

A PLAYER CREATED EXPANSION

CRUSADE 3

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Introduction

Welcome to my third and properly last supplement 'Crusade 3'. A player created supplement for Babylon 5 Wars – 2nd Edition. It focuses on the new Gaim Intelligence which was released as a new faction by Mongoose Publishing some time ago. With some help from other B5wars.net forum users I made SCS for all the new Gaim ships. I also included some new ship designs for other races as well, just like the last time.

As I wrote, my last supplement 'Crusade 2' has been downloaded more than 100 times and the reaction on it was superb. I hope this PDF is going to be downloaded as much as 'Crusade 1 and 2' and I really hope you're going to be pleased about it!

Enjoy and have fun gaming with it!

Document Version

Version 0.2 (2009-02-16)

Product Credits

Editor.....Stefan Lechermann
Layout.....Shalbatana
Cover Design.....Stefan Lechermann

Special Credit Notes

Special thanks to the community of B5Wars.net who keep the game alive and who gave me the idea to this. And also to Shalbatana for providing this perfect layout.

Copyright Information

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Chapter 2: The Gaim Intelligence

Gaim Intelligence Military

The Gaim Intelligence has always had a touch of a mystery. The decisions of their centuries-old Queens from within the hive-cities of N'Chak'fa are enigmatic and sometimes without obvious rhyme or reason. Their hive-mind connects them in ways that no other species can boast, and it gives them tremendous solidarity as a species. When an idea rips through their ranks on empathic-pheromone receptors, it is as if they all understand it as their own. Unified and loyal under the Queens, the Gaim are truly alien.

After joining the League and learning of others' starships through buying and salvaging commonplace hulls from their neighbours and peers, the Gaim began secretly building their own style of vessels using their mastery of biological and architectural sciences. These new hulls, seeing only service on small excursions along local protected jump routes and asteroid fields, saw use after the majority of their 'borrowed' fleet was wiped out during the Shadow War. The Gaim withdrew into itself to rebuild, staying apprised of galactic affairs, but not involving themselves.

Upon joining the ISA, young Queens were dispatched to the stars on specially-crafted ships, and many of the bloated insectoids were taken to the homeworlds of their peers. The fleets of the Gaim Queens were akin to honour guards, massive vessels filled with bulkheads and reinforced tubing to pack hundreds of crew drones and deadly bio-engineered warriors into tight rooms and important levels. These ships sailed on biologically-fuelled plasma, allowing the Gaim to fill their ships with their natural methane atmospheres without fear of rupture or explosion by sparking fusion engines.

Why exactly the Gaim Intelligence have chosen to leave their planet to seek others is a mystery to the entire galaxy. What is known is that a young Queen landed on Earth a week before the Drakh attacked and poisoned it in 2266. The Queen, her retinue and all of the hatchling grubs were specifically susceptible to the virus and died violently in just a few days. Ever since, even the High Queens have been on the move, their gigantic hive-ships soaring through hyperspace toward some unknown and terrifying end...

In order to protect the number of Queens flying through the galaxy, the Gaim designed high-science versions of their oldest weaponry to fit to the newest vessels of their fleet. Continuing to use older particle-throwing scatterguns as defence turrets, they modified the firing capacity on larger models to emit laser energy at a similar rate. This new gatling laser vomits a stream of staccato fire faster than the eye can track, almost making it seem like a single constant beam of coherent light. In a similar vein, the old and unreliable packet torpedoes were filled with positively-charged reactive masses instead of the formerly negative ones. Instead of detonating in shards of destructive energy, the bomb fills an area of space with electron-stripping photons at significant ranges – almost assuredly eliminating small craft and fighters. The most interesting and powerful aspect of the Gaim fleets on the move is the use of manned-missiles. Drone pilots are easy to hatch and created to be disposable, so whether they are trying to bring bio-plasma emitters to bear on a target or setting their reactor to overload before burying themselves in the enemy's hull, they are nothing more than another asset to be spent at the Queens' whim.

Starships

Sataaka Gunship

Base Hull (Unlimited Deployment)

A common fighting vessel in Gaim fleets, the role of the Shataaka is to provide a forward screen behind the fighter fleets, intercepting any enemy capital ships that roam too close to the Queens. It is well armed for such a slight vessel.

Shaakak Queen Light Cruiser

Base Hull (Unlimited Deployment)

A mid-ranged warship, Shaakaks are often deployed in small makeshift squadrons to support a single Shrutaa, though they will also be found leading small strike forces against the enemies of the Gaim. Heavily defended and usually well supported, tackling a Shaakak can be a tricky proposition.

