Scout Saucer

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 14; **Handling:** +5; **Sensors:** +9; **Stealth:** 16; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 1 Officer, 4 Pilots, 8 Sensor Operators, 18 Crewmen

Structural Spaces: 36 (Cargo 15, Control 4, Crew 4, Engine 6, Hangar 1, Weapons 6)

Turret Weapons

5# Twin Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 4 weapon spaces)

5# Antimatter Cannon (Close, Offence 20, 2 weapon spaces)

Craft (1): 1 Light Shuttle

Vaarka Escort Scout

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 16; **Handling:** +5; **Sensors:** +10; **Stealth:** 16; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+1)

Crew: Vree Line (+3 BAB, +7 Training); 1 Officer, 4 Pilots, 8 Sensor Operators, 18 Crewmen

Structural Spaces: 38 (Cargo 15, Control 4, Crew 4, Engine 6, Hangar 1, Weapons 8)

Turret Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

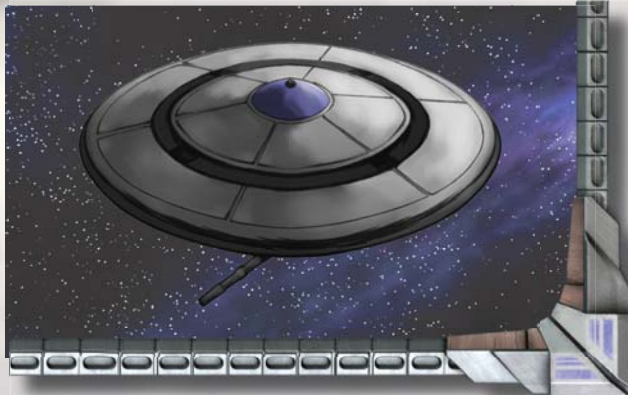
5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

5# Antimatter Shredder (Close, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)

Craft (1): 1 Light Shuttle

VYMISH-CLASS ARMED TRADER

The primary trading vessel of the Vree Conglomerate, even above those of the civilian freighter variety, the Vymish is a cargo business vessel that is armed well enough to travel the



spacelanes alone. The idea was to create a mercantile ship that did not have to rely on expensive escorts that could double-cross the Vree, or who might learn too much about the secretive routes and transactions the Conglomerate often makes behind closed doors. Its primary purpose is to take goods and business passengers safely from one place to the next, but if the Vree are in a pinch for a steady attack craft, the Vymish will do.

Few battles would ever be so thick or happenstance for the Vree to call in on the Vymish, but if they did it can handle itself adequately. Armed with several antiproton guns and a single cannon, the armed trader makes short work of small time raiders and spacelane pirates who might be looking into the often classified and expensive cargo of a Spacer's Guild transport. Should a Vymish fail in protecting its cargo, there is a single failsafe that every trader pilot is aware of – with the flip of a specific trigger under lock and key in the bridge, the antimatter storage capacitor vents into the cargo hold. The Vree would rather take the loss in most cases than risk giving anything to thieves.

Vymish Armed Trader

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 18; **Handling:** +4; **Sensors:** +9; **Stealth:** 16; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 1 Officer, 2 Pilots, 2 Sensor Operators, 6 Crewmen

Structural Spaces: 42 (Cargo 20, Control 5, Crew 2, Engine 5, Hangar 2, Weapons 8)

Fore Arc Weapons

3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Turret Weapons

3# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

Craft (2): 2 Light Shuttles

XAAR-CLASS PATROL BOAT

Although the smallest capital ship in the Vree fleet, the Xaar exemplifies the philosophy of super-manoeuverability and all-round firepower akin to what can be found on a ship much larger than itself. The tiny thruster-assisted vessel is used to patrol lightly defended systems and protect allied convoys against the constant threat of Raiders. With its speed and surprising firepower, it also makes for a perfect medium escort for groups of fighters or ships that may not adequately be able to protect themselves.

Not terribly expensive or crew dependant, the Xaar is a good choice for smaller Vree fleets. They can be used as reconnaissance vessels, or as surgical battlefield assets. Unable to withstand much more than a few glancing blows here and there, the trio of pilots inside are rarely willing to go into battle alone. The more Xaars that the fleet can send, the chances of their success as a cutter/destroyer is that much higher.

Xaar Patrol Boat

Medium Spacecraft

Defence Value: 20 (+10 Handling); **Armour:** 17; **Handling:** +10; **Sensors:** +6; **Stealth:** 20; **Stress:** 12; **Features:** Atmospheric Capable, Hybrid Engine (Fusion/Gravitic), Pivotal Engines, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 1 Officer, 3 Pilots, 1 Sensor Operators, 5 Crewmen

Structural Spaces: 22 (Cargo 1, Control 3, Crew 1, Engine 9, Weapons 8)

Turret Weapons

3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

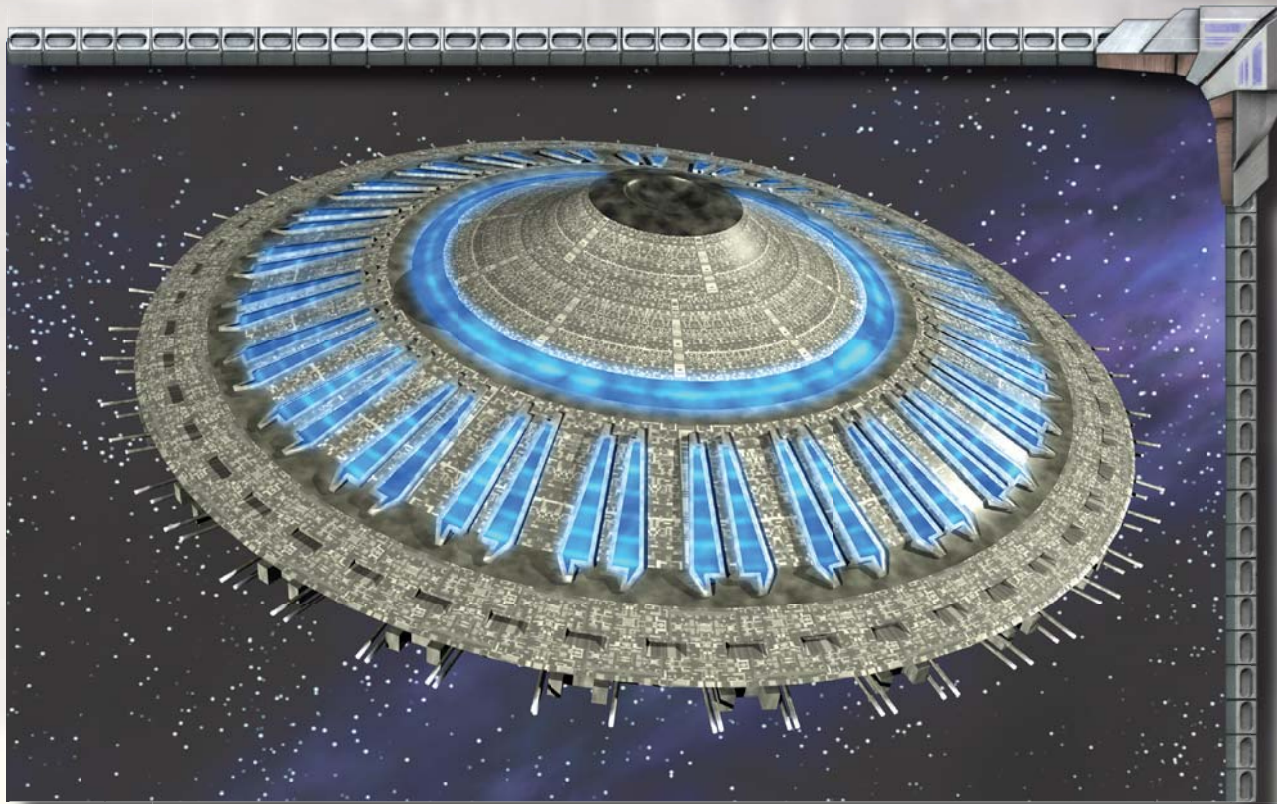
3# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

3# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

XILL-CLASS BATTLE SAUCER

With the added hull space of a cruiser, the Xill battle saucer is a bewildering ship, as it possesses both strong firepower in every possible arc or angle and exceptional manoeuvrability. The design originally dates back to the Dilgar Invasion, but the Vree

Vree Conglomerate



have had it constantly tested and upgraded to use their highest forms of technology. The current antimatter and antiproton weaponry are the best versions they have invented to date, and most races are aware of the mighty firepower of the Xill.

Using the favoured hull to create their first true command asset for war purposes, yet retaining the exceptional manoeuvrability of the mainline Xill, the Xaak is one of the most powerful vessels to be found in any Vree fleet – commercial or military. The original design saw this major internal update and was modified to become a sledgehammer of antimatter weaponry built around a mobile command centre and fully functional market base. The Xaak has always been kept, in the minds of the Spacer's Guild masters, at the forefront of Vree naval design. It is, therefore, a far more expensive ship to build and deploy than other Vree hulls and so tends only to be called upon outside of Conglomerate space in the most important missions.

Xill Battle Saucer

Huge Spacecraft

Defence Value: 15 (–4 size, +9 Handling); **Armour:** 26; **Handling:** +9; **Sensors:** +7; **Stealth:** 12; **Stress:** 8; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+2)
Crew: Vree Line (+3 BAB, +7 Training); 3 Officers, 8 Pilots, 8 Sensor Operators, 20 Crewmen

Structural Spaces: 75 (Cargo 25, Control 5, Crew 4, Engine 12, Hangar 1, Weapons 28)

Fore Arc Weapons

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Port Arc Weapons

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Starboard Arc Weapons

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Aft Arc Weapons

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Turret Weapons

5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

5# Antimatter Shredder (Long, Offence 50, Rapid Fire 2, 4 weapon spaces)

- 5# Antimatter Shredder (Long, Offence 50, Rapid Fire 2, 4 weapon spaces)
Craft (1): 2 Light Shuttles

Xaak Command Saucer

Huge Spacecraft

Defence Value: 15 (-4 size, +9 Handling); **Armour:** 28; **Handling:** +9; **Sensors:** +8; **Stealth:** 12; **Stress:** 8; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Vree Veteran (+6 BAB, +8 Training); 5 Officers, 8 Pilots, 8 Sensor Operators, 30 Crewmen
Structural Spaces: 90 (Cargo 25, Control 7, Crew 5, Engine 12, Hangar 1, Weapons 40)

Fore Arc Weapons

- 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)
 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Port Arc Weapons

- 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)
 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Starboard Arc Weapons

- 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)
 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Aft Arc Weapons

- 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)
 5# Twin-Linked Antiproton Gun (Close, Offence 15, Rapid Fire 2, 2 weapon space)

Turret Weapons

- 5# Antimatter Torpedo Launcher (Long, Offence 20, Antimatter, 4 weapon spaces)
 5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)
 5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)
 5# Antimatter Shredder (Close, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)
 5# Antimatter Shredder (Close, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)
 5# Antimatter Shredder (Close, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)

Craft (1): 2 Light Shuttles

XORR-CLASS WAR SAUCER

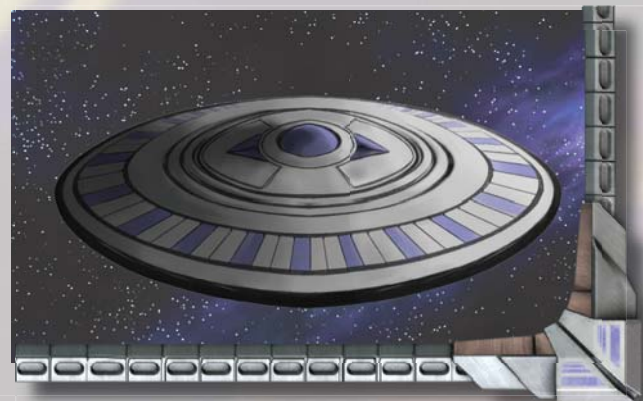
Among the oldest ships in the Vree military forces, the simple 'war saucer' is outclassed by most

Long Ranged Shredders?

Larger Vree saucers equipped with the powerful antimatter shredder weapon systems will occasionally add larger storage capacitors to their already brimming systems. Any antimatter shredder weapon system on a Vree-designed craft of Large-size or larger can consider their range to be Long instead of the normal Close-range of the weapon system itself.

modern capital ships but remains a fantastic basis on which the Vree can modify and test new design ideas without spending too much in refits and design costs. The dodging motions and flat saucer shape of the Xorr often confuses enemies in battle without impairing the adaptable firing arcs of the saucer itself – as it can quickly change direction and momentum to face new threats without trouble. This, combined with its main weaponry mounted on two lateral turrets, can remind captains of far larger vessels why the venerable basic model is still around.

Using similar component-style weapon layouts, the Xorr can be transformed into a number of varied brethren and back again in any of the dozens of Vree spacedocks hidden away in League territory. For instance, stripping the larger turret weaponry off in favour of a number of fighter-seeking antiproton guns creates the inexpensive and utterly expendable Ximm escort. While Vree fighters are nothing to ignore, they are often outnumbered and require the Ximm's backup to stay in the battle and complete missions they were deployed for. A rare and unusually static version of the Xorr, the Xixx 'torpedo saucer' is little more than a firing platform. Even the menacing Xirr, an experimental vessel that abandons antiproton technology altogether in favour of an impossibly large-bored antimatter cannon, is based on the old hull, making the Xorr the most used hull in Conglomerate space in one form or another.



Vree Conglomerate

Xorr War Saucer

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 16; **Handling:** +8; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 2 Officers, 4 Pilots, 6 Sensor Operators, 12 Crewmen

Structural Spaces: 44 (Cargo 10, Control 5, Crew 3, Engine 9, Hangar 1, Weapons 16)

Fore Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Turret Weapons

5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)

Craft (1): 1 Light Shuttle

Ximm Close Escort

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 16; **Handling:** +8; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 2 Officers, 4 Pilots, 6 Sensor Operators, 12 Crewmen

Structural Spaces: 31 (Cargo 10, Control 4, Crew 3, Engine 9, Hangar 1, Weapons 4)

Turret Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 2 weapon spaces)

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 2 weapon spaces)

Craft (1): 1 Light Shuttle

Xixx Torpedo Saucer

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 16; **Handling:** +6; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+3)



Crew: Vree Line (+3 BAB, +7 Training); 2 Officers, 4 Pilots, 6 Sensor Operators, 12 Crewmen

Structural Spaces: 35 (Cargo 12, Control 4, Crew 3, Engine 7, Hangar 1, Weapons 8)

Fore Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Turret Weapons

5# Antimatter Torpedo Launcher (Long, Offence 20, Antimatter, 4 weapon spaces)

Craft (1): 1 Light Shuttle

Xirr Bombardment Saucer

Large Spacecraft

Defence Value: 16 (-2 size, +8 Handling); **Armour:** 20; **Handling:** +8; **Sensors:** +5; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+3)

Crew: Vree Line (+3 BAB, +7 Training); 2 Officers, 4 Pilots, 6 Sensor Operators, 12 Crewmen

Structural Spaces: 40 (Cargo 10, Control 5, Crew 3, Engine 9, Hangar 1, Weapons 12)

Turret Weapons

5# Antimatter Cannon (Long, Offence 20, Antimatter, 4 weapon spaces)

5# Antimatter Cannon (Long, Offence 20, Antimatter, 4 weapon spaces)

5# Antimatter Torpedo Launcher (Long, Offence 20, Antimatter, 4 weapon spaces)

Craft (1): 1 Light Shuttle

XEEL-CLASS WAR CARRIER

The only Vree hull that is not designed along the common 'saucer' format, the Xeel is more cylindrical in shape, revolving on its vertical axis instead of its horizontal one. Odd-looking and awkward for a Vree ship, the Xeel is the *only* ship designed to carry any semblance of fighter support. With advanced gravitic hangar bays and classified Conglomerate launch methods, the Xeel can manage to pack a full dozen heavy fighters in its comparably small frame and disgorge them in rapid succession. For its usefulness, it relies very heavily on those fighters and escorting craft for protection, as it is very poorly armed and armoured. Taking the capabilities of the Tzymm fighter into mind, it is not unheard of for a Xeel to arrive, vomit out its fighter compliment, then immediately retreat back into hyperspace.

The opposite of this mentality, the Xeon assault variant of the ship is armed and armoured more akin to its war saucer cousins, using this to punch deep into enemy lines before releasing a series of assault shuttles and breaching pods containing brutally well-equipped Vree soldiers.

