

Belt Alliance Special Rules

A. Technology

1. Interceptor Prototype

The forerunner of the EA Interceptor. The prototype version did not have the "energy web" feature that would give "blanket" protection to a ship thus equipped. The Interceptor Prototype gives a ship a defensive bonus equal to its Level against Matter, Ballistic and Fighter attacks *only*.

2. Blast Cannons

Blast Cannons operate as Matter weapons fired in pulses. As such, a pulse bonus is given in each weapon's description and all hits are resolved by rolling the indicated number of dice on the Matter Table.

The Heavy Blast Cannon can do a maximum damage of '2' from any one weapon shot.

Both the Medium and Light Blast Cannons show a base '0' (zero) damage (this is correct!). Each of these weapons only score a '1' damage result when the target number is exceeded by the indicated amount (2 over the To Hit number for the Medium, 3 over the To Hit number for the Light). Both of these weapons can do a maximum of '1' damage.

B. Fighter Deployment

1. Mixed Fleet Assignment

When operating as a fleet task group, at least half of all fighter flights of a Belt Alliance task group must be Delta-V type fighters.

2. Allied Fleets

When operating alongside fleets of different races, rule #1 may be ignored if the Belt Alliance force chooses to deploy the types of fighters used by that particular ally. Belt Alliance ships may launch these other types of fighter flights: Centauri Razik, Narn Gorith, Abbai Wimuk, Brakiri Falkosi, Drazi Star Snake and Vree Zorth. For purposes of this rule, only one of the listed fighters can be operated by a Belt Alliance task group at any one time.

These fighter types may be deployed from the Belt Alliance Escort Carriers and may comprise only half of the ship's total fighter loadout, or may comprise the entire fighter loadout of the Belt Alliance Survey Ship.