Shrutaa Queen Battleship

Base Hull (Limited Deployment - 33%)

Most commonly seen commanding Gaim war fleets, the Shrutaa is a solid warship, built to protect the Queen inside as she directs the entire battle. Its place is not at the frontline, however, as the Shrutaa relies on its swarming fighters and long-ranged photon bombs to keep enemies at bay.

Shuuka Queen Light Cruiser

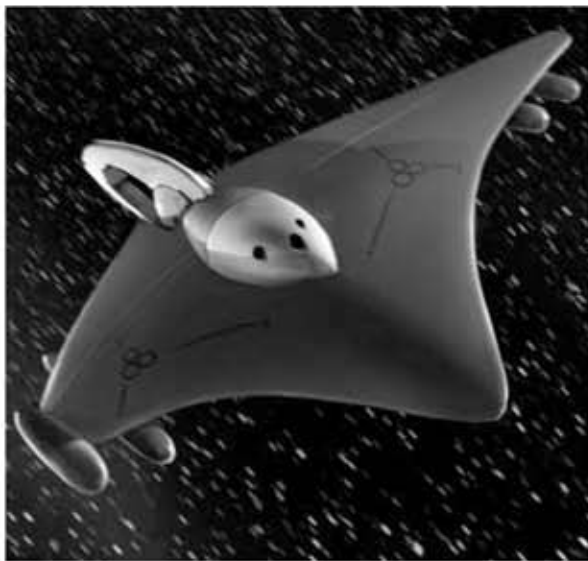
Base Hull (Unlimited Deployment)

Young Queens rarely have the opportunity to command fleets of their own and are instead usually used to support older Queens in managing over-sized fleets. Occasionally, one or more Shuukas will be seen leading a small expeditionary force into enemy territory.

Skrunka Assault Ship

Base Hull (Limited Deployment - 33%)

Designed to batter through defences and launch shuttles filled with vicious assault drones, be it at an enemy ship or enemy-held world, the Skrunnka is tough and can weather the most devastating attacks. It lacks a wide range of offensive weaponry, leading the Queens to wield its legion of assault drones as they would any other ranged system.



Stak Scout

Base Hull (Unlimited Deployment)

Often the first sight a visitor to Gaim space will be greeted with, the Stak is used to routinely patrol the border of Gaim worlds. In wartime, groups of Stak will work together as they cross into enemy held systems, cataloguing defences and fleet compositions, throwing photon bombs to cause confusion if forced to retreat.



Stuteeka War Carrier

Base Hull (Restricted Deployment - 10%)

The largest warship without a Queen in the Gaim fleet, the Stuteeka is weakly armoured and in need of constant protection. However, its massive hangers house racks upon racks of Klikkitas, ready to launch within minutes and overwhelm the enemy in sheer numbers.



Fighters

Klikkita Light Fighter

Base Hull (Unlimited Deployment)

Small but possessing a powerful plasma reactor subsystem, the Klikkita is crewed by a single drone. Super agile and utterly expendable, Klikkitas are kept dormant in their motherships on massive racks until activated. When released, they create a swarm that is almost impossible to penetrate. If threatened by larger vessels, the Klikkita can overload its reactor, turning it into an extremely powerful crewed missile.

THE GAIM INTELLIGENCE

Chapter 3: New Ships

The Earth Alliance

Cronos Missile Frigate

Cronus Variant (Rare)

An attempt to combine the toughness of the Cronos hull with a design that could withstand long-ranged attacks while launching its own, the missile frigate is a light bombardment vessel. Intended to be used alongside an Apollo or as part of a squadron, it is a support vessel rather than a frontline attack craft.

time, so they lost the contest to Ak-Habil and their Corumai Dreadnought. The plans were finished for a future use but a prototype ship was never built due to the upcoming Dilgar war. The Courami Dreadnought would be comparable with other warships of this time.



Abbai Marriarchate Juyaca Dreadnaught

Base Hull (Limited Deployment - 33%)

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

Drazi Freehold

Firehawk Advanced Cruiser

Base Hull (Unlimited Deployment)

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.

Brakiri Syndricrazy

Courami Dreadnought

Base Hull (Special Deployment)

The Courami Dreadnought was an experimental warship developed by Ly-Nakir Industries for the Brakiri Dreadnought program in 2222. Ly-Nakir wasn't able to finish their plans in

Fireraptor Battleship

Base Hull (Restricted Deployment - 10%)

The Fireraptor is a far more typical use of the influx of technology from the ISA that the governments of the former League have planned. However, while it sports the latest artificial gravity and enhanced systems the ISA has been able to provide, it is painfully clear to any fleet analyst that the Drazi have not learned a damned thing. The Drazi have simply developed a larger and more powerful version of their existing craft, concentrating on speed and agility with weapons focussed forwards.