Xeel War Carrier

Large Spacecraft

Defence Value: 16 (−2 size, +8 Handling); **Armour:** 14; **Handling:** +8; **Sensors:** + 5; **Stealth:** 11; **Stress:** 10; **Features:** Atmospheric Capable, Gravitic Engine, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 3 Officers, 4 Pilots, 6 Sensor Operators, 15 Crewmen

Structural Spaces: 41 (Cargo 15, Control 5, Crew 3, Engine 9, Hangar 5, Weapons 4)

Fore Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Craft (14): 2 Light Shuttles or Zeoth Assault Shuttles, 12 Tzymm Heavy Fighters or 12 Zorth Light Fighters

Xeon Assault Carrier

Large Spacecraft

Defence Value: 16 (−2 size, +8 Handling); **Armour:** 22; **Handling:** +8; **Sensors:** + 5; **Stealth:** 11;

Stress: 10; **Features:** Atmospheric Capable, Gravitic Engine, High-Capacity Docking, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 3 Officers, 4 Pilots, 6 Sensor Operators, 65 Crewmen

Structural Spaces: 38 (Cargo 10, Control 5, Crew 5, Engine 9, Hangar 5, Weapons 4)

Fore Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Craft (14): 2 Light Shuttles, 7 Zeoth Assault Shuttles, 5 Breaching Pods

XONN-CLASS DREADNOUGHT

Seeing how massive dreadnoughts like the Narn Bin'Tak and the Pak'ma'ra Pshul'shi act as a deterrent due to their sheer size, the Vree found it logical to create one of their own. The Xonn is deployed with the opposite of normal Vree attitude. Instead of being enigmatic and secretive, the dreadnought is used in open view of the public at all times.

Its deadly reputation spread quickly, and the Vree were happy to hear that it was looking like it would be among the most feared vessels in the galaxy. Assigned a full five antimatter cannons and a pair of supercharged shredders while ringed in antiproton guns, its destructive power heralds it the deadliest saucer the Conglomerate has at its disposal. While not as large as some of the other dreadnoughts in the galaxy it was modelled after, it somehow manages to keep the Vree's signature mobility and the constant ability to turn its most lethal weaponry on any enemy in an instant. While made for its reputation, the Vree were able to make a powerful adversary for any enemy of the Conglomerate.

Xonn Dreadnought

Gargantuan Spacecraft

Defence Value: 12 (−8 size, +10 Handling); **Armour:** 30; **Handling:** +10; **Sensors:** + 8; **Stealth:** 10; **Stress:** 6; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Targeting Computer (+2)

Crew: Vree Veteran (+6/+1 BAB, +8 Training); 10 Officers, 10 Pilots, 10 Sensor Operators, 40 Crewmen

Structural Spaces: 113 (Cargo 55, Control 5, Crew 8, Engine 15, Hangar 2, Weapons 28)

Vree Conglomerate

Vree Conglomerate



Fore Arc Weapons

- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)
- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

- 5# Antiproton Gun (Close, Offence 10, Rapid Fire 2, 1 weapon space)

Turret Weapons

- 5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)
- 5# Antimatter Cannon (Close, Offence 20, Antimatter, 4 weapon spaces)
- 5# Antimatter Shredder (Long, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)
- 5# Antimatter Shredder (Long, Offence 15, Antimatter, Rapid Fire 4, 4 weapon spaces)

Craft (3): 3 Light Shuttles

LIGHT CLASSED VESSELS

TZymm-CLASS HEAVY FIGHTER

Powerful, sleek, fast and accurate; the Tzymm is one of the most feared fighters in the galaxy. Competing with the likes of the EarthForce Thunderbolt and the Drazi Sky Serpent, it packs enough firepower to completely disintegrate lesser fighters and punch holes in capital ships. A well-planned attack run by a flight of Tzymms can leave a small patrol ship or blockade-runner a smoking ruin. They are a perfect blend of mobility and savagery; truly a miniature version of most Vree ships.

Using a fusion cell to give the ship a little extra speed while managing the actual flight patterns and manoeuvring through saucer gyroscopics, the Tzymm can even outclass smaller and faster fighters when things get close in and very tight. The only drawback to the Tzymm – if any – is that its size and shape makes it extremely difficult to put into a ship's hangar without serious modifications like those found in the Xeel war carrier.

Tzymm Heavy Fighter

Small Spacecraft

Defence Value: 18 (+2 size, +6 Handling); **Armour:** 9; **Handling:** +6; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Atmospheric Capable, Hybrid Engine (Gravitic/Fusion), Pivotal Thrusters, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 1 Pilot

Structural Spaces: 8 (Control 1, Engine 4, Weapons 3)

Fore Arc Weapons

5# Antimatter Cannon (Close, Offence 20, Antimatter, 2 weapon space)

5# Light Antiproton Gun (Close, Offence 5, Rapid Fire 2, 1 weapon space)

ZEOTH-CLASS ASSAULT SHUTTLE

Easily the least used of any craft in the Vree fleet, the Zeoth was created to fill an obvious gap in their military assets. Although the Vree generally detest infantry-based missions where their small stature could be a hindrance, it was brought to their attention that they had no way of delivering 'troops' in an engagement when absolutely necessary. A short while later, after deciding on size and capacity, the first Zeoths were flooding out of shipyards all over Vreetan.

Although seldom used, the Zeoth can protect itself adequately on the approach, using its solitary weapon to hopefully eliminate any opposition. It is fast and agile like all Vree ships, and well-armoured to protect the troops inside.

Zeoth Assault Shuttle

Small Spacecraft

Defence Value: 18 (+2 size, +6 Handling); **Armour:** 13; **Handling:** +6; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Atmospheric Capable, Grapple, Hybrid Engine (Gravitic/Fusion), Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 2 Pilots, 10 Infantry

Structural Spaces: 8 (Cargo 1, Control 1, Crew 1, Engine 4, Weapons 1)

Fore Arc Weapons

5# Light Antiproton Gun (Close, Offence 5, Rapid Fire 2, 1 weapon space)

ZORTH-CLASS LIGHT FIGHTER

The fastest vessel in the Vree fleet – possibly anywhere in the League – the Zorth is an auxiliary scouting ship, a courier craft, an excellent dogfighter and very inexpensive to create. Used in small quantities due to their fragile hulls and need for very experienced pilots, it flies circles around nearly everything else in the sky – but must watch for even a single wayward shot, which would shatter it like glass.

The Zorth's main battlefield purpose is to tie up enemy fighters with harassing flybys and strict pursuit patterns while Tzymms and Xaars can get across the void between fleets and arrange for anti-ship firing solutions. Many times crews who have tried to blast a Zorth on 'full burn' claim that even the computer could not keep tracking it – they are just too damn fast.

Zorth Light Fighter

Tiny Spacecraft

Defence Value: 22 (+4 size, +8 Handling); **Armour:** 6; **Handling:** +8; **Sensors:** +2; **Stealth:** 18; **Stress:** 16; **Features:** Afterburners, Atmospheric Capable, Hybrid Engine (Gravitic/Fusion), Pivotal Thrusters, Targeting Computer (+2)

Crew: Vree Line (+3 BAB, +7 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 4, Weapons 1)

Fore Arc Weapons

5# Light Antiproton Gun (Close, Offence 5, Rapid Fire 2, 1 weapon space)

Vree Conglomerate

CIVILIANS, RAIDERS AND MISCELLANEOUS

In service all over the galaxy are hundreds of different versions of ships, some old and some new, that just as many different races design, build, use and sell on a daily basis. There are many varieties that appear in the corporate fleets of dozens of races, some even designed and built specifically for commercial sale to anyone with the right number of credits.

There are also extremely rare ships that do not belong to any navy or government large enough to support a full armada, but are still seen from time to time along the countless spacelanes that weave their way throughout the galaxy. From the bulbous Hurr gunships to the elusive and rarely encountered Techno-Mage Pinnacle, there are numerous ships that one might only ever see once in a lifetime; depending on what circles someone might travel within.

The following section is a collection of civilian vessels, raider craft, alien ships and any spacecraft that, simply put, do not fit in with the larger associations covered elsewhere in this book. It does not mean that they are necessarily impossible to locate or purchase, merely that they somehow fall into their own pattern of galactic presence instead of the governmental territory aspect of many other fleets.

The rarity of these vessels depends greatly on the area of a space. There is a happenstance chance that a traveller could come in contact with any of these ships at visited transfer points, stations in-between trips, or possibly in passing. Obviously, if spending a great deal of time travelling through the Ipsha Baronies, one has a much better – almost sure – likelihood of running into a War Globe; unlike those chance say, around Thenothk colony. The final say is obviously up to the Games Master, who may wish to invest time into a plot revolving around the rarest of vessels...or fleets of commonplace ones.

CAPITAL CLASSED VESSELS

‘BATTLEWAGON’

A collective term used by spacers to describe the cobbled warships built and used by raider cells, Battlewagons are usually civilian ships like freighters or transports that have been doctored to support numerous weapons platforms and rapid-access hangars for their harassing fighter compliments. Durable and built to withstand large amounts of escort punishment, the Battlewagon has a large hold to fill with loot if possible and a large number of prisoners/hostages if necessary.

While some gunnery variants exist depending on what manner of raider had it assembled, the most common versions use laser cannons and stolen particle weaponry – the hardest to trace back to a black market source, but also rely rather heavily on their practiced, efficient and merciless fighter pilots to cripple vessels well enough to be boarded and sacked for anything the Battlewagon can carry in its sizeable cargo holds.

Battlewagon

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** + 5; **Stealth:** 9; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3) **Crew:** Raiders Line (+3 BAB, +6 Training); 4 Officers, 15 Pilots, 13 Sensor Operators, 120 Crewmen **Structural Spaces:** 87 (Cargo 20, Control 5, Crew 18, Engine 13, Hangar 11, Weapons 20)

Fore Arc Weapons

- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- 5# Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 15, 1 weapon space)

Port Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)

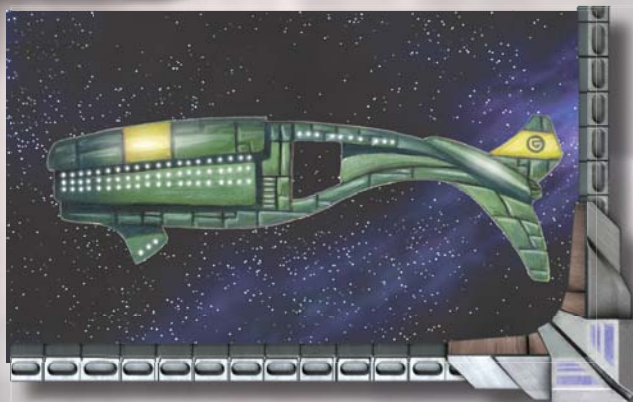
Starboard Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Cannon (Close, Offence 18, 1 weapon space)
- 5# Particle Cannon (Close, Offence 18, 1 weapon space)
- 5# Particle Cannon (Close, Offence 18, 1 weapon space)
- 5# Mk II Interceptor (Close, Offence 3 or Intercept 20, 1 weapon space)

Craft (6): 2 Light Shuttles, 24 Delta-V Light Fighters



AYL-WUTAI-CLASS LINER

A huge and expensive liner produced by the Brakiri Syndicracy, the Ayl-Wutai ferries high-paying passengers from one place to the other in the lap of luxury. Huge suites, gourmet restaurants, even duty-free shops that cater to the high-credit spenders that can afford to book passage on these liners. Basically they are cruise ships of the spacelanes and countless important people from dozens of different races take their vacations on board the Ayl-Wutai.

Not wanting to take away from the pleasurable aesthetics and overall luxurious outlook of the vessel, it is quite lightly armed for a ship its size. Hoping that its role as a civilian vessel would keep it out of harm's way, Ayl-Wutai command crews often have multiple escape shuttles and keep in constant contact with nearby Corporate Defence fleet assets just in case. Such a corpulent and tasty target has been known to attract raiders like sharks. Even with that threat the liners fill up quickly and must be booked weeks ahead of time.

Ayl-Wutai Liner

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** +6; **Stealth:** 9; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+2)

Crew: Brakiri Green (+3 BAB, +6 Training); 3 Officers, 4 Pilots, 4 Sensor Operators, 15 Crewmen, 512 Passengers

Structural Spaces: 93 (Cargo 10, Control 5, Crew 54, Engine 19, Hangar 3, Weapons 2)

Fore Arc Weapons

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

5# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Craft (2): 6 Light Shuttles

CALLOS WARTIME FREIGHTER

The best-armed commercial freighter in the Centauri Republic, the Callos was named unsurprisingly after the

House Callo – which controls much of the mercantile assets of the Republic. It is similar in look to many of the Republic's military vessels like the Vorchan or Demos, designed to hopefully blend in with escort ships as it moves through hostile zones. If the enemy is not aware that it could be loaded with sensitive supplies or resources needed on the war front, it has a much higher chance of slipping through unmolested.

If it does get targeted by enemy craft or raiders, the Callos has more than enough punch to fight back properly. Using impressive guardian arrays and twin arrays to thwart enemy fighters or ships looking to board the freighter, the addition of turreted firing solutions can confuse and foil anyone trying to abuse the well-known aft deficiencies of the Vorchan-family of vessels. The Callos has been known to specifically fly and fight as if it were a Vorchan, luring fighters or boarding shuttles into its rear arc – then opening up and turning them to scrap in an instant!

Callos Wartime Freighter

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 18; **Handling:** +4; **Sensors:** +4; **Stealth:** 11; **Stress:** 10; **Features:** Grapple, Gravitic Engine, Targeting Computer (+3)

Crew: Centauri Line (+3 BAB, +8 Training); 1 Officer, 3 Pilots, 2 Sensor Operators, 16 Crewmen

Structural Spaces: 54 (Cargo 15, Control 5, Crew 4, Engine 13, Hangar 1, Weapons 16)

Fore Arc Weapons

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Turret Weapons

5# Guardian Array (Close, Offence 30, Array, Rapid Fire 2, 2 weapon spaces)

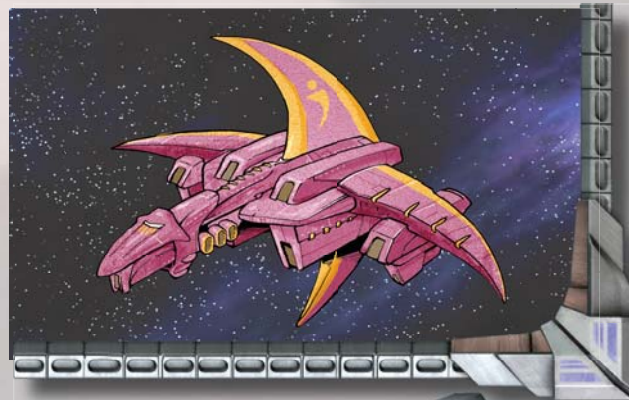
5# Guardian Array (Close, Offence 30, Array, Rapid Fire 2, 2 weapon spaces)

5# Guardian Array (Close, Offence 30, Array, Rapid Fire 2, 2 weapon spaces)

5# Guardian Array (Close, Offence 30, Array, Rapid Fire 2, 2 weapon spaces)

5# Particle Array (Close, Offence 15, Array, 4 weapon spaces)

Craft (1): 1 Centauri Shuttle



Civilians, Raiders & Miscellaneous



CARGO LOADER

Officially known as the Majestic-class by anyone looking to buy them from Fairspace Industries, the cargo loader is a common sight around every heavily trafficked port and transfer point in the known galaxy. Able to carry three fully loaded cargo pods simultaneously in its grapple claws, the loader is far more difficult to operate than a standard maintenance pod, but can unload half the entire load of a corporate freighter in just one trip. It takes a three-week course of basic piloting skills to achieve a commercial-grade loader license, and most dock workers have to get it before being allowed to perform any duties outside the station at all.

Any outpost used as a trading station is likely to have at least a small complement of cargo loaders, with several licensed and insured workers to pilot them. While maintenance bots can be piloted by remote, cargo loaders are generally only ever trusted to a true pilot – as lawsuits due to the technical error of a remote pilot could be disastrous.

