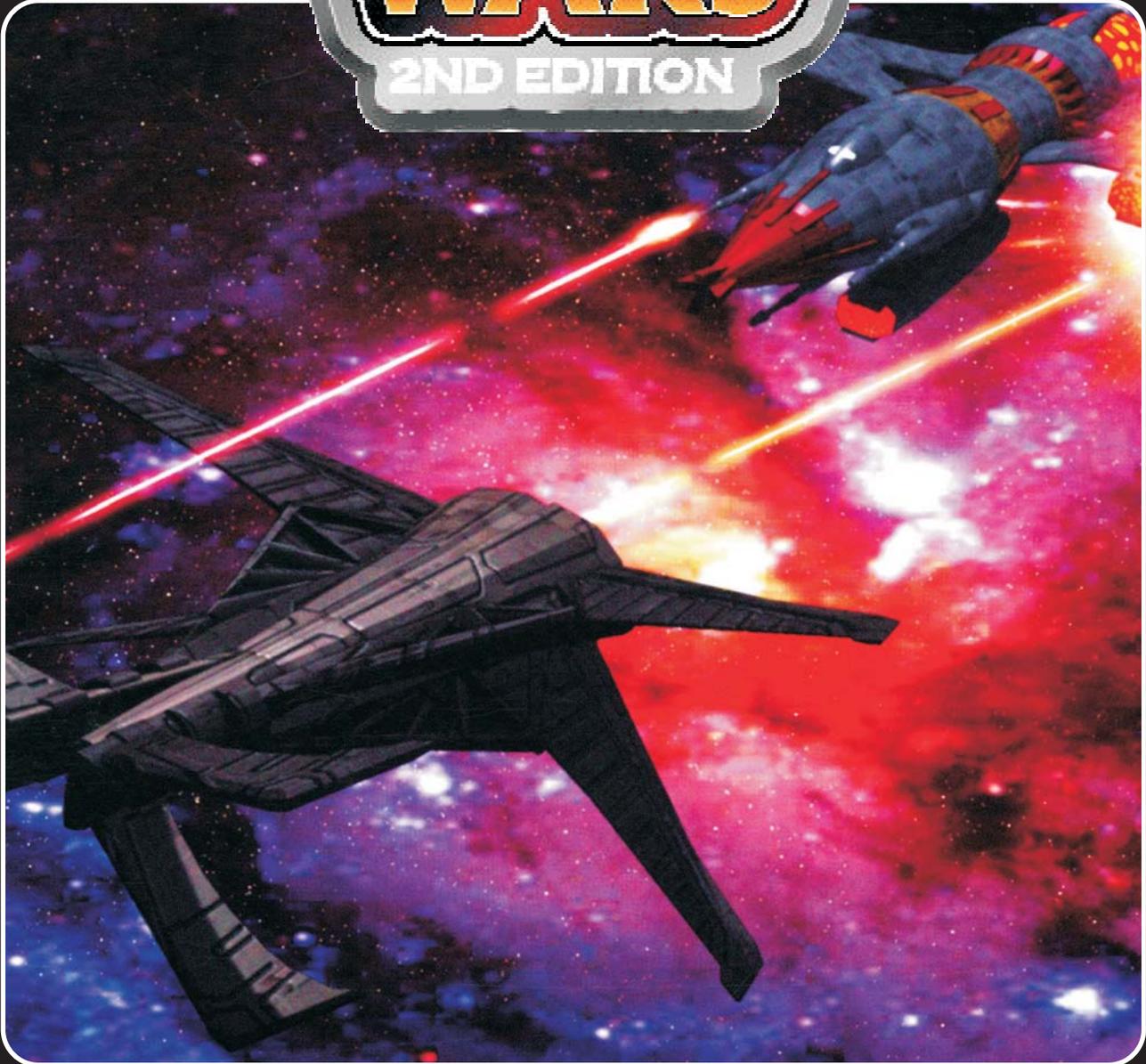


**5**  
**BABYLON**  
**WARS**  
2ND EDITION



**SHOWDOWNS 7**

**TABLE OF CONTENTS**

**1. New Rules and Systems**

New Hyach Specialist.....2  
 Cascor Ion Field Generator.....3  
 Kor-Lyan Homing Missile.....4  
 Kor-Lyan Limpet-Bore Torpedo (Starbase)....4  
 Grome Railgun Shells.....4  
 Race Specific Elite Officers.....5  
     Geneticist, Scavenger, Breaching.....6  
     Analyst, Religious Leader, Evangelist.....7  
     Laser Tech, Software Engineer, Ion Tech....8  
     Tailgunner, Redline Pilot, Surge.....9  
     Ballistics, Anticipator, Matter.....10  
     Quartermaster, Gunner, Low Crew.....11

**2. New Ships and Units**

Hyach Units.....12  
 Cascor Units.....13  
 Ipsha Units.....14  
 Kor-Lyan Units.....15  
 Torata Units.....17  
 Grome Units.....18  
 Hurr Units.....19

**3. The Yolu Theocracy**

Background.....20  
 Government.....20  
 Weapon Technology.....21  
 Ships & Fighters.....22

**4. League-2 Scenarios**

The Evacuation of Yonog.....24  
 Shot in the Dark.....24  
 Face-Off at Elitria.....25  
 Get the Carriers.....26  
 Bombing Gone Sour.....26

Surprise Allies.....27  
 Meet the Elite.....28  
 Blood Strike.....28  
 Uninvited Guest.....29  
 The Leshkrev Run.....30  
 The Battle of Scouts.....31  
 The Worm Turns.....32  
 Strength vs. Numbers.....33  
 Feast of Shadows.....33  
 Fighter Free-For-All.....34