The Interstellar Alliance

Interstellar One

Valen Variant (Unique Ship)

The Valen-class cruiser is a new class of starship produced in 2271 by the Minbari under commission of the Interstellar Alliance. One of the first ships of the line was purchased by the Office of the President of the ISA to replace one of the White Star ships in the role of Alliance One, the president's personal starship.

The ship is a state-of-the-art vessel of Minbari design, featuring several systems built from Vorlon technology, including the new quantumspace jumpdrive.



result. This alone made the Z'Takk possible, a huge saucer with integrated hangers and multiple banks of weapon bays, all combined into a design that retains the Vree's noted agility.



Vree Trading Guilds

Z'Takk Command Saucer

Base Hull (Restricted Deployment - 10%)

Only the combined trading guilds of the Vree could have countenanced building this warship. Though it compromises on what was ultimately possible, unlike the combined efforts of the Abbai and Brakiri with the Brivoki, the Z'Takk command saucer is still a formidable vessel. It had long been believed that Vree technology was beginning to stagnate with few significant developments taking place in recent years but the trade treaties of the ISA have been embraced whole-heartedly by the trading guilds and it has been the Vree who have benefited from the resulting influx of money as a

Chapter 4: New Systems

Quad Bolters

Class: Particle. **Mode:** Standard.

Damage: 12. **Available:** 2267.

Quad Bolters were developed by the Abbai in 2267 using the deadly Bolter technology from the Dilgar Imperium. They follow the same overheat rules as the Quad Array. See page 70 and 71 in Rules Compendium for detailed explanation.



Photon Bomb

Class: Plasma. **Mode:** Flash.

Damage: 4d10+8 (-1 per 2 hexes).

Available: 2258.

The old and unreliable packet torpedoes were filled with positively-charged reactive masses instead of the formerly negative ones. Instead of detonating in shards of destructive energy, the bomb fills an area of space with electron-stripping photons at significant ranges – almost assuredly eliminating small craft and fighters.



Chapter 5: Scenarios

Voices in the Dark

2301, in a possible future, Emperor Vintari will lead “a thousand vast war machines” to wipe out the single largest threat to his goals, Earth.

Set-Up

Earth Alliance: 2x Warlock Advanced Destroyers and 1 Omega Command Destroyer. All ships are fully loaded with fighters.

Centaury Republic: 4x Demos Heavy Warships, 1x Primus Maximus Command Cruiser, 1x Balvarix Strike Carrier and 1x Kutai Gunship. All ships are fully loaded with fighters.

Victory Conditions

The Centaury win a major victory if they can destroy all Earth capital ships. The Earth Alliance win a major victory if they can destroy all Centaury forces without losing a capital ship and a minor victory if they lose one or more capital ships.



Gaim Shaakak Queen Light Cruiser

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 680
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 Speed
Turn Delay: 1 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Concentrator

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

Photon Bomb

Class: Plasma
Mode: Flash
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Scattergun
7-9: Photon Bomb
10-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
5-6: Packet Torpedo
7-8: Particle Concentrator
9-10: Scattergun
11-18: Port Struct
19-20: PRIMARY Hit

STARBOARD HITS

1-4: Stb Thrust
5-7: Packet Torpedo
8-9: Scattergun
10-18: Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Photon Bomb
7-8: Scattergun
9-10: Hangar
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Struct
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