Cargo Loader

Small Spacecraft

Defence Value: 14 (+2 size, +2 Handling); **Armour:** 10; **Handling:** +2; **Sensors:** +0; **Stealth:** 6; **Stress:** 16; **Features:** Fusion Engine, Grapple

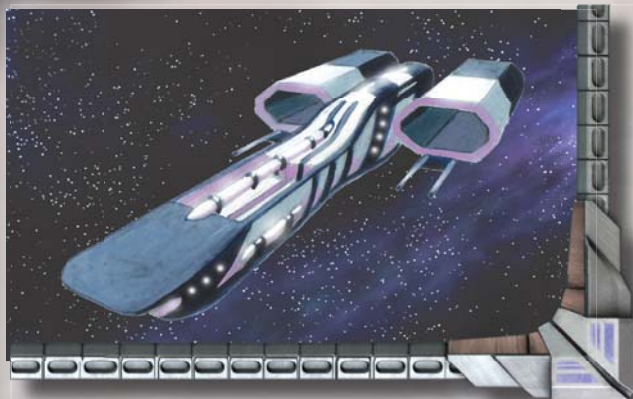
Crew: Civilian (+1 BAB, +4 Training); 1 Pilot
Structural Spaces: 8 (Cargo 6, Control 1, Engine 1)

CIVILIAN TRADER

A vessel that wears a dozen different faces depending on where it is seen, the trader is perhaps the most common vessel in the galaxy. Used to ferry goods, people, information and resources in small amounts across great distances, the civilian trader is a cheap and reliable way to get around along the spacelanes. Every government, company, corporate agency and secret navy has at least one or two of these simple cylindrical vessels at their disposal.

Engine Boost?

A civilian trader that does not wish to use its light particle gun at all can temporarily, with a DC 12 Technical (mechanical) skill check, convert a single weapon space over to an additional engine space until converted back. Note, that this will be just enough to give the trader an additional +1 Handling if the remainder of its engine spaces are undamaged.



Truly a civilian vessel, the trader has the most simple weapon system – a single particle gun turret – to defend itself. The weapon is rarely effective against anything except the occasional asteroid or lucky hit against an unlucky fighter, which is why so few traders even arm the weapon, preferring to use the extra power to overcharge engine output instead.

Civilian Trader

Medium Spacecraft

Defence Value: 12 (+2 Handling); **Armour:** 15; **Handling:** +2; **Sensors:** +1; **Stealth:** 12; **Stress:** 14; **Features:** Atmosphere Capable, Fusion Engine, Targeting Computer (+1)

Crew: Civilian (+1 BAB, +4 Training); 1 Pilot, 3 Passengers

Structural Spaces: 15 (Cargo 6, Control 3, Crew 2, Engine 2, Weapons 2)

Turret Weapons

3# Light Particle Gun (Close, Offence 3, 2 weapon spaces)

DEEP SPACE EXPLORATORY CRAFT

The Deep Space Exploration program was one of Earth's first forays into interstellar exploration. During the 22nd Century, several of these bulky vessels were launched from Earth before the human race had access to hyperspace. Cryogenically freezing their crew in shifts, these ships are mostly automated and computerised. By using recycling solar engines and very limited steerage capabilities, the DSE ships could alter their course slightly to avoid large obstacles like planets or stars; but could not rapidly change course or dodge unexpected debris or alien crafts.

Unarmed and lightly armoured, the DSE ship is an old tech reminder of the sheer tenacity of the human race when it came to wanting to see the stars. Several of these 'relics' have turned up now and again, many alien races scrapping them for resource materials rather than actually trying to thaw out its inhabitants. So long has passed since their initial launch that doing so might be considered a

cruel shock to the century-lagged crewmen. Even so, the Earth Alliance has openly asked that all DSE ships that are discovered be returned immediately to the nearest EA colony or base.

Deep Space Exploratory Craft

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 8; **Handling:** +4; **Sensors:** +1; **Stealth:** 1; **Stress:** 12; **Features:** Fusion Engine

Crew: Civilian (+1 BAB, +4 Training); 2 Pilots

Structural Spaces: 30 (Cargo 10, Control 3, Crew 2, Engine 15)

EA CORPORATE ESCORT

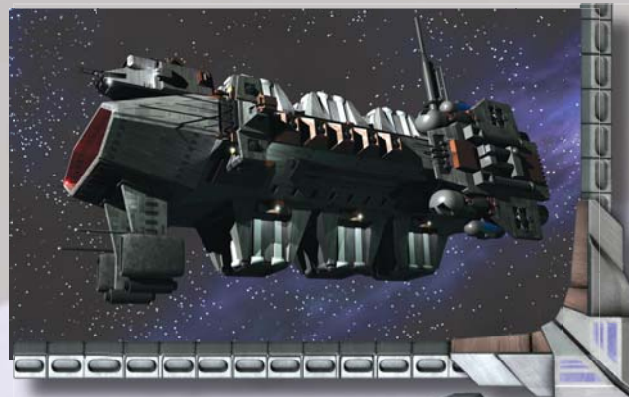
The civilian version of the light combat vehicle, the Corporate Escort is a small ship used by several megacorporations. The official shipbuilder's code for the Corporate Escort is the C-13 armed frigate, but most people just choose to call them 'CEs'. The CE is rather well armed for a civilian vessel, used as an escort ship for important executives or prized shipments between business branches. Sometimes outfitted for personal use by high-powered CEOs or for necessary protection in times of civil unrest, the CE is quite a capable little combatant when piloted by trained crew.

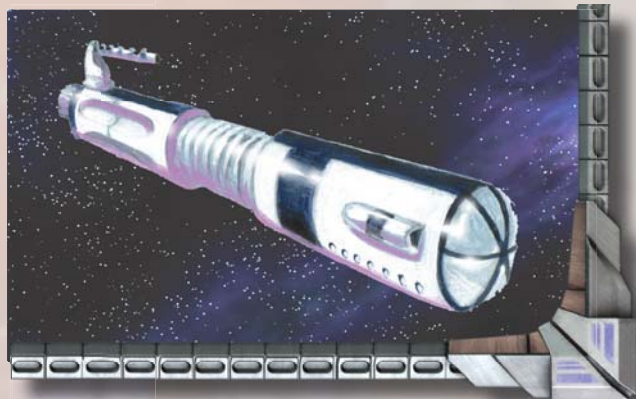
Many companies that commonly use the CE will keep ex-military or even mercenary crewmen on the payroll in order to put a seasoned veteran behind the console, but there is always a risk in putting particle beams and pulse cannons in the hands of a trained professional. Background checks are a must, and few are hired with dubious pasts. Unless of course, that is exactly what the company is looking for. A well-timed CE hijacking and summary attack could be *exactly* what a hostile takeover needs to 'seal the deal'.

C-13 Corporate Escort

Small Spacecraft

Defence Value: 15 (+2 size, +4 Handling); **Armour:** 9; **Handling:** +4; **Sensors:** +3; **Stealth:** 11; **Stress:** 16; **Features:**





Fusion Engine, Grapple, Targeting Computer

Crew: Civilian Trained (+2 BAB, +4 Training); 1 Pilot, 1 Sensor Operator, 2 Crewmen, 6 Passengers

Structural Spaces: 10 (Control 2, Engine 4, Weapons 4)

Fore Arc Weapons

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Particle Beam (Close, Offence 6, 1 weapon space)

③# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

③# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

CORPORATE FREIGHTER

Another vessel that is omnipresent throughout inhabited space, the mainstay freighter is little more than a trader ship with the ability to attach, monitor and deliver cargo pods in numbers. Some more profitable corporations are capable of sending these freighters into space, maximising on the value of the cargos they carry between transfer points and colony worlds. While there are dozens of variations on the basic freighter hull, the Fairspace Industries variety is the most commonly recognised and used by the largest contracts. Its hull is familiar to nearly any cargo running crew, and several shipping companies own entire fleets of them.

This freighter is typical of many similar designs, being little more than a comfortable crew compartment and engines built around a framework that has attachments for the carrying of eight universal cargo pods. To cut back on lengthy delays at any port of call while cargo is unloaded, the freighter can simply detach its cargo pods through a series of password-coded switches in the cockpit. Once the cargo loaders are in position, the freighter can simply leave them behind to deal with the cargo and move to pick up the next consignment within a few hours. Freighter captains have been known to drop their cargo pods while being pursued by raiders in an effort to survive the attack, giving them hopefully what they are after, but most employers frown on this 'cowardice'.

Corporate Freighter

Large Spacecraft

Defence Value: 8 (-2 size); **Armour:** 20; **Handling:** +0; **Sensors:** +0; **Stealth:** 8; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+1)

Crew: Civilian (+1 BAB, +4 Training); 2 Officers, 3 Pilots, 1 Sensor Operator, 6 Crewmen

Structural Spaces: 35 (Cargo 20, Control 4, Crew 4, Engine 5, Weapons 2)

Turret Weapons

③# Particle Gun (Close, Offence 5, 2 weapon spaces)

CORPORATE TANKER

Similar in construction to the corporate freighter and civilian trader, the tanker replaces the reinforced cargo pod hangers with attachment points for vast tanks capable of carrying a variety of different gases or liquids – many of which are the sole reason certain companies exist at all. Such vessels are the lifeline to many desolate worlds with few resources of their own, transporting important fuels, resources and even necessary substances to sustain life in their armoured tanks. Although slightly more protected than a common freighter, there is a great deal of risk carrying fuel oils or pressurised foodstuffs through the void of space.

Tanker pilots generally make a higher wage than common cargo runners, as there is a definite risk involved in being strapped to a tanker's cargo. Any attackers who do not have the best control of their weapons could puncture a filled tank, causing either a catastrophic explosion or a massive depressurisation that would crush the rest of the ship like a tin can, which in turn would cause a fusion reactor meltdown – and the aforementioned catastrophic explosion.

Corporate Tanker

Large Spacecraft

Defence Value: 10 (-2 size, +2 Handling); **Armour:** 16; **Handling:** +2; **Sensors:** + 2; **Stealth:** 8; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+3)



Crew: Civilian (+1 BAB, +4 Training); 1 Pilot, 1 Sensor Operator, 5 Crewmen

Structural Spaces: 42 (Cargo 25, Control 5, Engine 7, Hangar 1, Weapons 4)

Turret Weapons

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (1): 1 Light Shuttle

DEFENDER-CLASS CLOSE ESCORT

An old military model once used heavily by the Belt Alliance, the Defender was the primary deterrent against raiders and the like in its heyday. Occasionally used by civilians and personal crews as a good trade runner and escort ship, the Defender is one of the fastest ships that ever sprang from the Belt Alliance's shipyards. Some say it gives a few Earth Alliance ships a run for the fastest in the entire galactic sector, but such a claim would be expensive and time consuming to actually test to any capacity.

Older models of the Defender carried simple particle beams that did fine against smaller ships and boarding shuttles, but newer – and now standard – models replaced the direct fire weaponry with an equal number of fast-firing pulse cannons. Although they pack less of a punch, the Defender has always been primarily concerned with fighters and breaching pods, making the hail of fire they are capable of producing far more efficient for its chosen role.

Defender Close Escort

Large Spacecraft

Defence Value: 17 (–2 size, +9 Handling); **Armour:** 16; **Handling:** +9; **Sensors:** +4; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+1)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 2 Officers, 3 Pilots, 2 Sensor Operators, 8 Crewmen

Structural Spaces: 46 (Cargo 3, Control 5, Crew 2, Engine 28, Hangar 1, Weapons 7)

Fore Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

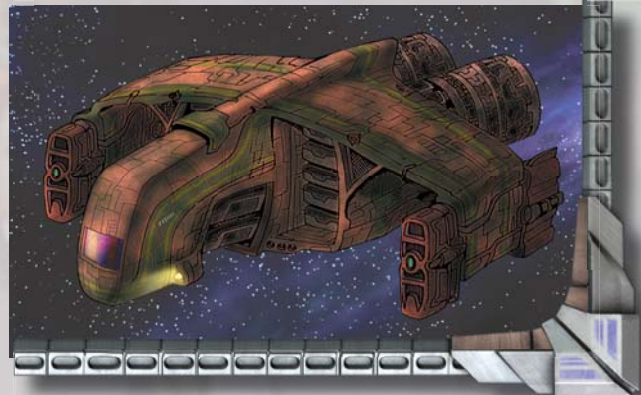
5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)



5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (1): 1 Light Shuttle

DRAKH MOTHERSHIP CARRIER

The largest vessel in the Drakh fleet, the 'Mothership' was the best way to deliver massive amounts of deadly Drakh Raiders to a combat zone. Using a mix of their own technologies and a touch of powerful Shadowtech, the 14 kilometre long carrier could hold over two dozen shuttles and a score of Raiders with room to spare for captured craft or allied visitors. The bulbous ship is a floating city, capable of sustaining the lives of nearly a thousand Drakh and their servants for a limitless amount of time. So large and well-armoured, the Motherships had no reason to have even a single weapon system, relying on the savage weaponry of their Raider compliment. Until set upon by the advanced weaponry of the White Stars under Delenn's direction, no Mothership had ever fallen to enemy fire.

Drakh Mothership Carrier

Colossal Spacecraft

Defence Value: –16 (–16 size, +0 Handling); **Armour:** 30; **Handling:** +0; **Sensors:** +15; **Stealth:** 1; **Stress:** 10; **Features:** Drakh Flight Computer, Gravitic Energy Grid 4, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 50 Officers, 100 Pilots, 200 Sensor Operators, thousands of crewmen and millions of passengers.

Structural Spaces: 32,310 (Cargo 25,000, Control 300, Crew 5,000, Engine 1,200, Hangar 800, Weapons 10)

Fore Arc Weapons

5# Heavy Neutron Cannon (Long, Offence 80, Beam 2d8, 2 weapon spaces)

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Craft (100): Varies; generally four Battle Cruisers, 120 Light Raiders and innumerable Shuttles

HARRIER-CLASS MEDIUM GUNBOAT

Once considered to be the largest warship in the Belt Alliance, the Harrier is a formidable patroller and defence craft. Designed to work excellently alongside patrol cutters and other picket ships, it uses short-ranged modified versions of matter technology called 'blast cannons' that launch volleys of solid pellets. Thick-hulled and resilient for an oversized line defender, it always performed well against raiders and lesser alien invaders.

Since the addition of the Vindicator and later Earth Alliance support the Harrier has fallen to the wayside as an actual fleet asset. Now they are relegated primarily to colonial support and the occasional private 'military' function.

Harrier Medium Gunboat

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 22; **Handling:** +8; **Sensors:** + 3; **Stealth:** 9; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 2 Officers, 3 Pilots, 3 Sensor Operators, 14 Crewmen

Structural Spaces: 69 (Cargo 20, Control 5, Crew 5, Engine 31, Hangar 1, Weapons 7)

Fore Arc Weapons

- 5# Medium Blast Cannon (Close, Offence 50, 1 weapon space)



- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)

- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)

- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (1): 1 Light Shuttle

HUNTSMAN-CLASS BOUNTY FRIGATE

Designed in a joint effort between the Brakiri Syndicracy and the Hyach Gerontocracy, the Huntsman is a slightly advanced hybridised craft that joins the gravitic technology of the Brakiri and the harmonic technology of the Hyach together in a fearsome fast attack ship for their trade marshals. Created solely for the licensed commercial bounty hunters, the ship is unsubtle and direct – much to the chagrin of the enemies of League-space fair trade.

Built along a modified Brakiri frame with a powerful gravitic engine, jump drive, multiple grapple systems and an array of deadly harmonic and gravitic weaponry; the Huntsman can tear smaller ships apart with ease. Raiders that spend any amount of time in League spacelanes mark these ships well for avoidance, as very few Trade Marshals who have been given access to them take any prisoners.

Huntsman Bounty Frigate

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** + 4; **Stealth:** 11; **Stress:** 10; **Features:**

Grapple (x6), Gravitic Engine, Jump Point, Targeting Computer (+4)

Crew: Trade Marshal Mercenary (+6 BAB, +11 Training); 1 Officer, 6 Pilots, 4 Sensor Operators, 20 Crewmen, 20 Passengers/Prisoners

Structural Spaces: 45 (Cargo 4, Control 5, Crew 4, Engine 13, Hangar 4, Weapons 15)

Fore Arc Weapons

⑤# Medium Harmonic Laser (Long, Offence 20, Beam 1d12, 2 weapon spaces)

⑤# Medium Harmonic Laser (Long, Offence 20, Beam 1d12, 2 weapon spaces)

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Port Arc Weapons

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Starboard Arc Weapons

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Aft Arc Weapons

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

⑤# Graviton Pulsar (Close, Offence 15, 1 weapon space)

Turret Weapons

⑤# Gravitic Bolt (Close, Offence 30, 2 weapon spaces)

⑤# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (2): 5 Light Shuttles, 3 Armed Shuttles

HURR GUNSHIP

Another class of ship that varies from vessel to vessel, the Hurr are not restricted to hull chassis designs when they decide to build their naval warships. From jagged edged corvette-esque runners to cylindrical horrors that sail through the Republic's small borders, the term 'gunship' is the only thing appropriate to title them all. Bristling with ammunition-wasting ballistic cannons, the Hurr are happy to live uncomfortably and dangerously within these ships if it means they can put just a few more guns in the finished product.