**5. Afterword**

Product Credits.....35

**Ship Control Sheets**

Hyach Irokai Kar Strike Cruiser.....36  
 Hyach Senchlat Kam Light Cruiser.....37  
 Hyach Evirol Tek Logistics Cruiser.....38  
 Hyach Utara Tor Stellar Fortress.....39  
 Hyach Takalti Kam Orbital Satellite.....40  
 Hyach Takalti Kal Heavy OSAT.....41  
 Cascor Qoccata Supercarrier.....42  
 Cascor Coqari Scout.....43  
 Cascor Traquintor Waystation.....44  
 Cascor Ruqacc Ion Satellite.....45  
 Ipsha Scout Wheel.....46  
 Ipsha Ring Base.....47  
 Ipsha Starsphere Orbital Satellite.....48  
 Kor-Lyan Raklavi Carrier.....49  
 Kor-Lyan Taloki Starbase.....50  
 Kor-Lyan Kalavar Orbital Satellite.....51  
 Torara Colotnar Defense Base.....52  
 Torata Tumul Orbital Satellites.....53  
 Grome Mahkgar Starbase.....54  
 Grome Gormok Orbital Satellites.....55  
 Hurr Roskor Command Post.....56  
 Hurr Missile Satellites.....57  
 Yolu Ulana Patrol Cruiser.....58  
 Yolu Aluin Gunship.....59  
 Yolu Yuan Dreadnought.....60  
 Yolu Maltra Scout.....61  
 Yolu Notali Carrier.....62  
 Yolu Maitau Pursuit Frigate.....63  
 Yolu Utan Heavy Fighter.....64

## New Rules and Systems

The various races in League-2 use more systems, technologies and abilities than those shown in that book. Many of these are seen for the first time in the ships of Showdowns-7. Rules for these new features are provided in this chapter.

### Light Blast Laser

Correction: In the League-2 book, the Hyach fighter-mounted light blast laser is mistakenly noted as being a raking weapon. This is incorrect. It should use standard mode.

### New Hyach Specialists

The following specialists are also available, in addition to those in the League-2 book.

#### Reinforcement Specialist (Command)

##### *Special: Requires three slots*

A specialist of this type almost always manages to have reinforcements available at a crucial point in the battle. Any time after the first turn, during the Jump Point Formation Segment, the specialist may call for reinforcements. If the call is successful (see chart below), one or more units arrive from an off-map area at the end of the turn. If possible, they will use the same map edge that Hyach originally started from; otherwise choose a random side. Reinforcements will not arrive within 10 hexes of an enemy unit. During the Jump Point Closure Segment at the end of the turn, roll on the following chart to see what appears:

- 1 One flight of Dartha fighters
- 2 A flight of Darthas with a single Dovich
- 3 One Okath Kat Fast Frigate
- 4-5 No reinforcements, roll again next turn
- 6 No reinforcements this scenario

New arrivals appear facing the specialist's ship at speed 10. They arrive at battle stations, regardless of the readiness of the rest of the fleet. No units have any enhancements or special abilities, though if a ship arrives, the player may choose specialists for it upon arrival.

In a campaign, reinforcements can still be called in this way but must be drawn from available forces (they don't appear from thin air). The ship or fighters come from the nearest available fleet or garrison and return there after the battle. If destroyed, they are lost. If no such units are available within the maximum one-turn cruising distance in the campaign, no reinforcements of that type are possible. The player can continue to roll once per turn until a "6" is rolled or a legal reinforcement appears.

The fleet must consist of at least 5,000 Combat Points in value for this specialist to function (otherwise he are treated as a standard crewman with no special benefits). No more than one such specialist will function in any fleet. This specialist will not work in tournaments. If using the optional rules that permit a non-Hyach ship to employ specialists, replace the fighters on the chart with the standard (heavy or smaller) fighter type for that race (player's choice if several types are available, such as would be the case with the Cascor, but never anything unusual like Sky Serpents or Rutarians), and the frigate with any single medium ship of 600 points value or less. The ship must be an unlimited deployment base hull, not a variant.

#### Salvo Specialist (Software)

##### *Special: Requires two slots*

This specialist has the unique ability to link all his ship's weapons into a single, usually accurate firing solution. All weapons on the ship must fire as one, at the same target (weapons that are out of arc or otherwise unavailable need not be used, but they cannot fire at a different target on that turn). Defensive weapons may not be used, as all the ship's guns (including defensive ones) are tied into the firing computer simultaneously. Piercing and sustained mode fire may not be used on any weapon, and specialists, enhancements, or elite officer abilities will not function in concert with this shot. The player is, however, permitted to roll the combat die twice, choosing the best roll, so this is not as risky a proposition as it may appear. The best result is then used as the attack roll for every weapon on the ship.

### Stealth Specialist (Hardware)

#### *Special: Requires two slots*

This specialist operates only on stealth ships. He provides the following abilities, only one of which can be used during the scenario. As with all specialist abilities, the option chosen functions only once.

(1) The ship may make itself harder to spot. The detection range of all enemy units is cut in half for that turn only. This is the most common use for this specialist, as it allows the ship a better than normal chance to get close for a first strike.

(2) The ship may evade enemy sensors and "disappear" even after it has been detected earlier in the scenario. To do so, it must be outside the normal detection range of all enemy units. The specialist then causes the ship to vanish as though its opponents had lost line-of-sight at the end of the turn.

(3) The ship may put out a burst of sensor static that disrupts enemy lock-ons. This option must be activated immediately after the EW Determination Step and before movement occurs. If this is done, the stealth ship is effectively protected by a jammer for the duration of the turn. However, any ELINT support it may be provided or receiving is lost due to the static burst (this includes any benefits from blanket protection).