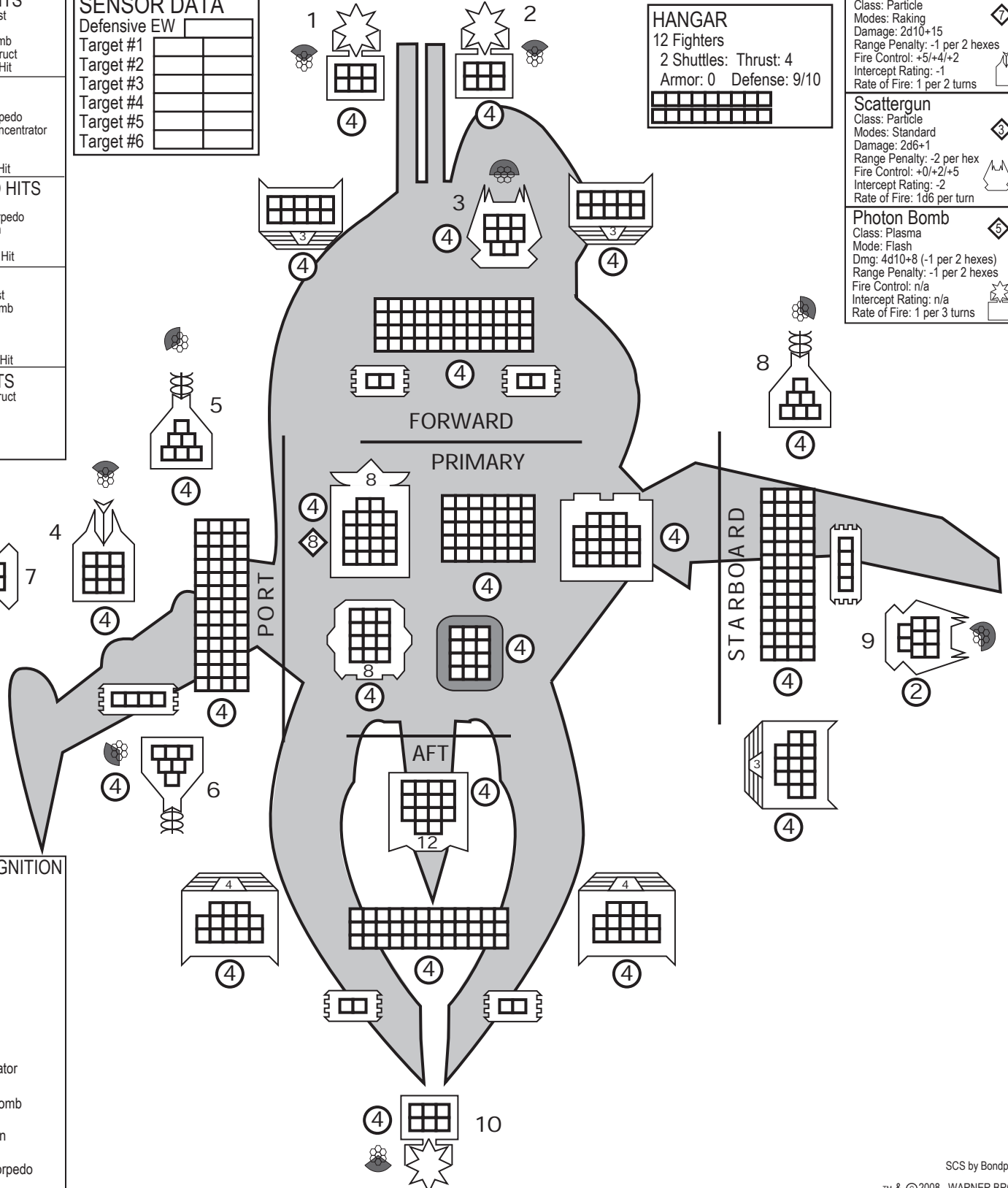
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Concentrator
- Photon Bomb
- Scattergun
- Packet Torpedo
- Bulkhead



Version 2: 2E/Crusade 3

Name: _____

Counter: _____



Gaim Shrutaa Queen Battleship

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 850
Ramming Factor: 390
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 Speed
Turn Delay: 1 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Concentrator

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Scattergun
7-8: Particle Concentrator
9-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
5-6: Packet Torpedo
7-8: Photon Bomb
9-10: Scattergun
11-18: Port Struct
19-20: PRIMARY Hit

STARBOARD HITS

1-4: Stb Thrust
5-6: Packet Torpedo
7-8: Particle Concentrator
9-10: Photon Bomb
11: Scattergun
12-18: Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Photon Bomb
7-8: Scattergun
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Adds +1 initiative bonus to all Gaim ships in battle.