Hurr Gunship

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 28; **Handling:** +8; **Sensors:** +3; **Stealth:** 9; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+2)

Crew: Hurr Line (+5 BAB, +3 Training); 3 Officers, 4 Pilots, 4 Sensor Operators, 34 Crewmen

Structural Spaces: 91 (Cargo 15, Control 5, Crew 7, Engine 31, Hangar 1, Weapons 32)

Fore Arc Weapons

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)



⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 1 weapon space)

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 1 weapon space)

Port Arc Weapons

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 1 weapon space)

Starboard Arc Weapons

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Array, Rapid Fire 2, 1 weapon space)

Aft Arc Weapons

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)

⑤# Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 1 weapon space)

Turret Weapons

⑤# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

5# Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

Craft (1): 1 Light Shuttle

Note: Hurr Gunships vary greatly from one another, this is merely a good example of a primary model.

IPSHA BARONIES WAR GLOBE

Arguably the strangest looking warship ever produced by any race within the galaxy, the Ipsha War Globe is a metal ring of magnetic gyroscopics used to contain a powerful energetic anomaly within it. All Ipsha technology is based on the magnetic containment of these swirling green masses of unstable energy, using them to fuel their machines, arm their weapons, and essentially drive their technology en masse. Having created a powerful atomic reaction inside of the magnetic/gravitic coil of their vessels, there is an unbelievable amount of energy at the ship's disposal.

Fuelling every system of the 'globe', the energetic mass is an utter mystery to every other race. No Ipsha has ever allowed the secret to escape their lips, and no alien has the right body structure to survive in the alkaline waters of their vessels. How exactly the cephalopod-esque Ipsha came up with the science to harness what equates to a tiny sun in each of their ships will remain an enigma – no matter how many aliens wish they could duplicate it.

The War Globe is the most recognisable of their warships, having been outside of Barony space many times to aid their Gaim and Hyach allies. Their superior manoeuvrability and potent energetic weaponry was especially useful in the latter days of the Shadow War, as at least one Ipsha War Globe was present at Coriana VI to help defend the system from the First Ones.

Ipsha War Globe

Large Spacecraft

Defence Value: 18 (–2 size, +10 Handling); **Armour:** 20; **Handling:** +10; **Sensors:** +6; **Stealth:** 11; **Stress:** 10; **Features:** Hybrid Engine (Gravitic/Magnetic), Jump Point, Saucer Drive, Targeting Computer (+3)

Crew: Ipsha Line (+3 BAB, +7 Training); 5 Officers, 5 Pilots, 5 Sensor Operators, 15 Crewmen

Structural Spaces: 58 (Cargo 2, Control 5, Crew 3, Engine 11, Hangar 1, Weapons 36)

Fore Arc Weapons

5# Twin-Linked Focuser Cannon (Long, Offence 90, 4 weapon spaces)

5# Twin-Linked Focuser Cannon (Long, Offence 90, 4 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Focuser Cannon (Long, Offence 90, 4 weapon spaces)



Ipsha Fleet?

In 2262, when the mysterious 'Redhelms' attacked Babylon 5, the Gaim reported that the Ipsha had suffered losses against the raiding aliens from beyond the Rim. Until that time most outsiders had no idea the Ipsha had anything but a few of the strange War Globes. After the Redhelm attacks, when several Interstellar Alliance member races came to the Baronies to aid them in rebuilding their defences (should another wave come through), it became common knowledge that several other varieties of Ipsha warship existed.

Fighters, patrol boats and even a massive multi-massed dreadnought were reported to exist within the Baronies' borders – each one utilising their strange and interesting energy source methods. Why they have such a formidable military and have never have used it for good or ill is unknown, but many of their neighbours have been watching them closely ever since.

Turret Weapons

- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
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- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)
- 5# Energic Blaster (Close, Offence 30, 2 weapon spaces)

Craft (1): 1 Light Shuttle

ARBITER-CLASS INTERPLANETARY EXPEDITIONS RESEARCH CRAFT

An entire fleet of advanced-technology scouting and reconnaissance crafts, the *Arbiters* are a tool of the (in)famous IPX exploration teams. They are sent with commercial fleets and

other long-ranged convoys to map out decent places for IPX to set up colony or research bases, and to take note of any trade routes that seem dangerous or risky; using that information to arrange for adequate escorts or alternate routes. They are only armed with enough firepower to harass enemy fighters or clear landing paths on alien worlds, rarely ever trying to fight any battle that they could easily escape.

Using a slaved activation drive for any friendly jump engine in their fleets, the Arbiters can actually force a ship to open a jump point at the push of a button – giving it as many escape routes as it has jump capable allies. It is preferable for an Arbiter to leave an entirely civilian convoy behind to the mercy of raiders if it means that the advanced technology on the IPX vessel can be saved – sending reinforcements back to help if they can once the Arbiter is safe in port.

Arbiter IPX Research Craft

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 9; **Handling:** +4; **Sensors:** +3; **Stealth:** 11; **Stress:** 16; **Features:** Afterburners, Atmospheric Capable, Fusion Engine, Grapple, Remote Jump Point*, Targeting

Computer (+5)

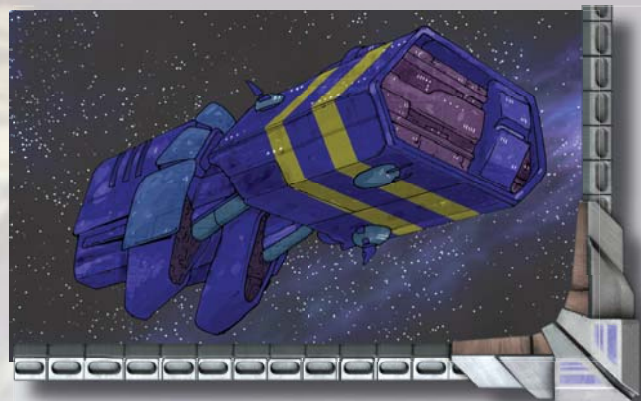
Crew: Civilian Trained (+2 BAB, +4 Training); 1 Pilot, 1 Passenger

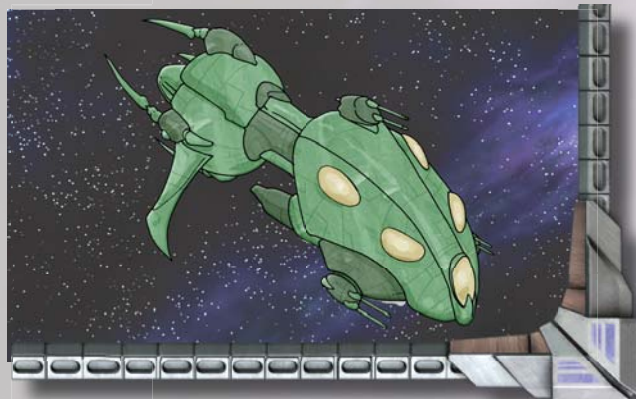
Structural Spaces: 11 (Cargo 2, Control 2, Engine 4, Weapons 3)

Fore Arc Weapons

- 5# Tri-Linked Particle Repeater (Close, Offence 10, Rapid Fire 4, 3 weapon spaces)

* This ship can actually force any other allied ship to undergo the *Open Jump Point!* order with a DC 12 Operations (systems) skill check.





KESTRAL-CLASS PATROL BOAT

The Kestral was the Drazii's first successful attempt at a small and fast attack frigate, which was quickly replaced by the widely accepted Stareagle. It rose from the ashes of the Dilgar War to fill a much-needed defence slot around the Freehold, having several thousand built within a few weeks of the end of the war. Originally armed with old Dilgar technology and outfitted later with far more reliable Drazii-made particle systems, the Kestral rarely made any military appearances after the birth of its descendant.

To make some form of profit on the vessels, many were sold to mercenary organisations and even to raider cells in order to pay for their expensive design and creation. Since then there have been dozens of different variants and civilian modifications of the old Kestral, with a few dozen still appearing in the occasional Freehold-sponsored corporate action or mercenary group. A high number of them have been sighted in the ranks of the dreaded Choshaka, the Drazii raider organisation, but Freehold representatives claim to know nothing of this.

Kestral Patrol Boat

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 15; **Handling:** +5; **Sensors:** + 3; **Stealth:** 15; **Stress:** 12; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+2)

Crew: Drazii Line (+4 BAB, +6 Training); 1 Officer, 1 Pilot, 1 Sensor Operator, 2 Crewmen

Structural Spaces: 19 (Cargo 2, Control 3, Engine 10, Hangar 1, Weapons 3)

Fore Arc Weapons

- 5# Particle Blaster (Close, Offence 8, 1 weapon space)
- 5# Particle Blaster (Close, Offence 8, 1 weapon space)
- 5# Particle Repeater (Close, Offence 5, Rapid Fire 4, 1 weapon space)

Craft (1): 1 Light Shuttle

LIBERATOR-CLASS LIGHT GUNBOAT

Made in small numbers by the Belt Alliance to deal with the rise in the Earth Alliance's use of the London-class Light Combat Vessel, the Liberator is akin to a larger version of the Delta-V fighter. Fast and agile, but packing decent enough firepower to deal with other small capital ships, the Liberator saw a great deal of use in its day. Now many of them have found their way into raider or mercenary hands, with a significant number of them hidden away by the Sh'lassan Empire to be used later in their war against 'Earther Oppression'.

The Liberator once solely used blast cannons as its weaponry, then replaced the insignificant light cannons with particle weaponry traded from the Centauri. Eventually they settled on the fast-firing pulse cannons of the current day model, but some of the older versions still exist. The main blast cannon on the prow of the vessel could not be retrofitted effectively, as too much of its recoil system and ammunition feeds are built in throughout the ship.

Liberator Light Gunboat

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 17; **Handling:** +5; **Sensors:** + 3; **Stealth:** 15; **Stress:** 12; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+1)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 2 Pilot, 1 Sensor Operator, 2 Crewmen

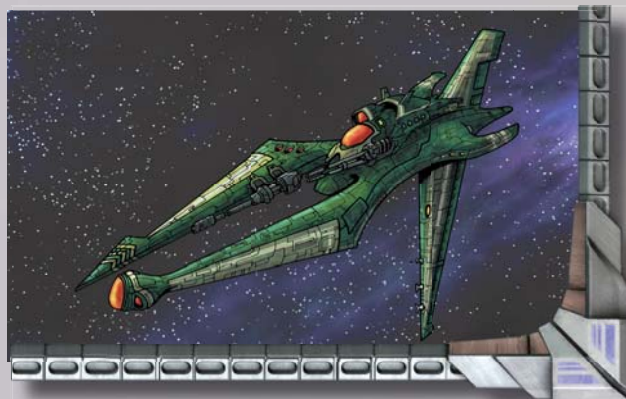
Structural Spaces: 21 (Cargo 1, Control 3, Crew 2, Engine 10, Weapons 5)

Fore Arc Weapons

- 5# Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Turret Weapons

- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 2 weapon spaces)





EA LIFEBOAT

A large vessel used solely as crew-rescue ships, the Lifeboat is an armoured hull with no weapons whatsoever. The lack of even point defence weaponry is to ensure there is no possibility that an enemy craft could scan the vessel and find any reason to fire upon it. Without a single weapon signature onboard, only a heartless and cruel foe would fire upon a Lifeboat.

They make room for a dozen passengers and a few hundred pounds of their possessions in each of the partitioned 'cabins', but all are localised around a central corridor that leads up to the open cockpit near the front of the ship. Built with very powerful engines and above-average life support systems, the Lifeboat is designed to quickly take survivors or refugees from a doomed ship away from the battle – hopefully toward friendly rescue ships.

EA Lifeboat

Medium Spacecraft

Defence Value: 17 (+7 Handling); **Armour:** 11; **Handling:** +7; **Sensors:** +1; **Stealth:** 7; **Stress:** 14; **Features:** Afterburners, Fusion Engine

Crew: Civilian (+1 BAB, +4 Training); 1 Pilot, 12 Passengers

Structural Spaces: 22 (Cargo 1, Control 3, Crew 2, Engine 16)

LIVESTOCK/SLAVER TRANSPORT BARGE

A huge vessel designed to take massive numbers of life forms – most often livestock – from one place to another, the transport barge has found several other uses since its creation. Made originally for agricultural planets to bring large animals to faraway colonies, the secondary life-support systems that keep waste and polluted air from recycling within the main crew cabins also made it far easier to carry *slaves* from one place to the next. By segregating the 'cargo' completely

and monitoring them through a series of connected surveillance angles, the ship's crew can effectively take care of the life forms from remote. This keeps the crew from having to deal with several days' worth of collected waste and the droning sounds of penned animals.

Protected by a dense hull and a single particle beam turret, the barge would make a perfect target for raiders or other hijackers. That is, if it were not for the fact that slave barges are generally protected by *slavers*, and livestock barges can rarely be taken without harming the living cargo. Most raiders are not interested in Zhabarian tiorach or Gorash prellins, as they are much more trouble than they are worth. It is this extra work to make any sort of profit off a livestock run that keeps the vessels safe.

Livestock/Slaver Transport Barge

Huge Spacecraft

Defence Value: 14 (–4 size, +8 Handling); **Armour:** 18; **Handling:** +8; **Sensors:** +1; **Stealth:** 3; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+5)

Crew: Civilian (+1 BAB, +4 Training); 2 Officers, 2 Pilots, 1 Sensor Operator, 5 Crewmen, 300 Prisoners/Large Animals

Structural Spaces: 93 (Cargo 50, Control 5, Crew 2, Engine 31, Hangar 3, Weapons 2)

Turret Weapons

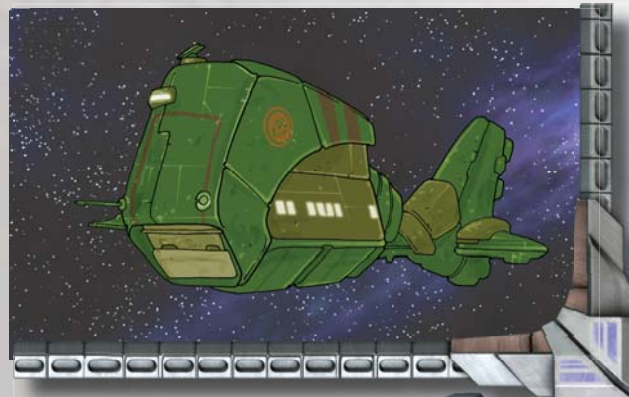
5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (1): 8 Light Shuttles

LONG RANGE SURVEY SHIP

A class of ship built by several of the more 'advanced' races, a long range survey vessel is little more than a few rooms built around powerful engines and even more powerful sensor arrays. Used to find suitable planets for colonisation or exploration, these ships are not built for combat in the slightest and rely on the fact that most of the places they travel to have no sentient inhabitants. At least, none recorded as of yet.

Most are fully automated to hold orbit or attain specific landing information, having computers on board that are nearly



autonomous and borderline A.I. These computers make up for the fact that the ships themselves rarely have large or highly-trained crews, those being reserved for the following colony ships.

Long Range Survey Ship

Medium Spacecraft

Defence Value: 17 (+7 Handling); **Armour:** 11; **Handling:** +7; **Sensors:** + 8; **Stealth:** 12; **Stress:** 14; **Features:** Gravitic Engine, Jump Point

Crew: Civilian (+1 BAB, +4 Training); 1 Pilot, 2 Passengers

Structural Spaces: 22 (Cargo 2, Control 3, Engine 16, Hangar 1)

Craft (1): 1 Light Shuttle

LUMATI TRANSPORT

Rare and beautiful to behold, the Lumati transport – or stellar yacht, as they have called it – is a luxurious method of travel for their higher diplomats and ambassadorial staff. As a society who believes in the best going to the strongest and most ‘genetically deserved’, the Lumati make these transports with the best of their technologies. In their minds, they believe that by showing their best technological secrets up front they will cow all other inferior races into submission out of hand. For this reason alone their transports are works of art.

Driven by a powerful gravitic engine and armed with numerous small electromagnetic weapons, the ship is capable of performing

equally well on parade or in combat. Its composite hull structure is very resilient and durable, and its dual-drive jump engine system makes it capable of escaping nearly any situation with little damage. Retreating may not seem like a very fitting choice for the ‘superior’ Lumati, but in such cases they often claim that fighting with an inferior is beneath them.