### Cascor Ion Field Generator

**Class: Ion**                      **Mode: Proximity**

This weapon is fired at a hex, not a unit. It is a proximity device similar to an energy mine, but does not scatter. Upon detonating, the device explodes into a cloud of charged ions that produce an effect similar to that of a weak electromagnetic storm. The cloud occupies the target hex and all hexes within 2 of that point (a total of 19 hexes). While a single cloud may not seem to be all that useful, several such launchers can create an extremely wide zone of coverage on the map. All units caught in the area suffer the following effects:

(1) All ships temporarily lose 2 points from their sensor ratings and all fighters lose 1 point from their offensive bonus. In the case of ships, the owning player chooses which of his allocated sensor points are lost.

(2) All ships suffer a single "attack" by the field. This attack is rolled against the side facing the center hex of the field. If a weapon is hit, that weapon is deactivated by the field's effects and cannot be used until it is recharged (treat the current turn as the last turn of firing for ROF purposes). If a non-weapon system is hit, there is no effect.

(3) On the next turn, all units in the field suffer a -3 penalty to their initiative.

(4) On the next turn, all medium ships and LCVs lose 1 point of power, while HCVs and larger lose 2 points of power.

None of the above affect bases, mines, or OSATs. Overlapping ion fields are not cumulative and do not earn multiple attacks.

### Kor-Lyan Homing Missile (Type-G)

This unusual missile has the same combat statistics as the basic type, but costs 12 points and suffers the same availability restrictions as the stealth missile. It can only be used by the Kor-Lyans and becomes available in 2260.

The homing missile is equipped with advanced propulsion and tracking modules that permit it to remain in play even if it misses its target. It simply comes around for another pass on the next turn. The missile can continue to attack every turn (treating its target's previous location as its new launch hex for directional purposes) until it runs out of range or is shot down. The defending player does not know if a missile being used against him is a homing missile until it misses once and sticks around (it becomes obvious at that point when the propulsion systems don't shut down automatically).

To shoot down the missile, the defending unit must employ defensive fire sufficient to cause it to miss. If this happens, it is removed from play. (For example, a missile needs a 12 to hit before counting the intercept rating of defensive fire, which in this case is -4. If the die roll is 8 or less, the missile hits. If the roll is 9 through 12, the defensive fire has shot down the missile. If the roll is 13 or higher, it misses on this turn, but remains in play and can attack on the following turn.) Count all defensive fire from all sources when determining whether a missile is shot down, e.g., guardian arrays, class-I missiles, and so forth, but do not include passive defenses like shields or energy webs for this purpose.

The missile runs out of fuel if its total movement exceeds its distance range. Each time it misses, add the distance it has already traveled to the distance it must move to the target's new hex. If that ever exceeds the distance range, the missile is lost. For example, if the launching ship is in 1501 and the target ends that turn in hex 1521, the missile will have traveled 20 hexes on that turn. If the target then moves to hex 1511, the missile has now moved a total of 30 hexes.

### **Kor-Lyan Limpet-Bore Torpedo (Starbase Version)**

On an enormous base, the limpet-bore torpedo launcher receives some improvements. The stabilization of the firing platform allows the system to double its usual range (i.e., from 30 hexes to 60), and the firing rate is increased to once per turn. In addition, a resupply procedure is available. When the launcher is fully empty, it can be deactivated for two complete turns, after which its ammunition is completely replaced. This can be done twice during the scenario per launcher. For example, if a launcher fires once on each of the first five turns of the scenario, and were shut down on turns 6 and 7, it could begin firing again (with a complete reload) on turn 8.

### **Torata Pulse Accelerator**

**Class: Particle      Mode: Pulse**

This variant of the quad pulsar is based on samples of the Dilgar weapon purchased through the black market after the Invasion. Like most accelerator type devices, it can fire more rapidly at a decrease in combat strength. The cost of this flexibility is high, however, as the individual pulses are not as strong as those found in the quad pulsar.

If fired at the normal level (once every three turns), four pulses are produced, with 1d3 of which will hit (this weapon has a pulse grouping of +1 per 5). If fired every other turn, three pulses appear, 1d2 of which hit. If fired every turn, two pulses are formed, only one of which hits on a normal roll. All pulses score 12 points of damage.

### **Grome Long-Range Arrays**

Targeting arrays on stable platforms (bases, OSATs, etc.) can be used at triple the standard range, i.e., 45 hexes instead of 15.

### **Grome Railgun Shells**

In their attempt to improve their military strength without being forced to buy technology from foreign powers, the Grome have tried many methods of enhancing their existing weaponry. In one series of experiments, they produced a series of specialized shells for railguns. Unfortunately, these proved too expensive (in terms of both cost and logistics) for mass deployment, but many are kept on hand for defense of the homeworld. It was, in fact, the threat of the Dilgar that convinced the Grome to develop these devices.

Except as noted, these special shells are available in three sizes (one for each of the light, medium, and heavy railguns) and cannot be shared between different gun sizes. In addition, they must be assigned to a specific weapon on the ship before the scenario begins, and cannot be transferred between guns or between ships during play. After a scenario, they can be redistributed as needed.

With all of the following shells, the firing player chooses when to use one at the time weapons fire is determined. If no special shell is listed in the firing orders, a standard one is used automatically. Once fired, a special shell cannot be recovered and is lost whether it hits or misses.

The Grome are currently the only race using these shells, as other races either have not yet acquired samples to copy or have not seen the need to support these obsolete weapons with further logistical complications. With the current move of the Earth Alliance back towards railguns on the Warlock and similar units, they may acquire this technology in the future, but to date have not done so. In a non-historical scenario, races other than the Grome pay double the costs listed below to use these shells, and cannot use the black shell under any circumstances.