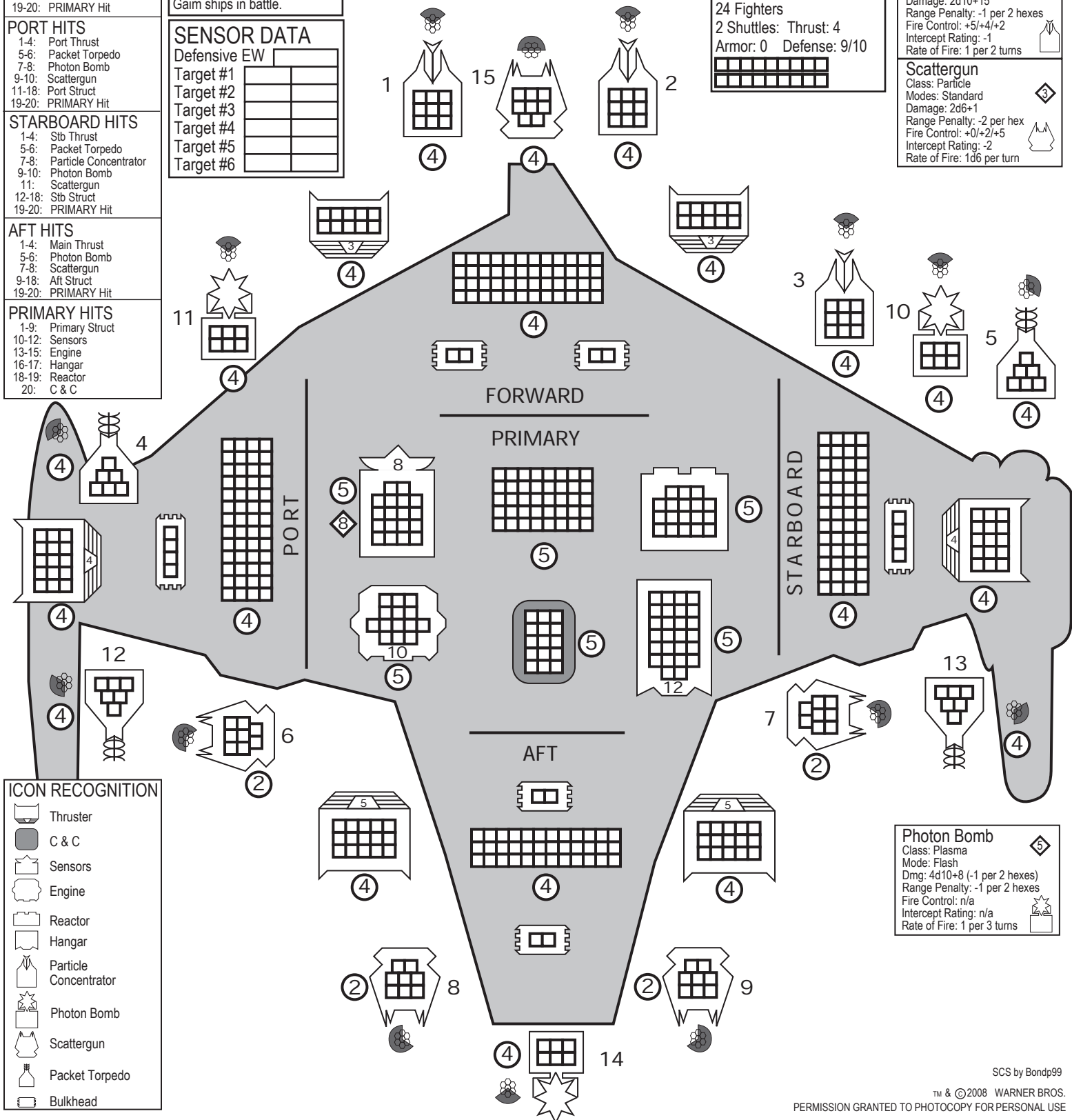
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

24 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Concentrator
- Photon Bomb
- Scattergun
- Packet Torpedo
- Bulkhead

Photon Bomb

Class: Plasma
Mode: Flash
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gaim Khikita Light Fighters

SPECS

Class: Light Fighters
In Service: 2251
Point Value: 42 each
Ramming Factor: 13
Jinking Limit: 8 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 7
Free Thrust: 14
Offensive Bonus: +5
Initiative Bonus: +18

WEAPON DATA

Light Plasma Bolter
Number of Guns: 1
Class: Plasma
Damage: 7 (-1 per hex above range 3)
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



ARMOR



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

SPECIAL NOTES

+4 Ramming Bonus
May ram regardless of scenario or battle.

Flight # 1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

Flight # 8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed


<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Initiative	Speed	Thrust Used	Jinking	Notes

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 14 (10)					
In Service: 2280		Turn Delay: 2/3 Speed						Stb/Port Defense: 16 (12)					
Point Value: 750		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 150		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 3+3 Thrust						Initiative Bonus: +6					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	

WEAPON DATA
Heavy Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 15 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns







Class-LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

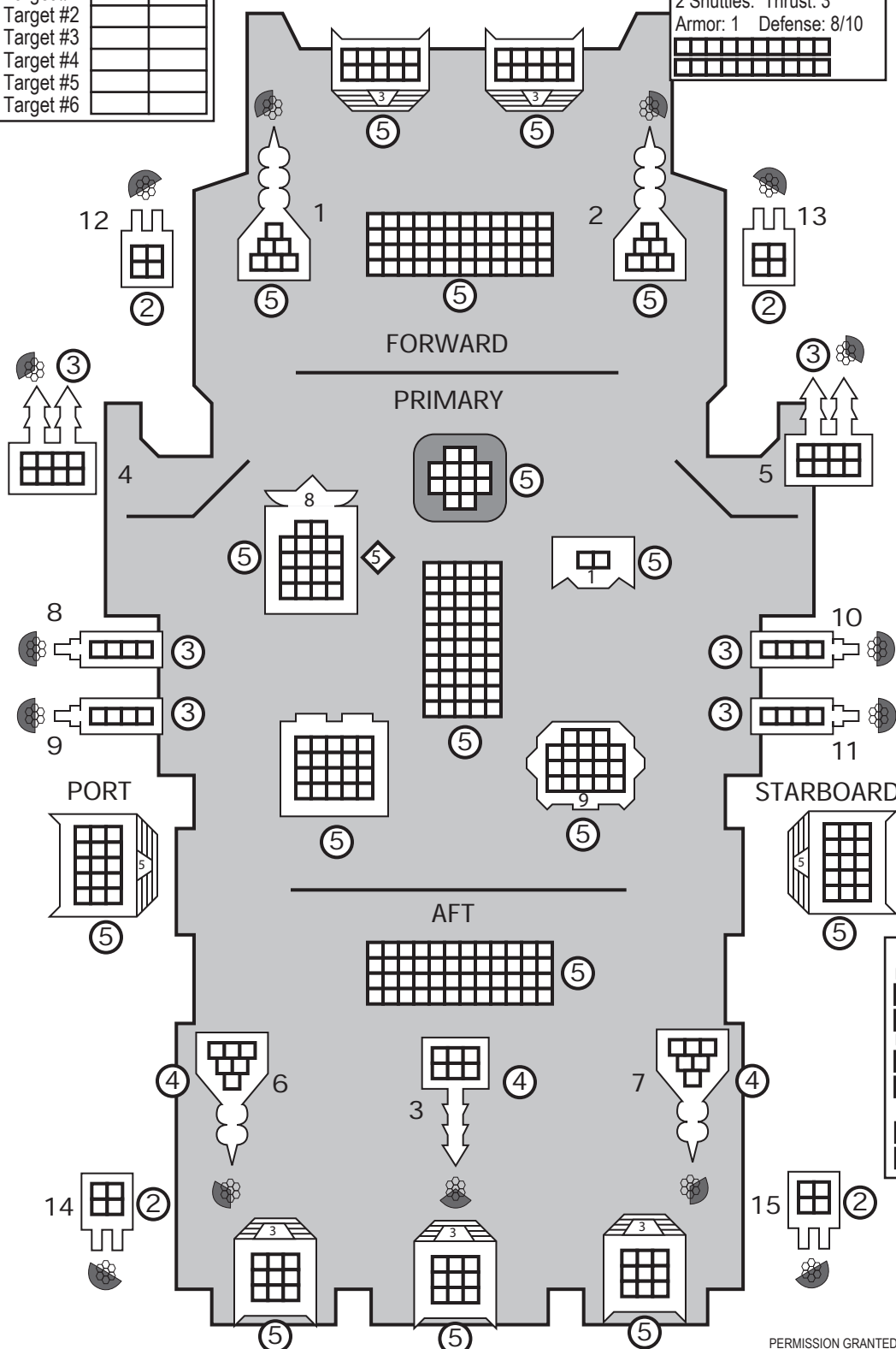
Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Interceptor Mk-II Intercept Rating: -4 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: --/--/+8 Range Penalty: -2 per hex	 
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FORWARD HITS	
1-3:	Retro Thrust
4-6:	Hvy Pulse Cannon
7-8:	Class-LH Missile Rack
9-10:	Interceptor
11-18:	Forward Struct
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Class-L Missile Rack
8-9:	Medium Pulse Cannon
10-11:	Interceptor
12-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Struct
8-10:	Std Particle Beam
11-12:	Port/Stb Thrust
13-14:	Sensors
15-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C.

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

6	6	7	8	8
HANGAR				
0 Fighters				
2 Shuttles: Thrust: 3				
Armor: 1 Defense: 8/10				



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Hvy Pulse Cannon
	Med Pulse Cannon
	Class-LH Missile Rack
	Class-L Missile Rack
	Interceptor

MISSILES

Rack #3

Rack #4

Rack #5



Abbai Juyaca Dreadnought

SPECS

Class: Capital Ship
In Service: 2267
Point Value: 1000
Ramming Factor: 310
Jump Delay: 28 Turns

MANEUVERING

Turn Cost: 1 Speed
Turn Delay: 1 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+2 Thrust
Roll Cost: 3+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 17 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Combat Laser

Class: Laser
Mode: Piercing
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode

Quad Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 4 per turn

Particle Impeder

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active.