Lumati Transport

Large Spacecraft

Defence Value: 16 (–2 size, +8 Handling); **Armour:** 22; **Handling:** +8; **Sensors:** + 3; **Stealth:** 21; **Stress:** 7; **Features:** Atmospheric (Aquatic) Capable, Gravitic Engine, Jump Point, Targeting Computer (+4)

Crew: Lumati Line (+3 BAB, +8 Training); 2 Officers, 4 Pilots, 2 Sensor Operators, 5 Crewmen

Structural Spaces: 48 (Cargo 4, Control 6, Crew 3, Engine 25, Weapons 10)

Fore Arc Weapons

5# Arc Cannon (Long, Offence 30, 2 weapon spaces)

5# Arc Cannon (Long, Offence 30, 2 weapon spaces)

Aft Arc Weapons

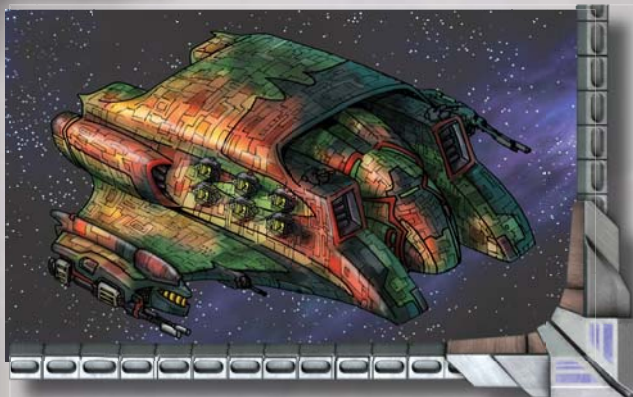
5# Arc Cannon (Long, Offence 30, 2 weapon spaces)

Turret Weapons

5# Electromagnetic Lashe (Close, Offence 20, 2 weapon spaces)

5# Electromagnetic Lashe (Close, Offence 20, 2 weapon spaces)





MEDIATOR-CLASS ESCORT CARRIER

The most common carrier in Belt Alliance combats, the Mediator was used as a delivery method of any form of auxiliary craft the BA could build. Using dangerous and somewhat susceptible external hangar accesses, the Mediator was always quick to launch its compliment of fighters and shuttles as soon as it could – if only to keep the ship itself from being targeted time and time again to destroy fighters. It was a weakness that was commonly exploited by Earth Alliance fleets, and often kept Mediators in the rear sections of a battle.

Armed adequately for a carrier, the Mediator was also fitted with assault shuttles from time to time. Using its gunnery potential to open a clear path to a target ship or colony, it could then drop several units of GROPOS troops with a moderate rate of survival to both the ship and the landing craft. Its greatest weak point (that EA pilots were quick to exploit) was its slow launch rate from internal bays once the externals were depleted, making it easy prey to fighters.

Mediator Escort Carrier

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 22; **Handling:** +2; **Sensors:** +4; **Stealth:** 7; **Stress:** 8; **Features:** External Docking Ring (12 fighters), Fusion Engine, Targeting Computer (+3)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 3 Officers, 36 Pilots, 3 Sensor Operators, 31 Crewmen, 250 Troops

Structural Spaces: 84 (Cargo 10, Control 5, Crew 35, Engine 13, Hangar 13, Weapons 8)

Fore Arc Weapons

5# Medium Blast Cannon (Close, Offence 50, 1 weapon space)

5# Medium Blast Cannon (Close, Offence 50, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5# Mk I Interceptors (Close, Offence 3 *or* Intercept 10, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (12): 2 Light Shuttles, 12 Delta-V Light Fighters *or* 12 Starfox Fighters (external docking), 12 Medium/Light Fighters *or* Assault Shuttles (internal docking)

NOLOSHAN TRADE FRIGATE

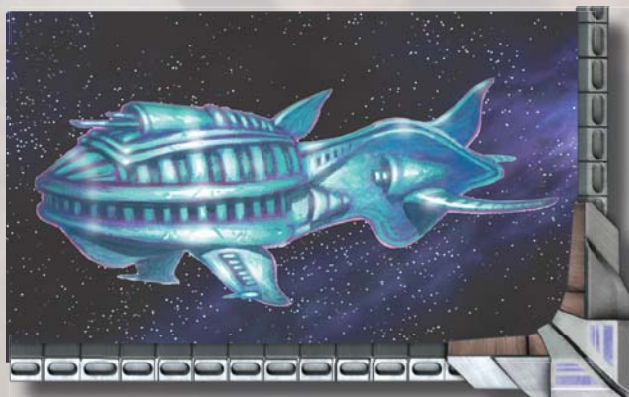
The space travel pack horses of the worker caste, the Minbari created the Noloshan from streamlined Tinashi hulls that were no longer combat-serviceable yet still very much spaceworthy. It is a common sight in the areas of the Federation where trade is acceptable, and is used heavily to ferry materials and workers from colony to colony to keep the workforces fresh and supplied. Although the worker caste rarely receives the attention it deserves, the Noloshan is one perk of being a member.

Being placed to work on a Noloshan crew is a high honour for Worker Caste members. A worker who finds himself a captain of the lightly armed frigate can expect to be listened to in political and social circles all over Minbari space, and may be known enough to be assigned specific routes or projects by the Grey Council itself.

Noloshan Trade Frigate

Huge Spacecraft

Defence Value: 12 (–4 size, +6 Handling); **Armour:** 20; **Handling:** +6; **Sensors:** +4; **Stealth:** 27; **Stress:** 5; **Features:** Gravitic Engine, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+4)



Crew: Minbari Worker Caste Line (+3 BAB, +11 Training); 5 Officers/Pilots, 1 Sensor Operator, 6 Crewmen

Structural Spaces: 73 (Cargo 30, Control 5, Crew 3, Engine 25, Hangar 1, Weapons 9)

Fore Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

Aft Arc Weapons

5# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

Craft (1): 2 Flyers

ORINTHAR-CLASS COMMERCIAL TRANSPORT

Bane to unsuspecting raiders, the Orinthar is the main Drazil commercial transport. Found all over the Freehold and the League territories in vast numbers, the sleek and durable transport is the Drazil's best recourse for protecting their commercial investments. Thickening the armour and attaching a subtly designed 'light' laser cannon on its nose, the Orinthar can not only carry several tons of cargo from one place to the next – even making planetside landings – but can also give a pretty rough time to any raider fighter unlucky enough to get in front of it!

Drazil merchants and cargo runners seek out the Orinthar for its general safety and reputation for dissuading petty hijackers and raiders. It is considered a worthwhile expense and several companies in and out of the Freehold swear by them. The added ability to withdraw the laser cannon into an internal compartment means that the Orinthar is also useful for trade in peaceful areas as well – or simply to be used for the utter surprise of a foolish ship-jacker!



Orinthar Commercial Transport

Medium Spacecraft

Defence Value: 15 (+5 Handling); **Armour:** 17; **Handling:** +5; **Sensors:** + 3; **Stealth:** 15; **Stress:** 12; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+2)

Crew: Drazil Line (+4 BAB, +6 Training); 1 Pilot, 3 Passengers
Structural Spaces: 20 (Cargo 5, Control 3, Engine 10, Weapons 2)

Fore Arc Weapons

5# Twin Linked Light Laser Cannon (Close, Offence 15, 2 weapon spaces)

PATROL BOAT

The generic term used for any small multi-crewed ship designed to stay in orbit around a colony or base, patrol boats are found in every corner of the galaxy in one form or another. Not every government or species can afford to keep frontline military vessels or automated defence satellites in every system under their control without affecting their resources adversely. Even in the heart of the great galactic empires, it is quite common to see these small patrol boats keeping light raiding activity and criminals under control, as well as stalling larger invasions when necessary.

Armed lightly and inexpensively, these craft have no chance against an enemy's frontline warships but their presence stretches the capabilities and influence of their fleets for little extra cost. Several companies make their living doing nothing but building cheap and easy patrol boats to be sold to those without the resources to build them on their own. With the state of affairs commonly found across the galaxy, this can be a very lucrative business indeed.

Patrol Boat

Medium Spacecraft

Defence Value: 16 (+6 Handling); **Armour:** 23; **Handling:** +6; **Sensors:** + 3; **Stealth:** 15; **Stress:** 12; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+2)



Crew: Civilian Trained (+2 BAB, +4 Training); 1 Officer, 1 Pilot, 1 Sensor Operator, 5 Passengers

Structural Spaces: 19 (Control 3, Engine 13, Weapons 3)

Turret Weapons

3# Particle Gun (Close, Offence 5, 1 weapon spaces)

3# Particle Gun (Close, Offence 5, 1 weapon spaces)

3# Particle Beam (Close, Offence 6, 1 weapon spaces)

PENGUIN-CLASS REFRIGERATED FREIGHTER

The answer to spoiled agricultural goods and overdue medical supplies, the Penguin is an enclosed 'podless' version of the corporate freighter that uses a very powerful and extensive refrigeration system to basically vacuum-seal and cryogenically freeze massive amounts of perishables. Its enclosed cargo pods are specifically designed to keep huge amounts of goods frozen for long periods of time; allowing shipments of real dairy products or skin grafts to make lengthy trips to faraway colonies without fear of them going bad.

Such a vessel is notoriously easy to track due to its very specific energy and temperature signatures, making it a favourite of raiders. 'Going out for ice cream' has become a raider catch phrase for cells that prey often on Penguins, hoping to strike it rich with a good bulk medical transport – but just as happy to have a few thousand gallons of fresh milk or cheese! It is for this reason alone that Penguins hire capable escorts on nearly any trip outside of EarthForce-patrolled lanes, knowing that their less-than-meagre weapon will do little to dissuade a dedicated raider.

Penguin Refrigerated Freighter

Large Spacecraft

Defence Value: 10 (–2 size, +2 Handling);

Armour: 18; **Handling:** +2; **Sensors:** + 2;

Stealth: 8; **Stress:** 12; **Features:** Fusion Engine, Grapple, Targeting Computer (+3)

Crew: Civilian (+1 BAB, +4 Training); 6 Officers/Pilots, 1 Sensor Operator, 5 Crewmen

Structural Spaces: 38 (Cargo 20, Control 5, Crew 2, Engine 7, Hangar 2, Weapons 2)

Turret Weapons

3# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (1): 3 Light Shuttles

PROTECTOR-CLASS CARRIER

The last word in Belt Alliance carriers, the Protector was designed after seeing the usefulness of multi-bay internal hangars used by the Dilgar during their invasion. Tired of having so many fighters picked off from their external docking rings, this slightly larger carrier could hold bigger numbers of fighters behind armoured hangar doors. When the time was right the same docking posts used on the external rings could be extended and launch flights of fighters in relative safety. It was this extendable post that later became the main launching method of the Earth Alliance Thunderbolt fighter.

The Protector was far more focussed a carrier than the Mediator, who also served as an assault delivery system. This carrier was built specifically with dozens of League race fighters in mind, as the Belt Alliance had good trade agreements with many of them. The internal hangar posts were easily modified to accept such purchased fighters as Narn Goriths or Brakiri Falkosis; but were primarily used to ferry Delta-Vs or the BA's own Starfoxes.

Protector Carrier

Huge Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 28;

Handling: +4; **Sensors:** + 5; **Stealth:** 12; **Stress:** 8; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 4 Officers, 48 Pilots, 4 Sensor Operators, 38 Crewmen

Structural Spaces: 90 (Cargo 25, Control 6, Crew 10, Engine 19, Hangar 20, Weapons 10)



Civilians, Raiders & Miscellaneous

Fore Arc Weapons

- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Starboard Arc Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Aft Arc Weapons

- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (18): 2 Light Shuttles, 36 Delta-V Light Fighters or Starfox Fighters

PSI CORPS FIGHTER CARRIER

Modified freighters designed to ferry Psi Corps Starfuries across larger areas of non-hyperspace distance without having to use up the fighters' fuel or life support, these carriers are the six most deployed ships in the Corps' fleet. Mounting a dozen Starfuries to the undercarriage of a common freight transport means that the fighters are almost always crewed before leaving the larger mothership, making only shorter trips safe for the telepathic pilots. It keeps advanced squadrons like the Black Omegas safe from outsiders until the point of deployment.

The 'carrier' supports a few scattered anti-fighter weapons to ward away any would-be raiders or harassing aliens, but are far more reliant on the telepathic abilities of the fighter pilots to project the proper illusionary cover and the like. Being a Psi Corps ship, they are fully crewed by 'teeps' of varying levels – but rarely are ship crews allotted anything higher than a P3 as common crew. The commanding officer could maybe be a high P8, but rarely anyone stronger is used in fleet deployments – except the Black Omegas, who are all P12 Psi Cops and as ruthless as the name implies.

Psi Corps Fighter Carrier

Medium Spacecraft

Defence Value: 12 (+4 Handling); **Armour:** 21; **Handling:** +4; **Sensors:** +3; **Stealth:** 15; **Stress:** 12; **Features:** External Docking Ring, Fusion Engine, Targeting Computer (+3)

Crew: Psi Corps Line (+4 BAB, +9 Training); 3 Officers, 12 Pilots, 1 Sensor Operator, 4 Crewmen

Structural Spaces: 24 (Control 3, Engine 7, Hangar 6, Weapons 8)

Turret Weapons

- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)
- 5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (6): 2 Light Shuttles, 12 Starfury Heavy Fighters

PSI CORPS MOTHERSHIP

Huge hybrids of the Skylark-class and Bradbury-lambda passenger liners converted to be hyperspace fortresses for hundreds of Psi Corps telepaths, the Motherships are where the real power of the Corps lies. These ships are designed to be mobile hyperspace bases, only ever leaving the alternate dimension for supplies and the very occasional deployment mission. In fact, most of the human governmental populace do not even know they exist. Rigged with some of the most advanced telepath-enhancing technologies the Corps has managed to research, each of the seven Motherships are a base in and of themselves. While the colony bases are the roots of the Psi Corps across the galaxy, the Motherships are where the branches stretch far out and cast everything in their shadow.

Using strange telepathic conduits and the boost that hyperspace gives to any telepath, the Motherships stay linked to one another at all times. These several hundred foot long observation pylons keep a telepath at the end next to a thin plastic screen, heightening their psychic abilities and making them what amounts to a *living antenna*. Motherships are armed adequately to deal with the occasional situation that could arise when they duck into realspace, but generally have little to fear from engagements at all. They travel through hyperspace, training and preparing huge numbers of loyal telepaths for the day when they will all emerge from hyperspace and bring their genetic war to the mundanes – once and for all.

Psi Corps Mothership

Gargantuan Spacecraft

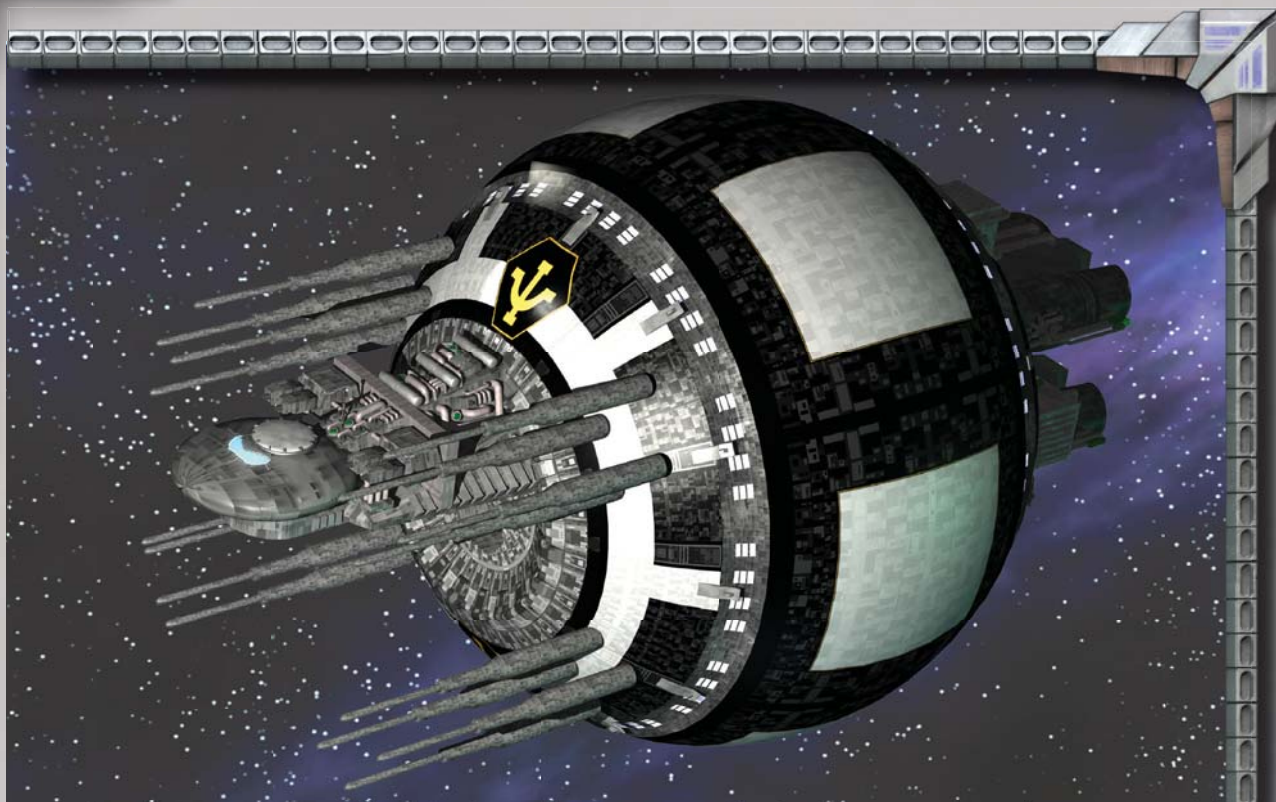
Defence Value: 6 (–8 size, +4 Handling); **Armour:** 30; **Handling:** +4; **Sensors:** +7/+15*; **Stealth:** 10/20*; **Stress:** 6; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Psi Corps Veteran (+8 BAB, +12 Training); 6 Officers, 28 Pilots, 16 Sensor Operators, 95 Crewmen, 200 Passengers

Structural Spaces: 124 (Cargo 35, Control 5, Crew 30, Engine 26, Hangar 12, Weapons 16)

Fore Arc Weapons

- 5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)



5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Mk II Interceptor (Close, Offence 3 *or* Intercept 20, 1 weapon space)

Craft (6): 6 Light Shuttles, 24 Starfury Heavy Fighters

* These are adjusted for telepathic bonuses while in hyperspace.