A Grome ship can purchase at most three special shells per railgun, except as noted in the descriptions below. In a campaign, a ship could carry up to three times these amounts, but could not employ the extras during a scenario. Any extras would be reloaded into the guns after the scenario is over.

### Flash Shell

This shell has a plasma warhead instead of the usual solid projectile. When it hits a target, it delivers a plasma blast similar to that caused by the fuser, only less powerful. The result is a flash explosion resolved as a plasma weapon (not a matter weapon). In other words, armor is treated at half levels (not ignored) and the flash causes collateral damage on other units in the same hex. The effect is resolved as plasma, not matter, against adaptive armor. Otherwise, the weapon launching this shell uses its listed statistics (damage, range, etc.).

**Cost:** Light 3, Medium 6, Heavy 10.

**Available:** 2247.

### Scatter Shell

This was a Grome attempt to develop a pulse-like quality for their railguns. After firing, the shell splits in to several pieces on its way to the target. Unfortunately, the scatter-shot is terribly inaccurate. All fire controls are reduced by 2, and the shell has a pulse grouping of 1 per 5. There are three versions, depending on the size of the weapon (a smaller shot may not be used):

**Cost:** Light 2, Medium 5, Heavy 10.

**Available:** 2249.

### Heavy Shell

This is a special shell made of an ultra-dense material. The Grome use these extremely rare shells sparingly, and keep a reserve at the homeworld in case they are ever invaded. No more than one shell per railgun can be of this type during any normal battle, but in a homeworld defense, this restriction is lifted. The light version of this shell adds +5 damage, the medium +10 damage, and the heavy +15 damage.

**Cost:** Light 6, Medium 12, Heavy 18.

**Available:** 2255.

### Long-Range Shell

These shells trade damage for an increased effectiveness at a distance. They can be used only on heavy and medium railguns. The statistics are as follows:

**Long Range Medium Shell:** Damage 1d10+5, Range -1 per 3 hexes, Cost: 2.

**Long Range Heavy Shell:** Damage 3d10+3, Range -1 per 4 hexes, Cost: 4.

**Ultra-Long Range Heavy Shell:** Damage 1d10+5, Range -1 per 5 hexes, Cost: 6.

**Available:** 2256 (all types).

### Black Shell

The ultra-rare black shell is a radiation bomb designed originally to bombard planets. It is a device banned as a terror weapon by most treaties, but is one the Grome keep a supply of in case a savage race like the Dilgar ever menaces them again. Using one in a campaign is considered an atrocity. It is not permitted in standard scenarios unless specified in the scenario rules or agreed upon in advance by all players.

The black shell can only be used on a heavy railgun, and no more than one is permitted per launcher. It requires an extra turn of arming to prepare (so the rate of fire is increased by 1 turn if this shell is to be used). It scores 12d10+60 damage against a ship, scored in flash mode. If used against a planet, it scores as much damage as a mass driver, plus provides radioactive fallout effects for months afterwards, which is why it is so dreaded.

**Cost:** 50.

**Available:** 2257.

## Race-Specific Elite Officers (Optional)

This section provides new race-specific officers for those races published since the Rules Compendium. As with other similar officers, they are generally available only to the race they are designed for, though in some cases others may purchase one at an increased cost. Elite officers remains an optional rule.

### Expert Geneticist (Dilgar)

The Expert Geneticist is skilled at performing scientific experiments and manipulations on prisoners and subjugated enemies. While this in and of itself has little effect on the battle, the expert's presence has a demoralizing effect on the enemy. Unfortunately, the opponents are frequently well aware that if they lose the battle, they could become the subjects of the geneticist's cruel tortures. Therefore, they tend to target the expert's ship and have difficulty concentrating on other targets.

The location of the Expert Geneticist is always known. All weapons fire against other ships (but not fighters or shuttles) is performed at a -1 to hit, but fire against the Geneticist's ship is at +2 to hit. In addition, enemy units are always permitted to ram his ship in their attempt to get rid of him. If his ship disengages, or he flees in a fighter or shuttle, all bonuses and penalties are dropped. If he moves to another ship, the bonuses and penalties transfer with him. Ramming attacks can still be made until the expert is completely off the map or has been killed.

**Location:** Any system on any Dilgar ship in the scenario.

**Cost:** 5% of the cost of all ships (but not fighters or shuttles) in the fleet.

**Availability:** Dilgar only. No more than one of these experts can be present in any fleet.

### Expert Scavenger (Descari)

The Descari, who made it into space by copying Narn designs and adapting them to their own uses, occasionally come across a truly gifted scavenger. These masters of procurement and hoarding keep enough parts around that they could almost build entirely new systems from scratch. A ship with an Expert Scavenger has the following abilities:

Once per scenario, the scavenger can jury-rig repairs to a system that just took damage. Functionally, this operates similar to a six-box Gaim bulkhead, except that no crewmen get killed in the operation. Basically, up to six points of damage can be ignored in any single volley, anywhere on the ship. This ability can be used only once per scenario, even if less than six points are blocked. Typically, this is used to survive a fluke hit to the C&C or reactor, or to stop the last few damage points that would destroy a key system or structure block.

The Expert Scavenger can also make repairs during a scenario. Each turn, he can repair four destroyed boxes anywhere on the ship, other than on a destroyed section (he need not move to this location to effect these repairs). If desired, he can instead forego box repair and instead erase a single critical hit on any system, just as an Expert Engineer can do. Repairs can only be used on undestroyed systems (this is not the same as Ancient self-repair abilities) and cannot be used on damage scored on the same turn as the repairs take place.