Quad Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -1
Rate of Fire: 4 per turn
Quad Array overheat rules apply to the Quad Bolter as well.

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shield
7-9: Combat Laser
10-11: Quad Array
12-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: Gravitic Shield
5-6: Quad Array
7-8: Particle Impeder
9-10: Quad Bolter
11-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Gravitic Shield
8: Particle Impeder
9-10: Quad Array
11-12: Jump Drive
13-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Shield Generator
10-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Adds +1 initiative bonus to all Abbai ships in the scenario

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

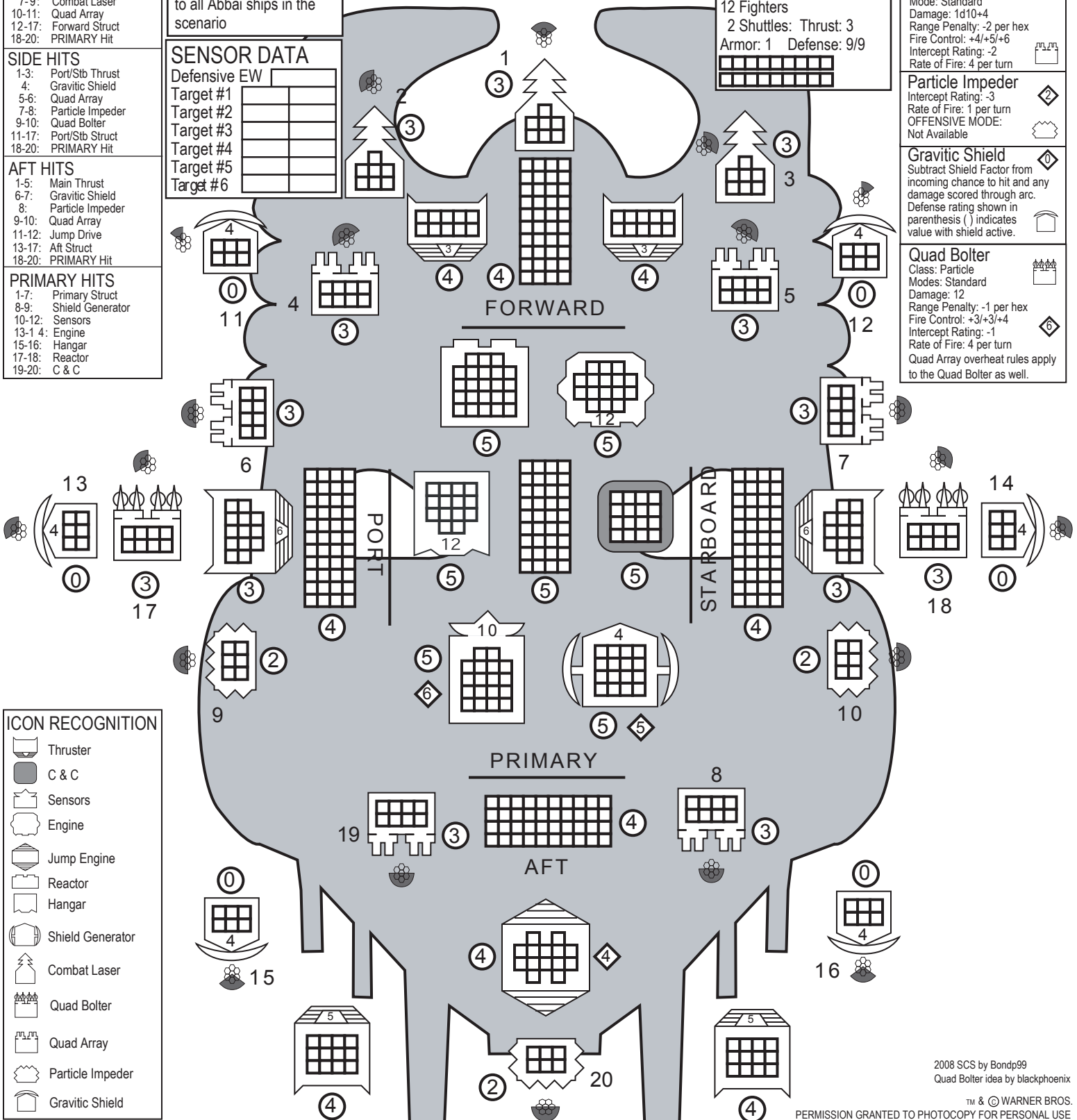
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 9/9