PSI CORPS SHADOWCLOAK ESCORT

Spy ships of the highest calibre, the Shadowcloak was an experimental vessel used by Psi Security to telepathically 'eavesdrop' on other hyperspace traffic without being seen or noticed. It looks at first glance – even electronically – like a Tethys police cutter, but packs a much different punch inside of it. Crewed wholly by telepaths trained in the ability to pick

The Seven Motherships

There are only seven operational Motherships as of the year 2262:

- 5# EAS *Isis* – off Earth beacon
- 5# EAS *Thoth* – off Earth beacon
- 5# EAS *Osiris* – off Arisia beacon
- 5# EAS *Anubis* – off Arisia beacon
- 5# EAS *Horus* – off Orion beacon
- 5# EAS *Hekate* – off Deneb beacon
- 5# EAS *Aphophis* – off Proxima beacon

Civilians, Raiders & Miscellaneous

up on ambient thought patterns floating through hyperspace, each Shadowcloak is a mobile listening post.

Armed to protect themselves if the need calls for it, each one of the 15 Shadowcloaks are far more prepared to escape into realspace or deeper into hyperspace to avoid capture. Everything about the vessel is made to be anonymous and impossible to 'take alive'. Supporting no outward symbols or ship designations, transmitting no real registry, able to steer far off beacon where no sane ship would follow and equipped with an atomising fusion bomb in its hold; no Shadowcloak has ever been successfully captured.

Psi Corps Shadowcloak Escort

Medium Spacecraft

Defence Value: 14 (+4 Handling); **Armour:** 15; **Handling:** +4; **Sensors:** + 5/+15*; **Stealth:** 10/20*; **Stress:** 12; **Features:** Fusion Engine, Grapple, Targeting Computer (+3)

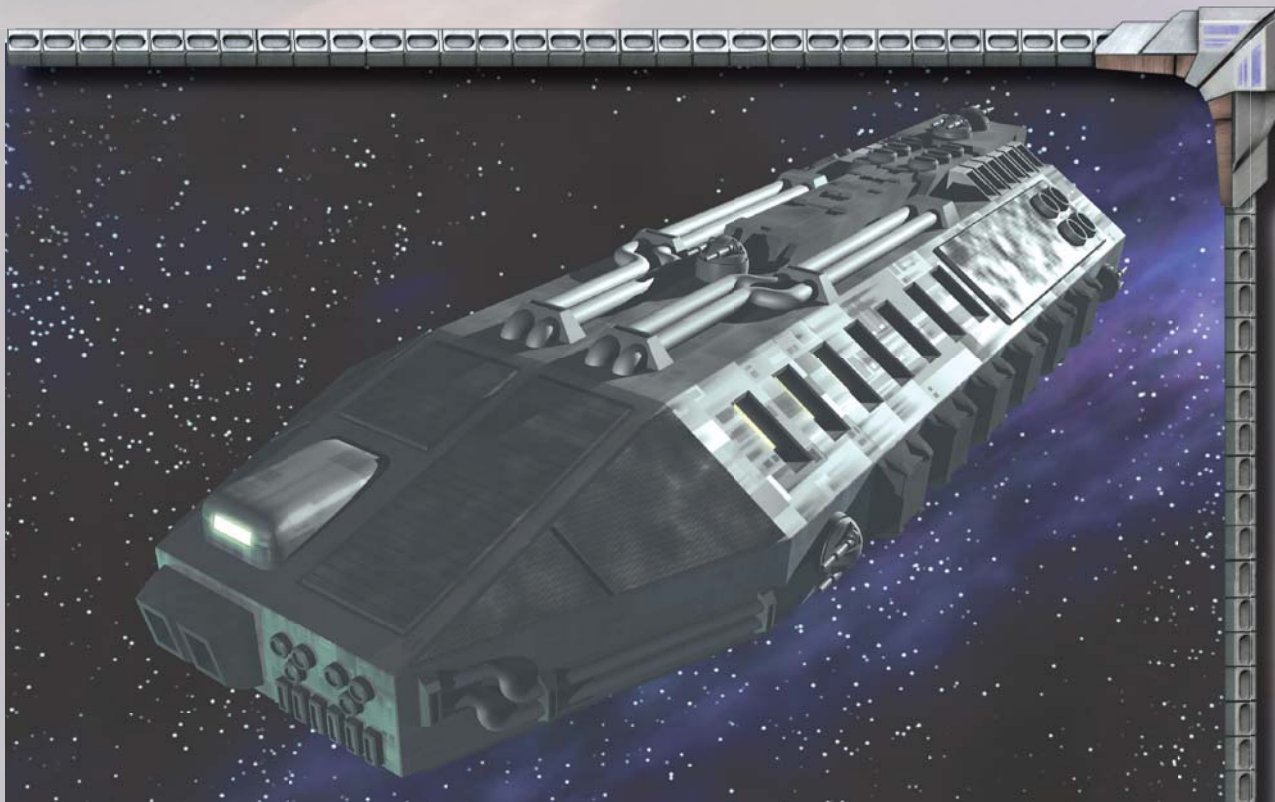
Crew: Psi Corps Veteran (+8 BAB, +12 Training); 2 Officers, 2 Pilots, 4 Sensor Operators, 10 Crewmen

Structural Spaces: 25 (Cargo 3, Control 3, Crew 3, Engine 7, Weapons 9)

The Fifteen Shadowcloaks

There are only 15 operational Shadowcloak as of the year 2262:

- 3# 11.22.76 – near Epsilon Eridani beacon (Alfred Bester's personal Shadowcloak)
- 3# SC1 – off Earth beacon
- 3# 8.16.77 – off Mars beacon
- 3# 11.13.99 – off Arisia beacon
- 3# F77 – off Orion beacon
- 3# 44M – off Deneb beacon
- 3# 987 – off Proxima beacon
- 3# 411x – off Jericho beacon
- 3# 119 – near Akdor beacon (anti-Sh'lassan crew only)
- 3# 2121 – along restricted Orion-Descari jump route
- 3# 30hm – off Beta 7 beacon
- 3# Beta 11 – assigned to Anubis Mothership
- 3# 10b – assigned to Apophis Mothership
- 3# 921 – assigned to Thoht Mothership
- 3# 78A – currently missing; last marked near Janos beacon



Fore Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

5# Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

5# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

5# Fusion Bomb (Close, Offence 250, 1 weapon space)**

Craft (1): 2 Light Shuttles

* These are adjusted for telepathic bonuses while in hyperspace.

** This is a one-use weapon, always centred on the Shadowcloak itself.

RAIDER DECOY COMBAT FREIGHTER

Raider cells with a bit of foresight will sometimes capture the freight vessels they prey upon, rather than simply loot their cargo or scuttle them. Retrofitting them with better armour and upgraded weaponry instead of cargo space, they are then added to the raiders' fleet in order to attack the next victim. This is not overly expensive, and many tactical raider commanders have found great use for them. Using a small fleet of these 'decoy' freighters can be enough to get an entire commercial convoy in a perfect hijacking formation by faking a raider attack in order to get the decoys in position – then springing a second attack from the freighters themselves! Some Raiders find this a very profitable exercise; though others may believe it to be more trouble than it is worth, especially if the freighters are found out early on.

Raider Modified Freighter

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 18; **Handling:** +4; **Sensors:** +3; **Stealth:** 13; **Stress:** 12; **Features:** Fusion Engine, Ghost Scan Emitter (x2)*, Targeting Computer (+3)

Crew: Raider Line (+3 BAB, +6 Training); 3 Officers/Pilots, 1 Sensor Operator, 4 Crewmen

Structural Spaces: 45 (Cargo 15, Control 5, Engine 13, Hangar 2, Weapons 10)

Fore Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

Turret Weapons

5# Particle Beam (Close, Offence 6, 2 weapon spaces)

Craft (1): 3 Armed Shuttles

* Each GSE grants a cumulative 25% chance to appear as a common freighter when scanned directly.

Raider Assault Freighter

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 22; **Handling:** +4; **Sensors:** +3; **Stealth:** 13; **Stress:** 12; **Features:** Fusion Engine, Ghost Scan Emitter (x2)*, Targeting Computer (+3)

Crew: Raider Line (+3 BAB, +6 Training); 3 Officers/Pilots, 1 Sensor Operator, 4 Crewmen, 96 Troops

Structural Spaces: 42 (Cargo 2, Control 5, Crew 11, Engine 13, Hangar 7, Weapons 4)

Turret Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

Craft (4): 8 Armed Shuttles, 8 Breaching Pods

* Each GSE grants a cumulative 25% chance to appear as a common freighter when scanned directly.

SALVAGER-CLASS TENDER

After the Dilgar War, the Belt Alliance saw fields and fields of destroyed starships floating as flotsam in the void – all within a few jumps of their main colonies. Knowing that it was an opportunity they could not pass up, the Salvager was pieced



Civilians, Raiders & Miscellaneous

together and sent out in large numbers to bring back as much as they could carry to research, retrofit or simply sell to the highest bidder. The Salvager was a huge vessel capable of expelling shuttles filled with EVA scrap experts and technicians, and covered in towing cables for larger pieces that could not be brought into its huge cargo hangars.

While not as efficient as other fleet tender vessels, the Salvager was never designed with that as its primary role. The Belt Alliance was better off purchasing or claiming fallen Cotten Tenders for that role, and continued to use the Salvager for bulk materials and battlefield cleaning. In the dawn of the 23rd Century, most Salvagers are now used by junking guilds and professional scrap salvage teams, many of which have become floating business offices where down-on-their-luck crews can come and purchase second (or third, or fourth) hand ship components for their own vessels.

Salvager Tender

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 22; **Handling:** +4; **Sensors:** +5; **Stealth:** 12; **Stress:** 8; **Features:** Fusion Engine, Grapple (x4), Targeting Computer (+3)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 2 Officers, 6 Pilots, 2 Sensor Operators, 14 Crewmen

Structural Spaces: 87 (Cargo 50, Control 6, Crew 3, Engine 19, Hangar 3, Weapons 6)

Fore Arc Weapons

3# Particle Beam (Close, Offence 6, 1 weapon space)
3# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

3# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

3# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

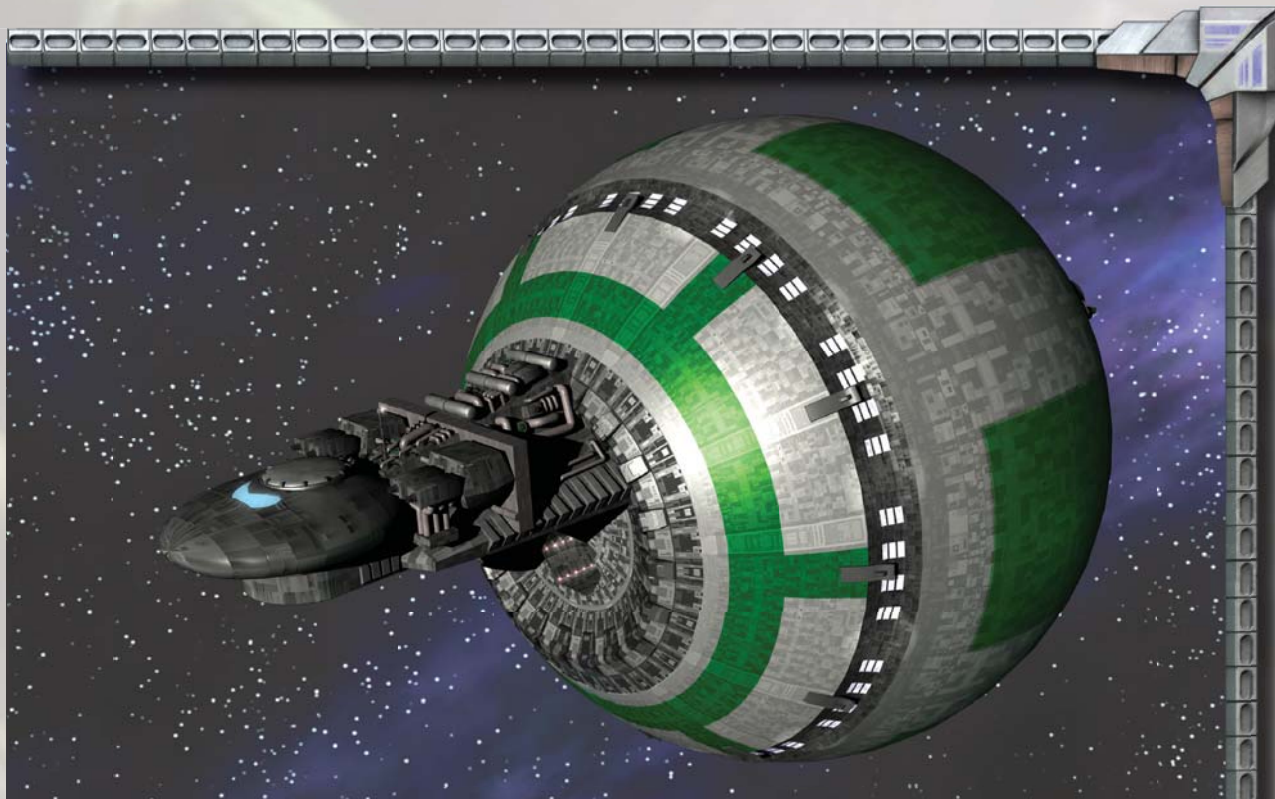
3# Particle Beam (Close, Offence 6, 1 weapon space)
3# Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (4): 4 Heavy Shuttles

SPACE LINER

A ship that is more of a class than a particular hull chassis, the space liner is a large professional passenger transport. The most common version of this is the Earth-made Asimov, a bulbous ship with a huge revolving section to generate gravity for its crew and guests, and can be found all over the galaxy.

Liners used by corporations are incredibly expensive to run but are capable of carrying enough passengers and cargo between transfer points that most civilians can afford to make the occasional trip for business or pleasure. A difference between the need for comfort and the utilitarian approach of military



ship designers, the Asimovs were the first Earth Alliance ships to have artificial gravity in any form, seen as a luxury instead of a useful tool. Before then, artificial gravity had only been attempted on larger, immobile space stations. These ships are manufactured to be fairly luxurious, though their running costs ensure that this level of comfort is only maintained by the most prestigious of transport companies. Many become pure workhorses, travelling between different worlds and generating profits for their owners wherever they can manage it.