Most of the repairs above are temporary and will last only for the rest of the scenario. In a campaign, after the battle is over, the Expert Scavenger can shore up his work somewhat. Up to two criticals and twenty points of damage repair can be made permanent. In addition, the Scavenger can rebuild a single system of no larger than 15 boxes in size, even if it was fully destroyed, so long as it was not attached to a destroyed section. This last benefit will not work on structure blocks.

**Location:** Engine.

**Cost:** 15% of the ship's base value.

**Availability:** Balosians, Raiders and Llort pay 20% of the ship's base value, while other races pay 25%. Only the Descari receive this officer at the listed cost.

### Breaching Expert (Balosian, Yolu)

This highly trained breaching specialist accompanies a breaching pod on its mission, greatly enhancing its capabilities. The following benefits are provided to the pod:

The pod receives +1 thrust and ignores any loss of thrust due to damage. The player can voluntarily forego this benefit so as to not give away the fact that his pod has a breaching expert aboard (for this reason, this ability is normally used only during the escape, after his presence is known).

The pod's Marines receive benefits as if they were Narns. Any chart that lists a benefit for a Narn unit would also apply it to this pod. If this officer is used by a race that already provides advantages on these charts, He does not provide any further benefits.

If attempting to capture a ship, the pod's contingent gets three attack rolls on the first turn of combat. It is still destroyed by a single hit from the enemy, however. This benefit can be received only once per scenario.

**Location:** Breaching pod.

**Cost:** 25% of the cost of the breaching pod.

**Availability:** Any race may purchase one, but races other than Balosian, Yolu, Narn or Gaim double the cost. No more than 20% of a ship's breaching pods (round fractions of 0.5 or more up) can use these experts (in a campaign, this limitation is fleetwide, not per ship).

### Expert Analyst (Llort)

This expert is adept at locating the choicest items to steal and making off with them at the best possible speed. While this in and of itself has little usefulness in a combat situation, his ability to analyze scans of the opposition has provided him with some unique powers of observation. Accessing any of these special scanning abilities requires a lock-on against the target being viewed. Against fighters and shuttles, an actual lock-on with OEW (not CCEW) is required. The target must be within 30 hexes of the Expert Analyst for his abilities to function. Only one of these abilities can be used in any turn, and they take place at the same time the lock-on is announced.

(1) Any special weapon arming modes (sustained, piercing, etc.) currently active are detected.

(2) The presence, type and location of any elite officers or crew are detected, so long as they are currently performing their jobs (if they are moving from system to system, are disabled, or just aren't in use, they will not be seen). This will also identify Hyach specialists if they are in a position to perform their special function, even if they do not use it on that turn. Experts on fighters or shuttles in a hangar are not detected, but this scan can be made against a flight on the map, and will identify all experts and their exact locations.

(3) The contents of all cargo bays are known. This will have little meaning in most scenarios, though it can be a great help in battles with decoy freighters, or where a specific cargo item must be located. This will also reveal special freighters like the wolf raider or Q-ship, but only if used within a range of 10 hexes (otherwise the bays appear as either empty or full at the option of the owning player).

(4) The quantity and type of all fighters and shuttles aboard the ship is known (but no other information about them). If used on a flight on the map, the fighters are identified, missiles and other options are revealed, armed shuttles are detected as such, and any modifications are identified. Elite officers are not detected with this scan.

(5) The number, type and location of all special weapon ammunition is learned. This would include all special missiles, railgun shells, and the like (anything with ammo of more than one type). The player can also count the exact amount of ammo in any rack or weapon, including reload racks, but not cargo storage.

**Location:** Sensors.

**Cost:** 10% of the ship's base cost.

**Availability:** Llort capital ships or ELINT ships only. This officer cannot be used on bases.

### Expert Religious Leader (Markab, Corillani, Yolu)

Rules for this officer are as listed in the Compendium. Note that the Markab, Yolu and Corillani are specifically permitted to use this normally Minbari-only expert due to their theocratic governments.

### Expert Evangelist (Corillani)

Some Corillani religious leaders are more like evangelists, traveling and spreading the faith by making personal appearances and giving performances. Occasionally, these will visit the military, and make their rounds through the various fleets. If this occurs, they provide a certain moral benefit.

So long as the evangelist is alive and on the field of play, all units in the scenario receive a +2 initiative bonus and +1 to hit with all weapons due to higher morale. This does not affect defensive fire, however. If the evangelist is disabled or killed, these bonuses are reversed into penalties (-2 to initiative and -1 to hit) for the rest of the scenario. If the evangelist's ship disengages, there are no ill effects, though any bonuses are lost.

**Location:** Any system or structure block on any ship in the fleet. He may not, however, use a shuttle or fighter unless escaping a doomed vessel.

**Cost:** 5% of the cost of the fleet.

**Availability:** Corillani CPN and OSF units only. No more than one evangelist may appear in any fleet.

### Expert Laser Technician (Hyach)

With their natural affinity towards laser weapons, the Hyach have produced a few truly extraordinary laser technicians. With their specialized knowledge, they can increase the power and abilities of the ship's lasers significantly. This provides the following abilities, all of which operate throughout the scenario.

Spinal lasers score +3 damage, blast lasers score +2 damage, and all other laser-category weapons score +1 damage.

The player can shunt extra power into any laser weapon for added effect. Each point of power provides +1 extra damage, in addition to the above benefit. This is particularly effective when combined with an Expert Technician and/or an Improved Reactor, which can basically turn their extra power into bonus damage. A weapon's total damage cannot be increased by more than 50% through the use of this ability (e.g., if the base roll was 12 damage, it could be raised to 18 with 6 points of power, but any additional energy is lost).