Drazi Firehawk Advanced Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2241
Point Value: 540
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +5

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Solar Cannon

Class: Particle
Modes: Standard
Damage: 1d5+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Damage scored is repeated on the structure

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

SIDE HITS

1-4: Port/Stb Thrust
5-7: Solar Cannon
8: Particle Cannon
9-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Std Particle Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

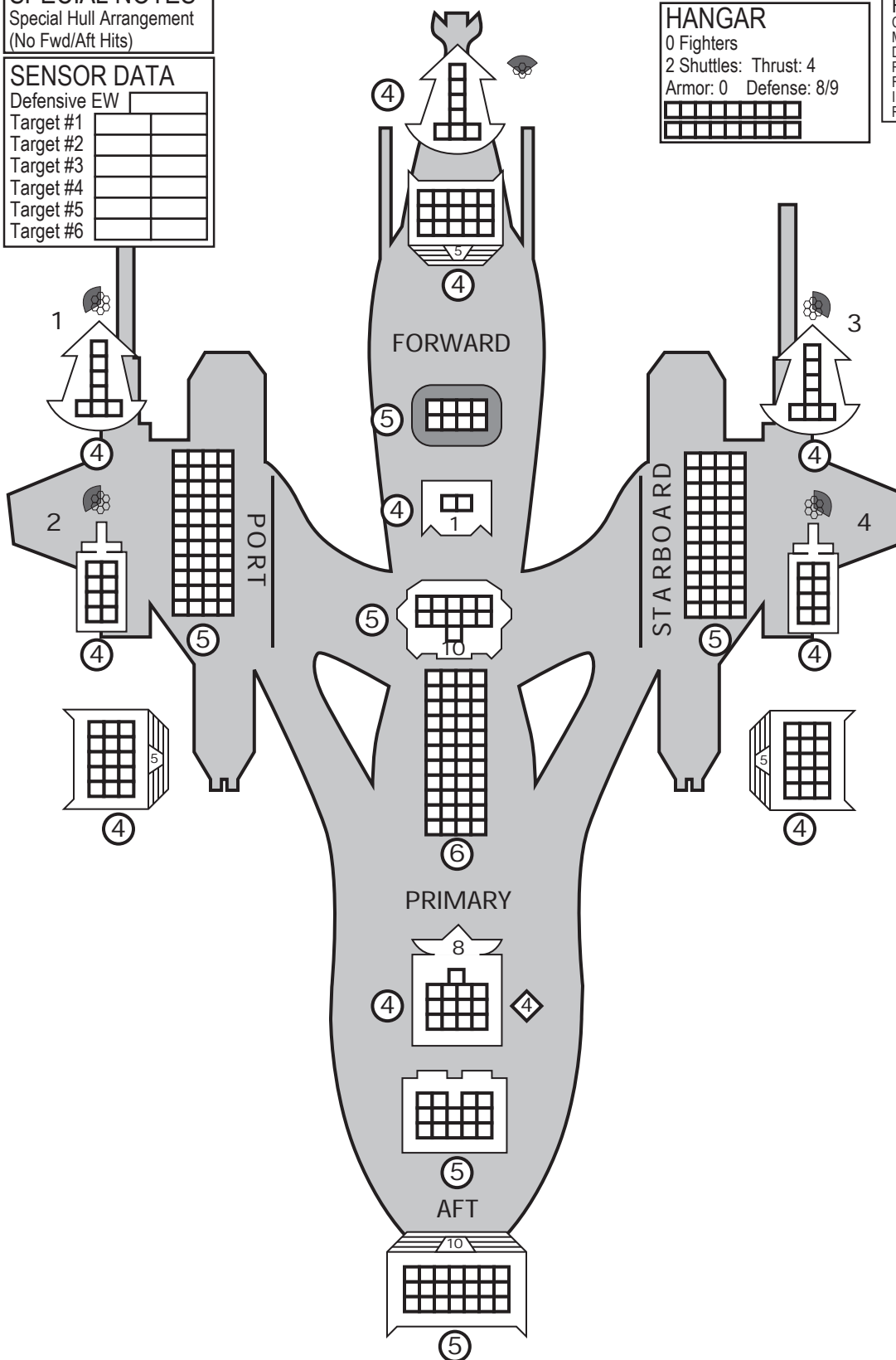
SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