Space Liner

Huge Spacecraft

Defence Value: 6 (–4 size); **Armour:** 30; **Handling:** +0; **Sensors:** +1; **Stealth:** 4; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+1)

Crew: Civilian Line (+1 BAB, +4 Training); 3 Officers, 4 Pilots, 4 Sensor Operators, 28 Crewmen, 512 Passengers

Structural Spaces: 90 (Cargo 65, Control 5, Crew 5, Engine 5, Hangar 6, Weapons 4)

Fore Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Port Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 4 Shuttles

SHORAB-CLASS HEAVY TRANSPORT

Built by the Markab to be their primary cargo and personnel transport liner, the Shorab is a large and bulky craft that can house several hundred Markab remarkably comfortably with a few of their personal belongings stored nearby. Ruled by a strong moral code and general avoidance of darker emotions, the Markab built the Shorab for civilian use only.

The Shorab was sold to many outsiders as a cargo vessel; but primarily was sold in great numbers to the Gaim. The insectoid race soon installed a number of weapon systems on board and the Shorab soon lost its reputation as a helpless piece of flotsam.

Shorab Heavy Transport

Huge Spacecraft

Defence Value: 9 (–4 size, +3 Handling); **Armour:** 24; **Handling:** +3; **Sensors:** +3; **Stealth:** 2; **Stress:** 10; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Markab Civilian (+1 BAB, +6 Training); 2 Pilots, 4 Crewman, up to 300 Passengers

Structural Spaces: 70 (Cargo 10, Control 5, Crew 35, Engine 16,

Hangar 1, Weapons 3)

Fore Arc Weapons

5# Packet Torpedo Launcher (Close, Offence 25, 1 weapon spaces)

5# Packet Torpedo Launcher (Close, Offence 25, 1 weapon spaces)

5# Packet Torpedo Launcher (Close, Offence 25, 1 weapon spaces)

Craft (1): 1 Light Shuttle

SHYAIREL-CLASS OUTPOST LANDER

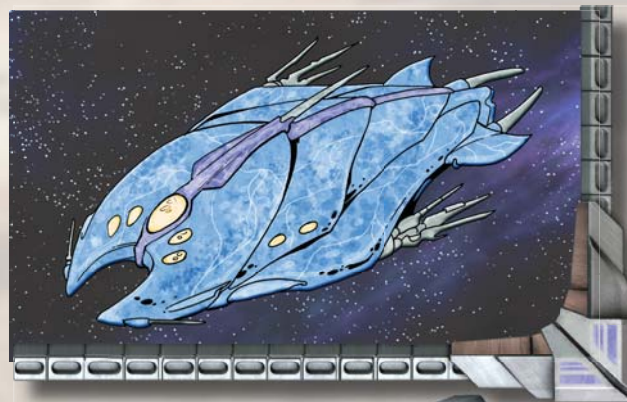
The best supply ship the Abbai Matriarchate ever designed, the Shyairrel – meaning ‘armoured saviour’ in their native tongue – is a well-armed and armoured landing craft. Made to land on solid ground or under water whenever necessary, the Shyairrel carries huge amounts of cargo and several delivery vehicles to bring it to wherever it is needed. Being a sizeable ship capable of making planetside landings, it often must choose a landing point miles outside of a colony or outpost, relying on its hovercraft cargo vehicles and personnel shuttles to interact with the intended rendezvous.

Being that the expensive craft and its precious cargo will commonly be alone in the wilderness, it carries a powerful set of quad arrays ready to blast anyone coming within five miles with hostile intent. While the gravitic shielding will not function very well when landed, the thick hull and reinforced bulkheads can handle most small vehicle fire – but make the ship rather vulnerable to other atmospheric craft. Even though it can withstand a significant amount of damage, a Shyairrel would much rather take on a spacecraft in the void of space than have to defend itself against attack runs on the ground.

Shyairrel Outpost Lander

Large Spacecraft

Defence Value: 12 (–2 size, +4 Handling); **Armour:** 20; **Handling:** +4; **Sensors:** +4; **Stealth:** 12; **Stress:** 7; **Features:** Atmospheric Capable (Aquatic), Gravitic Engine, Targeting Computer (+3)





Crew: Abbai Civilian (+1 BAB, +6 Training); 1 Officer, 3 Pilots, 2 Sensor Operators, 9 Crewmen

Structural Spaces: 48 (Cargo 10, Control 5, Crew 2, Engine 13, Hangar 2, Weapons 16)

Fore Arc Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 3 weapon spaces)

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Aft Arc Weapons

5# Particle Impeder (Close, Intercept 10, 1 weapon space)

Turret Weapons

5# Tri-Linked Combat Laser (Close, Offence 30, Beam 3d6, 6 weapon spaces)

5# Gravitic Shield Generator (Close, Intercept 30, 2 weapon spaces)

Craft (2): 2 Light Shuttles, 10 Hovercraft Cargo Loaders (count as 2 fighters)

SOUL HUNTER TRANSPORT

Easily one of the rarest and most feared vessels to ever crawl out of hyperspace, the transport frigates of the enigmatic Soul Hunters are more dangerous than they would ever seem at first sight. Advanced armour that learns from each attack it survives,

a powerfully advanced plasma stream weapon and the ability to attach like a boarding pod to any vessel – these are what makes the relentless race a terror when set upon a ship.

Having access to a hundred thousand souls' worth of shipbuilding knowledge, the Soul Hunters have very advanced ships that seem to defy many of the common aspects that such a small vessel would otherwise have. Tough, powerful and fast; the Soul Hunter transport is a lethal vessel designed to fight against all odds in order to preserve the dying energy of others – no matter what they have to cut through to get to it.

Soul Hunter Transport

Medium Spacecraft

Defence Value: 14 (+6 Handling); **Armour:** 23; **Handling:** +6; **Sensors:** +10; **Stealth:** 26; **Stress:** 4; **Features:** Adaptive Armour, Atmospheric Capable, Grapple, Gravitic Engine, Flight Computer, Jump Point, Targeting Computer (+4)

Crew: Soul Hunter (+6 BAB, +8 Training); 1 Pilot, 1 Passenger

Structural Spaces: 20 (Cargo 2, Control 3, Crew 1, Engine 13, Weapons 1)

Fore Arc Weapons

5# Advanced Plasma Stream (Close, Offence 100, 1 weapon space)



STREIB COLLECTOR SHIP

Mysterious scouts and technicians for the Shadows, the Streibs move through the galaxy in their awkward and fearsome looking collector ships in search of test subjects. Using powerful stealth capabilities it slips past all beacons and defences, then emerges from hyperspace with precision jump engine technologies to rip apart unsuspecting ships and snatch up any escape pods or survivors. After patching up the captives, fitting the particular ones with biotechnology keepers designed similarly as the ones the Drakh produce, the Streibs then move about hyperspace performing their dark experiments upon them at their leisure.

Although well equipped, the collector ship rarely fights a head-on battle. Like their dark masters they prefer to hit and run or escape direct conflict to surprise their foe later, at a time and place of their choosing. If forced to battle however, their numerous laser arrays and powerful tractor beam can cause a great deal of damage and chaos before they choose to escape away into hyperspace again.

Streib Collector Ship

Huge Spacecraft

Defence Value: 12 (−4 size, +6 Handling);

Armour: 28; **Handling:** +8; **Sensors:** +12;

Stealth: 19; **Stress:** 0; **Features:**

Adaptive Armour, Artificial Gravity, Jump Point, Targeting Computer (+3)

Crew: Streib Line/Shadow Servants (+5 BAB, +10 Training); 4 Officers, 5 Pilots, 3 Sensor Operators, 8 Crew, up to 20 Passengers/Prisoners

Structural Spaces: 61 (Cargo 5, Control 5, Crew 4, Engine 25, Hangar 2, Weapons 20)

Fore Arc Weapons

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)

5# Light Laser Array (Long, Offence 40, Array, Rapid Fire 2, 2 weapon spaces)

5# Light Laser Array (Long, Offence 40, Array, Rapid Fire 2, 2 weapon spaces)

5# Light Laser Array (Long, Offence 40, Array, Rapid Fire 2, 2 weapon spaces)

5# Tractor Beam (Close, Offence 0, 2 weapon spaces)*

Aft Arc Weapons

5# Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 8 weapon spaces)

* Any spacecraft of Small size or smaller struck by the Tractor Beam must make a DC 30 Pilot check immediately or be dragged into the Hangar of the Collector Ship.

RAIDER STRIKE CARRIER

Like the Battlegwagon, the 'Strike Carrier' is a converted ship used by raiders to fulfil a specific

function – to launch fightercraft in a hurry. Typically built upon the chunks of space liners and old Mediator Belt Alliance carriers, the strike carrier has extensive weapon upgrades. A set of rails designed to hold Delta-V fighters allows the four flights commonly carried by the ship to be launched and recovered very quickly, a vital necessity when attacking commercial lanes or military targets. The cannibalised hull also grants other benefits to the raider cell, such as relatively pristine quarters and artificial gravity for longer deployments. However, as a frontline warship, the strike carrier is lacking.

A boon to the entire 'Delta family' of fighters, the strike carrier can easily be altered to accept breaching pods or assault shuttles in just a few hours of dry dock. This is not the most common arrangement, but can be quite a shock to targets expecting a fighter swarm instead. The weapon layout of the carrier is not as impressive as a battlewagon or military warship, but when combined with several waves of friendly fighters, it may just be what is necessary to make a target surrender.

Raider Strike Carrier

Huge Spacecraft

Defence Value: 8 (–4 size, +2 Handling); **Armour:** 22; **Handling:** +2; **Sensors:** +4; **Stealth:** 7; **Stress:** 8; **Features:** External Docking Ring, Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Raider Line (+3 BAB, +6 Training); 2 Officers, 10 Pilots, 8 Sensor Operators, 25 Crewmen, 10/Passengers/Prisoners

Structural Spaces: 74 (Cargo 10, Control 5, Crew 6, Engine 13, Hangar 20, Weapons 20)

Fore Arc Weapons

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Port Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

5# Twin-Linked Medium Pulse Cannon (Close, Offence 15, Rapid Fire 3, 2 weapon spaces)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

5# Particle Beam (Close, Offence 6, 1 weapon space)

Craft (24): 8 Light Shuttles (internal hangar), 24 Delta-V Light Fighters or 24 Double-V Fighters or 24 Delta-V2 Combat Fighters

TECHNO-MAGE PINNACLE

The Order of the Techno-Mages is a powerful, mysterious and almost mythical entity and their personal spacecraft even more so. Black, sleek and seamless they soar through the stars with neither heed nor care of the world around them. It is said that they can appear as they wish, creating images of comets and asteroids around themselves to cloak their.

If it is unwise to anger a Techno-Mage, it is *suicidal* to confront one in his ship. Capable of amazing feats of super-science and 'magic' from within their intelligent craft, the technologies that put a Pinnacle together are beyond normal understanding and rarely can be handled by any of the younger races. Between armour 'enchanted' to avoid damage and a weapon that knows exactly what sort of energy to muster and fire at just the right moment – it is impossible to tell if the Pinnacle is even *able* to be defeated by normal means.

Techno-Mage Pinnacle

Medium Spacecraft

Defence Value: 16 (+6 Handling); **Armour:** 25; **Handling:** +6; **Sensors:** +15; **Stealth:** 36; **Stress:** 4; **Features:** Atmospheric Capable, Electromagnetic Armour*, Gravitic Engine, Flight Computer, Jump Point, Techno-Mage Adjustments**, Targeting Computer (+5)

Crew: Techno-Mage (+8 BAB, +15 Training); 1 Pilot, 1 Passenger

Structural Spaces: 20 (Cargo 1, Control 3, Crew 1, Engine 13, Weapons 2)

Fore Arc Weapons

5# Variable Energy Weapon (Long, Offence 75, 2 weapon spaces)

* A ship designed with electromagnetic armour gains the Electromagnetic Armour special quality (see *Babylon 5 Roleplaying Game 2nd Ed*, page 231). This quality operates identically to the EM Shield quality, except that the equipment





bonus is increased to +12 and the ship suffers no penalty to when using its own targeting computer or holding a weapons lock. A ship may not benefit from both electromagnetic armour and an electromagnetic shield.

** See *The Techno-Mage Fact Book* for details on what sorts of things a Techno-Mage can do with his Pinnacle.

VINDICATOR-CLASS HEAVY GUNBOAT

Actually a large cruiser, the 'heavy gunboat' is the Belt Alliance's most offensive spacecraft. Although it technically is against the Belt Alliance charter in regards to its size and armament, the Vindicator is kept in small numbers and only called to battle when absolutely necessary. Its array of blast cannon and external fighter rings mean that it can begin its offensive the second it enters a battlefield, rather than trying to arrange for a better shot or protecting its fighter compliment's launch path. It is designed to rush out into the battlefield, launch a handful of fighters, and begin taking firing solutions to each target – eliminating them in short order with banks of blast cannon fire.

The Vindicator is no match for newer, more advanced Earth Alliance warships but can give most mid-range or Raider attack fleets a good fight. It was meant to always be on the attack, bringing its forward batteries to bear on a target and pounding it into submission. This makes it particularly weak against very fast or agile enemies, who can hopefully be handled or at least delayed by the fighters the Vindicator brings with it.

Vindicator Heavy Gunboat

Huge Spacecraft

Defence Value: 11 (-4 size, +5 Handling); **Armour:** 28; **Handling:** +5; **Sensors:** +4; **Stealth:** 12; **Stress:** 8; **Features:** External Docking Ring, Fusion Engine, Targeting Computer (+3)

Crew: Belt Alliance Line (+3 BAB, +8 Training); 3 Officers, 10 Pilots, 3 Sensor Operators, 20 Crewmen

Structural Spaces: 63 (Cargo 15, Control 6, Crew 5, Engine 22, Hangar 5, Weapons 10)

Fore Arc Weapons

- 5# Heavy Blast Cannon (Close, Offence 80, 1 weapon space)
- 5# Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5# Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Port Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- 5# Particle Beam (Close, Offence 6, 1 weapon space)
- 5# Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

Craft (6): 2 Light Shuttles (internal bay), 6 Delta-V Light Fighters –or– Starfox Fighters (external docking ring)

LIGHT CLASSED VESSELS

BREACHING POD

The generic method used by nearly all races to bring trained boarding marines (or the closest thing a navy can muster) aboard enemy ships, the breaching pod is little more than an armoured shell fitted with a thruster. Using heavy magnetic locking struts and a powerful hull-cutting instrument, the pod attaches itself to an enemy ship or station, burns through the hull and opens to let marines through. They can cause considerable damage in a conflict, so they are best protected by fighter screens and defensive fire from nearby ships.

From the moment a breaching pod launches from its carrying vessel, it is in a great deal of danger from capital ship crossfire, enemy fighters and battlefield chaos. More than a few pods have become slag due to an unexpected fusion reactor breach



on their intended target, or from trying to manoeuvre through a swarm of fighters – who can easily pick off pods at close range without so much as breaking a sweat.

Breaching Pod

Tiny Spacecraft

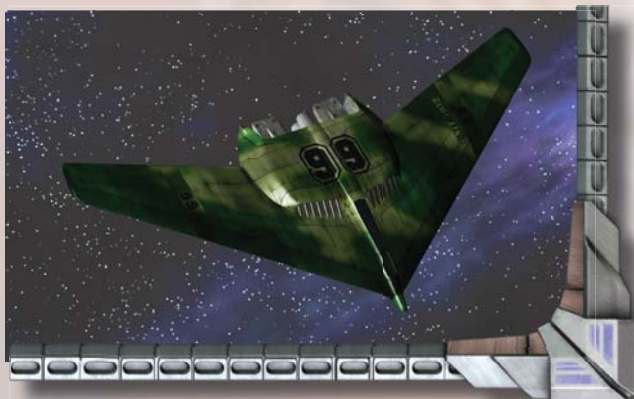
Defence Value: 17 (+4 size, +3 Handling); **Armour:** 10; **Handling:** +3; **Sensors:** +3; **Stealth:** 9; **Stress:** 14; **Features:** Fusion Engine, Grapple
Crew: Naval Line (+4 BAB, +6 Training); 1 Pilot, 12 Troops
Structural Spaces: 4 (Control 1, Crew 2, Engine 1)

DELTA-V LIGHT FIGHTER

A favourite of raiders and smaller military forces, the Delta-V – also called the Zephyr by the designers – can be found anywhere in the galaxy. Though lacking the strength of a heavy fighter, the Delta-V is capable of atmospheric flight and rapid launches and landings, thus greatly increasing its utility for lesser militaries or personal civilian escort services.

It did not take long for someone to try and make more out of the famous ‘chip fighter’. Developed by raiders as a means of increasing their aces’ firepower, the Double-V is actually the main parts of two Delta-V’s welded together, one on top of the other, and sealed into a single fightercraft. The resulting craft has better armour and is capable of carrying fighter missile racks and slightly heavier guns. Though this comes at the cost of its manoeuvrability, few raider aces care – survival is far more important.