Note that if used with a weapon with multiple modes (such as the laser/pulse array), the above benefits affect only the laser portion of any shot.

**Location:** Reactor.

**Cost:** 10% of the ship's base cost.

**Availability:** Races other than the Hyach pay 50% more for this officer.

### Expert Software Engineer (Hyach)

This computer programmer is unique to the Hyach. He provides several abilities that enhance the ship's computer, all of which operate constantly.

The computer provides one extra bonus fire control point. This is lost only if the computer is completely destroyed. The player can leave this extra BFCP point unallocated until the Weapons Fire Step of the Combat Sequence, recording it along with his weapons fire orders. This ability does not function in combination with the powers of a Computer Specialist (his abilities would override those of the Expert Software Engineer for this purpose only).

The computer ignores the first point of damage in any volley (essentially, it can be treated as having an extra point of armor that cannot be damaged, destroyed or bypassed by weapons that affect or ignore armor).

If aboard a stealth unit, advanced electronic signature masking software makes the ship appear as though it were five hexes further away for detection purposes (but not for weapons fire or other reasons), except for fighters, which halve their detection range (round fractions up). This is not cumulative with a Stealth Specialist (if both are present and active, use whichever one provides the best benefit).

Working as a team, the Expert Software Engineer permits a specialist to use his abilities a second time during the scenario. The specialist must be of the software category, and must wait at least a full turn after using his special function before he can use it again. This only works for one specialist per scenario, and only on those that occupy a single slot.

**Location:** Computer.

**Cost:** 15% of the ship's base cost.

**Availability:** Hyach only.

### Expert Ion Technician (Cascor)

This expert knows ways to channel power from the ship's ion engines into its weaponry for added effect. The following abilities are provided:

All ion-based weapons (including the ionic laser) score +1 damage per die, but no die can be increased above its maximum roll (e.g., a d10 would score 10 damage on a roll of either 9 or 10). Weapons scoring a flat amount of damage, like the dual ion bolter or ion torpedo, add +1 only.

Radiation cannons score 12 damage on structure instead of 10 (this supersedes the above benefit), and force a critical roll if they hit the sensors, engine or reactor. If they hit C&C, the critical roll is at +4 on the die instead of the listed +2.

Using the ionic drive system, this expert can shunt thrust into one or more of the ship's guns. This decision is made at the same time systems are activated or deactivated for extra power. Three points of thrust produce an extra 1d10+1 damage, should the weapon score a hit. This power must be applied on the turn of firing, and if applied, the weapon must fire on that turn (if it does not, it discharges and is treated as having fired anyway). This ability will not function on non-ionic weapons or with those that score a fixed amount of damage. Weapons being charged in this manner will be detected (and their strength known) by anything that detects special weapon arming modes, such as the Expert Analyst.

**Location:** Engine.

**Cost:** 10% of the ship's base value.

**Availability:** Cascor only, though any other race noted as using ion-based engines could also use such an expert (none currently exist in the game, but might be added later).

### Expert Tailgunner (Cascor)

This fighter-only officer is adept at operating his fighter's tailgun in concert with the forward-mounted weapons, and can train the rest of his flight in this special skill. The flight receives no penalties when using the tailgun in the same turn as the other guns.

**Point Cost:** Half the cost of the fighter.

**Availability:** Races other than the Cascor can use this officer if they have fighters that meet the requirements. They can erase no more than 2 points of firing penalty (i.e., they could cover a -1 or -2 penalty, but a -3 penalty would only be improved to -1). If the tailgun has n penalty associated with it, as in the Badger, the officer provides a +1 to hit with that gun only.

### Redline Pilot (Cascor)

What the Cascor call "Redline Pilots" are nothing less than fanatical. They know their fighters inside and out and push their machines to the maximum at every opportunity. Sometimes their great skill and daring makes them seem a bit crazy. One thing that is certain is that Redline Pilots can often perform such precise maneuvers that few others would ever dream of attempting, except of course for those who have no other choice but to follow orders.

A flight with a Redline Pilot cannot contain any other officers. Most people with any experience under their belts believe Redliners to be crazy and reckless and refuse to serve with them. However, a Redline Pilot provides the following benefits to his flight:

(1) A Redline Pilot may perform skin dancing on an capital ships moving at speeds of 8 or less. Apply additional modifiers of +1 for every point of speed over 5 (for the target unit) and +1 for every 2 points over 5 (for the skin dancing flight). Should the skin dance attempt fail, and one of the fighters rams the target, the Redline Pilot must always be picked as the fighter destroyed (at which time the flight loses its benefits).

(2) Redline Pilots may combat pivot their flight even if they do not have enough thrust left. If this is done, however, the firing penalty for a combat pivot is tripled.

(3) Redline Pilots may use their afterburners above and beyond their usual tolerances. If this is done, the flight increased its thrust by 50% on the current turn (round any fractions down). However, the flight is not permitted to maneuver on the following turn (it must proceed straight ahead at its current speed) while the engines cool off.

(4) Redline Pilots may attempt to land his flight on its carrier beyond the usual thrust tolerances. If this is attempted, roll a d20. If the result is less than or equal to the amount of thrust by which the tolerance is exceeded, the Redline Pilot's fighter crashes into the carrier (treat this as a 100% successful ramming attempt) and all other fighters in the flight break off. The flight cannot use the afterburners during this attempt. Example: A flight of Calaq's (10 thrust) is moving speed 24 and its carrier is moving 10. Normally they would not be able to land because the 14-point speed difference exceeds the Calaq's thrust by 4. If the Redline Pilot makes the attempt, a die roll of 1-4 will result in his fighter's destruction. There can be no successful ejection if this occurs.

**Cost:** Equal to the cost of the fighter.

**Availability:** Races other than the Cascor increase the cost by 50%.

*Based on a suggestion by Paul Brown.*

### Expert Surge Officer (Ipsha)

An example of Ipsha specialization in electromagnetic technology, this officer optimizes his ship's EM weapons as well as its resistance to similar devices. The following advantages are gained.

All electromagnetic-category weapons add +1 damage. A surge cannon adds +1 for each weapon involved in any combined shot, so a five-weapon blast would score +5 damage. EM pulsars receive +1 damage per pulse.

Capital ships and larger receive +2 points of power, while medium ships and HCVs get +1 extra power. LCVs and smaller units gain no extra benefits.

Electromagnetic weapons that hit the ship suffer a -3 penalty (not -2) to their critical hit roll against any affected system. If the hit forces the deactivation of a system, the system resists the effect if it rolls a 1 or 2 on a d6.

Any spark field affecting the ship reduces its damage by 1 point.

**Location:** Mag-gravitic reactor.

**Cost:** 10% of the ship's base value.

**Availability:** Ipsha only.

### Expert Ballistics Officer (Kor-Lyan)

This expert is not only skilled with the deployment of ballistic weapons, but also in their logistics and operations as well. He provides all of the following benefits to his ship:

All ballistic weapons receive +5 to their distance range (but not their launch range). This does not apply to proximity weapons.

All ballistic devices with limited ammunition receive one extra round of ammo. For missiles, this would be an extra missile slot, for example. Devices that are self-arming, such as the ballistic torpedo, gain no benefit. If the ammunition has a cost, it must be paid (it is not free) or no benefit is gained.

All missile racks (but not reload racks) can change one of their single-space missiles to any other legal type at no cost. This can only be done before the scenario. Such missiles cannot be transferred between ships and will only function during that scenario only (i.e., in a campaign you cannot save them up or use this officer as a special missile production facility).

**Location:** C&C.

**Cost:** 5% of the base cost of the ship, plus 1% for each missile rack that received a free missile upgrade. For example, on a Solyrn, the cost would be 15%.

**Availability:** Races other than the Kor-Lyans pay double the cost for this expert.

### Expert Anticipator (Torata)

The Torata appreciate flexibility in all things, not just their weapons. When they find an individual who can consider many different options at once, and come up with the appropriate solution quickly, they put him on the bridge of a ship and let him go to work. While some of these abilities may be psi-related, many are simply instincts that happen to turn out correctly more often than not. This provides the following advantages:

When rolling for initiative, this officer's ship rolls the die twice. The player then selects whichever roll he chooses (usually the higher one). This represents the officer's ability to "look ahead" at the battlefield and correctly predict enemy actions.

After moving his ship, the player can announce that he is using his Expert Anticipator to "predict" any remaining maneuvers still to come in the turn. To do this, he must ensure that his ship's Turn Delay is complete and enough thrust is left unused to complete a turn maneuver. Then, at the end of the Movement Step, he can execute a single turn, if desired. This ability can only be used for a turn, not a roll, pivot, snap turn, or other maneuver. This is similar to a fighter's combat pivot except that there are no associated firing penalties.

By correctly interpreting the exact location of a target, this officer can improve the damage of his ship's offensive weapons. When rolling for damage, roll an extra die and drop the lowest die from the calculation. For example, a pentagon array would roll six dice, and if these came up 10, 8, 6, 5, 4, and 1, the 1 would be dropped. This ability works only on weapons that roll at least two dice for damage, so it would not affect a light particle beam. Similarly, it would not affect a fixed-damage weapon like a bolter or pulsar.

**Location:** C&C.

**Cost:** 10% of the ship's base value.

**Availability:** Races other than the Torata pay 50% more for this officer.

### Matter Weapons Expert (Grome)

These valued experts are the masters of matter weaponry. They provide a +1 to hit and damage with all matter-class weapons on their ship. This is not EW-related, but is considered part of the fire control. This ability is cumulative with an improved gunsight.

If desired, this officer can be moved into one specific weapon on the ship instead of his normal station (in the C&C). If this is done, that weapon receives the above benefit (but no others do), and as a bonus, its rate of fire is improved by 1 turn. A weapon's ROF cannot be improved to better than 1 per turn in this way. Because this officer must work his magic from deep within the weapon's machinery, he is disabled if the weapon takes any damage at all (after armor), and is automatically killed if the weapon is destroyed. For this reason, this ability is normally used only early in a battle, or on a base or other unit with excellent protection for its weapons.

**Location:** C&C or a specific weapon.

**Cost:** 10% of the ship's base cost.

**Availability:** Grome only.

**Expert Quartermaster (Hurr)**

This elite officer was presented in League-2.

**Expert Gunner (Yolu)**

Contrary to their reputation as cowards and pacifists, the Yolu actually have some of the best gunners in the League. They train constantly, but only for their own defense. This constant focus allows them to deploy surprisingly accurate weapons officers.

Expert gunners are assigned to a specific weapon on the ship. They can move between weapons as desired (e.g., if their weapon suffers damage) using the normal officer movement rules. They provide the following benefits to their weapon:

Provides a +1 bonus to hit. Note that this is not EW, and is not affected by anything that would reduce or eliminate EW. This ability functions all the time.

Provides +1 damage per die, but not more than the highest possible roll for the die (e.g., a roll of 10 on 1d10 would not be increased). This ability functions all the time.

The weapon's rate of fire is improved by 1 turn, but to no better than once per turn. This ability functions once per scenario.

The weapon can fire in piercing mode, even if it is not normally permitted to use that mode (if it already has that ability, it ignores the normal firing penalty). This ability functions once per scenario.