An official variant – or rather an alternate hull of the same designs schematics – Delta Industries made a new version of an old favourite. At nearly double the upfront cost of its predecessor, the ‘V2’ is a well-made and well-armed ‘combat fighter’. Based on the same design, the V2 is a much needed re-envisioning of the old chassis. Keeping the signature ‘chip fighter’ look and the ability to use the same launching and docking methods of the older model, the V2 is superior in all other ways. Stronger weaponry, seamlessly condensed armour plating and superior manoeuvrability sets the V2 apart as a new era for fighter pilots who were used to dealing with the old V.



Delta-V Light Fighter

Tiny Spacecraft

Defence Value: 5 (+4 size, +1 Handling); **Armour:** 7; **Handling:** +1; **Sensors:** +1; **Stealth:** 20; **Stress:** 18; **Features:** Atmospheric Capable, Fusion Engine
Crew: Raider Line (+3 BAB, +6 Training); 1 Pilot
Structural Spaces: 4 (Control 1, Engine 1, Weapons 2)

Fore Arc Weapons

5# Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

Double-V Fighter

Tiny Spacecraft

Defence Value: 4 (+4 size); **Armour:** 10; **Handling:** +0; **Sensors:** +1; **Stealth:** 14; **Stress:** 18; **Features:** Atmosphere Capable, Fusion Engine
Crew: Raider Line (+3 BAB, +6 Training); 1 Pilot
Structural Spaces: 9 (Control 1, Engine 1, Weapons 4)

Fore Arc Weapons

5# Twin-Linked Particle Gun (Close, Offence 7, 2 weapon spaces)

5# Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)

Delta-V2 Combat Fighter

Tiny Spacecraft

Defence Value: 19 (+4 size, +2 Handling); **Armour:** 9; **Handling:** +2; **Sensors:** +2; **Stealth:** 22; **Stress:** 20; **Features:** Atmospheric Capable, Pivotal Thrusters
Crew: Raider Line (+3 BAB, +6 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Engine 2, Weapons 3)

Fore Arc Weapons

5# Twin-Linked Particle Gun (Close, Offence 7, 2 weapon spaces)

5# Ultra-Light Pulse Cannon (Close, Offence 3, Rapid Fire 2, 1 weapon space)

DRAKH SHUTTLE

With a structure that looks like an opening flower bud, the attractive and mysterious Drakh shuttle is used to ferry a single Drakh passenger – and anything he might be carrying with him – to another ship. Similar in internal design as an escape pod or Minbari Flyer, the quarters are not extravagant or even very comfortable. The shuttle was designed solely to bring a passenger from one ship to another.

After seeing how useful breaching pods and assault shuttles were in the historical records of the Centauri once they took root in the Republic, the Drakh modified a number of their shuttles to become ‘assault’ pods of a sort. Armed with a small fusion cutter and hull-ripping ‘petals’, the assault shuttle forces entry into an airlock or weak hull section in order to deposit a trio of deadly Drakh infantrymen – and often several crawling Drakh keepers, who will soon turn a ship’s crew against one another!

Drakh Shuttle

Small Spacecraft

Defence Value: 18 (+2 Size, +6 Handling); **Armour:** 14
Handling: +6; **Sensors:** +12; **Stealth:** 20; **Stress:** 8; **Features:** Atmosphere Capable, Drakh Flight Computer, Gravitic Engine

Crew: Drakh Line (+5 BAB, +9 Training); 1 Pilot, 24 passengers

Structural Spaces: 8 (Cargo 5, Control 1, Crew 1, Engine 1)

Drakh Assault Shuttle

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 10;
Handling: +5; **Sensors:** +6; **Stealth:** 38; **Stress:** 13; **Features:** Atmospheric Capable, Drakh Flight Computer, Grapple, Gravitic Engine, Targeting Computer (+4)

Crew: Drakh Line (+5 BAB, +8 Training); 1 Pilot, 3 Troops

Structural Spaces: 3 (Control 1, Engine 1, Weapon 1)

Fore Arc Weapons

5# Fusion Cannon (Close, Offence 20, 1 weapon space)

DRAKH HEAVY RAIDER

The Drakh never had the resources or manpower to justify developing fighters. While huge swarms of fast, heavily-armed vessels can be devastating, the Drakh knew their enemies would always be more numerous. Therefore, they concentrated on designing a vessel that could fulfil the functions of a fighter, but would be capable of defeating waves of smaller vessels as well as damaging larger ones. In truth, the Heavy Raider is almost a direct copy of a small Shadow warship, remade using Drakh technology.



The *raistor* is built around its primary weapon, a neutron cannon of incredible power. The only ship of comparable size that exceeds the Heavy Raider’s firepower is the *White Star* – the Heavy Raiders have an absurdly large and powerful gun for such a small ship. The crew section of the Raider is very cramped, even for a Drakh vessel. The entire crew is crowded into the ‘stem’ of the main gun, just about the main reactor.

Most Drakh vessels have two fin-like arrays that are used by the gravitic engines to simulate thrust but the Raider has no less than four manoeuvring fins, to give it the agility it needs. Even with its shields and armour, the Heavy Raider is not capable of standing up to the firepower from a capital ship, so it needs the ability to evade incoming fire. The Raider is nearly as agile as a Shadow vessel.

With all that firepower, armour and speed packed into such a small hull, compromises had to be made. The Raiders do not have jump engines, forcing them to rely on carriers for hyperspace travel. They have only minimal sensor and life-support systems, and are not atmosphere-capable under normal circumstances. In emergencies, a Raider can reinforce its gravitic shields enough to risk entry into an atmosphere but the gravity of a planet will likely break or warp the manoeuvring fins, permanently grounding the Raider if it tries to land.

Drakh Heavy Raider

Medium Spacecraft

Defence Value: 16 (+0 Size, +6 Handling); **Armour:** 20
Handling: +6; **Sensors:** +5; **Stealth:** 18; **Stress:** 6; **Features:** Gravitic Energy Grid 1, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 4 Sensor Operators, 8 Crewmen

Structural Spaces: 12 (Cargo 2, Control 3, Crew 2, Engine 3, Weapons 2)

Fore Arc Weapons

5# Heavy Neutron Cannon (Long, Offence 30, Beam 2d8, 2 weapon spaces)



DRAXH LIGHT RAIDER

The Light Raider is a smaller version of the Heavy Raider, developed during the last great war. The younger races were using huge fleets of fighters to swarm the Shadow ships. Powerful as they are, most Shadow vessels are capable of tracking and destroying only one ship at a time. The Heavy Raiders are based on the Shadow template and so share this restriction. The Light Raider was designed to counter the fighter swarms. The Drakh had no desire to produce their own fighter swarms, so they built a ship that could destroy enemy fighters swiftly and efficiently. The Light Raider uses its gravitic agility to line up quick shots from its neutron cannon. While the lighter neutron cannon is much less powerful than the model on the Heavy Raider, it only takes a fraction of a second of fire from such a gun to destroy an enemy fighter.

The Light Raider is sometimes used on long-range missions by the Drakh, even though it shares with its heavier cousin the same lack of life support or jump drives. The Light Raider is somewhat more aerodynamic than its larger cousin, and is much more suited to punitive attacks on planet-bound targets. Some variants of the Light Raider replace the neutron cannon with a weaker pulse weapon and a gravitic bomb launcher that sling-shots bombs or missiles down on planetary targets.

Drakh Light Raider

Small Spacecraft

Defence Value: 22 (+2 Size, +10 Handling); **Armour:** 10
Handling: +10; **Sensors:** +3; **Stealth:** 16; **Stress:** 6; **Features:** Gravitic Energy Grid 1, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 2 Sensor Operators, 2 Crewmen

Structural Spaces: 7 (Control 2, Crew 1, Engine 2, Weapons 2)

Fore Arc Weapons

5# Heavy Neutron Cannon (Long, Offence 20, Beam 2d8, 2 weapon spaces)

IMPHILI RAIDER

Named not for the users of the craft, but instead those who suffered under their assaults, the Imphili Raider is a modified Delta-V doctored by a raider cell loyal to political members of the Drazi Freehold. Until they were discovered and destroyed by the White Star fleet in 2262, these Imphili Raider fighters performed bombing raids on the poor people of Imphil for many years. Using a set of altered particle streams to slice away at ground installations and civilian targets, these fighters made short work of any planetary resistance and cowed an entire race for a very long time.

Although the fighters were nearly wiped out by the ISA once discovered, there were a number of the ships that were still in dock for refuelling or repairs that were quickly sold on the black market when word reached the raiders that the White Stars were involved. Not the most advanced of fighters, a mercenary pilot would still do well to end up with one of these ships at their disposal.

Imphili Fighter

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 8; **Handling:** +6; **Sensors:** +2; **Stealth:** 13; **Stress:** 16; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+2)

Crew: Civilian Trained (+2 BAB, +4 Training); 1 Pilot

Structural Spaces: 7 (Control 1, Engine 4, Weapons 2)

Fore Arc Weapons

5# Twin-Linked Particle Cutter (Close, Offence 22, Beam 2d6, 2 weapon spaces)

MAINTENANCE BOT

A common sight around space stations, shipyards and transfer point flotillas, the maintenance bot is primarily a labour saving device, able to perform minor repairs and visual inspections without requiring a crewman to don an EVA pressure suit and enter the void – which is always a danger. It is not a true autonomous robot as it still requires a crewman to direct its functions from a remote control station but its high degree of artificial intelligence allows it to automatically monitor its own movement, allowing even a relatively unskilled technician to operate it adequately.

Unarmed for obvious reasons, the maintenance bot carries a fire extinguisher capable of quickly snuffing fuel-based fires. As most ship-fires are fuelled by leaking atmosphere, a maintenance bot's extinguisher fires a dense, thick foam to not only stamp out the existing flames but to clog up any life-support leaks a vessel might have – starving the fire and hopefully saving anyone inside from hypoxia.

Maintenance Bot

Diminutive Spacecraft

Defence Value: 26 (+8 size; **Armour:** 2; **Handling:** +0; **Sensors:** +0; **Stealth:** 15; **Stress:** 20; **Features:** Automated, Fusion Engine, Grapple

Crew: EarthForce Green (+3 BAB, +6 Training); Automated

Structural Spaces: 2 (Control 1, Engine 1)

MAINTENANCE POD

Large repair jobs and the unloading of cargo in space is usually performed by small one man pods such as this. Equipped with two manipulative mechanical arms, a small group of maintenance pods can unload even the largest cargo-carrying spacecraft in a short amount of time without it having to spend hours docking with a space station and being manually unloaded within. Maintenance pods are relatively easy to control though workers must still have experience with operating spacecraft if they are to do so safely.

Maintenance Pod

Tiny Spacecraft

Defence Value: 15 (+4 size, +1 Handling); **Armour:** 7; **Handling:** +1; **Sensors:** +0; **Stealth:** 10; **Stress:** 18; **Features:** Fusion Engine, Grapple

Crew: EarthForce Green (+3 BAB, +6 Training); 1 Pilot

Structural Spaces: 4 (Cargo 2, Control 1, Engine 1)

MINBARI PASSENGER LINER

After the events of the Earth-Minbari War, the Minbari took great pains to make sure they would not be so hasty to alienate new races they encounter and escalate hostilities through a general confusion of cultures. Quickly researching the ship classes and civilian ships of many other species, they designed their first 'non-Minbari' passenger liner. Instead of being crafted to best suit their own needs and wants, it is created modular with many different races in mind.

Armed with slightly more impressive weaponry than a Flyer to protect important ambassadors from other species, the liner can protect itself from the occasional raider or hostile fighter but would rely on much larger escorts to ever deal with large numbers of capital class vessels. The liner was designed to carry important alien passengers or esteemed Minbari individuals to and from Minbari worlds in style and in comfort.

Minbari Passenger Liner

Small Spacecraft

Defence Value: 15 (+2 size, +3 Handling); **Armour:** 9; **Handling:** +3; **Sensors:** +8; **Stealth:** 29; **Stress:** 11; **Features:** Atmospheric Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jammer Suite, Targeting Computer (+4)

Crew: Minbari Civilian (+3 BAB, +7 Training); 3 Pilots, 30 Passengers

Structural Spaces: 12 (Cargo 2, Control 1, Crew 4, Engine 1, Weapons 4)

Fore Arc Weapons

③# Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

Aft Arc Weapons

③# Light Fusion Cannon (Close, Offence 10, 1 weapon space)

'REDHELM' FIGHTER

Mysterious attackers that swarmed in from the Rim, the 'Redhelms' had advanced technology built into their vessels. They were able to sneak up on the Ipsha Baronies using a new stealth ECM technology, smashing through their growing fleet without stopping. Moving on into Gaim space and then onto Babylon 5, where they were halted at some major cost to the station's resources, the Redhelm fighters were enough to give major concern to three of the galactic governments.

Aerodynamic and fast, the Redhelm fighter is armed with strange weaponry that (scans later determined) were 'anti-muon' projectiles. These weapons actually superheat the atmospheric content inside of a target vessel as it drills into the hull, killing the occupants in a brilliant flowering explosion from within the ship without having to breach the fusion reactor at all. Their technologies made them very difficult to target and lethally effective against other fighters – but were no match for the might of the White Stars.

Redhelm Fighter

Small Spacecraft

Defence Value: 16 (+2 size, +4 Handling); **Armour:** 15; **Handling:** +4; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Afterburners, Atmospheric Capable, Fusion Engine, Pivotal Thrusters, Targeting Computer (+3)

Crew: Redhelm Line (+4 BAB, +9 Training); 1 Pilot

Structural Spaces: 8 (Control 1, Engine 4, Weapons 3)

Fore Arc Weapons

③# Prismatic Bolt (Close, Offence 25, 1 weapon space)

③# Twin-Linked Anti-Muon Cannon (Close, Offence 45, 2 weapon spaces)*

* Any ship that suffers structural spaces of damage from this weapon suffers +1 crew space worth of damage immediately per hit.

STARFOX-CLASS FIGHTER

One of the predecessors of the Starfury program, the twin-wing Starfox was the last that did not use the patented split wing design of the Aurora's latter models. Still thinking along the lines of atmospheric fighter design even though it was not capable of such flights, the Starfox used the external docking rings alongside Delta-Vs and assault shuttles. Like later designs

it was highly manoeuvrable and carried a powerful set of fighter-class weaponry including matter guns and short-ranged missile systems. Relying too much on ammunition, the Starfox always had to have a carrier nearby to regroup and rearm in a hurry, but focussed efforts of Starfox wings were lethal against other fighters of the time.

The Belt Alliance produced thousands of Starfoxes on the first few test deployments of the finished model, many of which were never recalled when the Aurora program created the Tiger Starfury – an obviously superior fighter. The Starfoxes were completely written off as losses in the field, with several enterprising captains and flight commanders making a small fortune selling these 'missing inventory' fighters to black markets and mercenaries across the galaxy. It is no wonder why their still is a number of functioning Starfoxes floating around in certain circles.

Starfox Fighter

Tiny Spacecraft

Defence Value: 19 (+4 size, +5 Handling); **Armour:** 6;

Handling: +5; **Sensors:** +2; **Stealth:** 18; **Stress:** 16; **Features:** Afterburners, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)

Crew: Belt Alliance Line (+4 BAB, +8 Training); 1 Pilot

Structural Spaces: 6 (Control 1, Engine 1, Weapons 4)

Fore Arc Weapons

③# Twin-Linked Matter Guns (Close, Offence 18, 2 weapon spaces)*

③# Dogfight Missile Rack (Close, Offence 10, 1 weapon space)**

③# Dogfight Missile Rack (Close, Offence 10, 1 weapon space)**

* The Matter Gun may fire six times before needing to reload.

** The Dogfight Missile Racks can fire four times each before needing to reload.



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The Roleplaying Game Second Edition

Ships of the Galaxy

Over the millennia countless starships, rockets and saucers have been constructed to traverse the spacelanes. Some have been sleek and beautiful; others have been bulky and mean. Just as different as the races that made them; the ships of the Babylon 5 universe have run the gamut of designs.

This book is a collection of those that can be found in the era of the 23rd Century, when the turning of an age took place. Separated into their various governmental or political factions, this is the ultimate guide to the spacecraft of Babylon 5.

From the Aviki to the Zeoth, the Arcismus to the Zorth, every military ship for every race is listed, along with a number of civilian and raider ships. All have full and updated stats and descriptions along with a number of variant models never seen before and all upgraded to the Babylon 5 Roleplaying Game 2nd Edition rules.



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