The weapon can use a called shot at a +3 bonus, in addition to the +1 fire control mentioned previously. This ability functions once per scenario.

None of the once-per-scenario abilities can be combined with each other. The Expert Gunner does not combine any to-hit or damage bonuses with those of other elite officers, such as the Expert Plasma Technician or Matter Weapons Expert.

**Location:** Specific weapon.

**Cost:** 5% of the ship's base cost.

**Availability:** On non-Yolu ships, the cost is doubled. A ship may have at most one such officer on a medium ship or smaller, two on a heavy combat vessel, three on a capital ship and four on an enormous unit.

**Low Crew Training (Alacan, Mitoc, and others)**

The crews used by some races tend to be less experienced than those of their more warlike neighbors. While normally this is not all that noticeable, there are always a few ships whose crews are truly horrendous.

At the start of any scenario, a poorly trained crew must roll 1d6 on the following chart and suffer the listed penalties for the duration of that scenario. In a campaign, this roll is made each battle, and can differ from scenario to scenario (even if multiple battles are played during the same strategic turn). This is because this rule does not represent mechanical failures, but weaknesses in the readiness of the crew.

1: -1 sensors.

2: -1 free thrust.

3: -4 initiative.

4: +1 to all critical rolls required by the ship.

5: -4 power (-2 for medium ships or smaller).

This may result in a power shortage.

6: -1 to all weapon fire controls.

**Location:** The entire ship (can only be destroyed if the ship is destroyed).

**Cost:** -5% to the ship's base cost. In general, low crew training can be purchased only once for any ship, though some scenarios might violate this rule for extreme situations. In this case, the player would roll once for each level, re-rolling any duplications (six levels would be the maximum possible).

**Availability:** While any race can have such crews, they are rare in navies operated by races with any war experience. Very small races such as the Alacans or Mitoc can have them in unlimited numbers. Others can use such ships in no more than 10% of their battle force (in a campaign, this is a fleetwide limit). Extremely warlike races like the Dilgar or Drazi would almost never permit such ships to exist, though it is possible one or two ships in their entire fleet might be used as a dumping-ground for undesirables or misfits they cannot otherwise get rid of.

## New Ships & Units

### Hyach Units

#### Irokai Kar Strike Cruiser

##### Irokai Kam Variant (Uncommon)

This Irokai variant is designed to provide a squadron of fighters to a Hyach group that lacks a dedicated carrier, or an extra squadron to one that is deemed fighter-light. The ship trades some of its firepower for an extra hangar bay slung underneath the forward superstructure, and leaves the reactor with some extra power to play with.

#### Senchlat Kam Light Cruiser

##### Base Hull (Unlimited Deployment)

This is a relatively common Hyach light cruiser and is the hull on which the Senchlat Kes Combat Scout is based. In its basic configuration, the ship employs six blast lasers and is generally treated as a gunship. Though light on defenses, its firepower makes it a ship to be feared on any battle.

*Based on a design by Dan O'Connor*

#### Evirol Tek Logistics Cruiser

##### Base Hull (Limited Deployment - 33%)

This freighter is a good example of Hyach technology brought to a more civilian purpose. It is reasonably fast and possesses a jump engine of its own, something many races would consider decadent on a ship of its type. The Hyach use it to transport goods and personnel across long distances in relative safety, for it is capable of defeating lone Raiders and can run away from a determined opponent simply by jumping to hyperspace. The Evirol Tek has an excellent service record, as few have ever been lost or destroyed. A variant, modified for extreme comfort and luxury, serves as a diplomatic vessel and transport for the Grand Council of Elders.

*Based on a design by Dan O'Connor.*

#### Utara Tor Stellar Fortress

##### Base Hull (Unlimited Deployment)

This tremendous starbase rivals the Minbari Norgath in sheer combat effectiveness. Six spinal lasers and numerous other weapons are arrayed in spokes around a central hub. The base can absorb a significant amount of punishment and still remain combat effective, and an impressive array of defenses protects it from incoming fire. Three squadrons of Darthas and six specialists round out its features. If it has a disadvantage, it is in the limited arcs of fire of the spinal lasers, which overlap only in single hex rows (which an opponent would be well advised to avoid).

#### Takalti Kam Orbital Satellite

##### Base Hull (Unlimited Deployment)

Hyach standard satellites are tough to kill, well-armored, and sport decent range weapons in the form of two blast lasers. Though fairly expensive, they are fairly common around Hyach outposts, especially since the Dilgar War. The standard satellite is automated and possesses no computer or specialists.

#### Takalti Kal Heavy OSAT

##### Base Hull (Unlimited Deployment)

This is one of the most powerful satellites in use by a younger race. The hull is literally wrapped around the central spinal laser, with additional weapons of varying ranges added on for good measure. The satellite has firepower in excess of most races' cruisers, and a few of them in orbit are more than enough to protect it from anything short of a full scale invasion.

This satellite is crewed, but is terribly uncomfortable and requires frequent personnel turnovers. For this reason, it is generally only set up near existing bases. The Takalti Kal has a small computer system capable of producing a single BFCP, and one specialist who can be of any single-slot type.

## Hyach Mines

Hyach mines are powerful, and as might be expected, center around the use of lasers. While they produce a single standardized proximity mine and captor mine type, they have a variety of DEW mines, including the unique interdicator mine that can defend nearby ships. With the application of advanced stealth techniques, Hyach mines are difficult to spot.

Echali Val Proximity Mine: Cost 20, Damage 20, Signature 5.

Elask Vor Captor Mine: Cost 28, Range 6, Accuracy +6, Damage 20, Signature 5.

Aval Sar DEW Mine: Cost 30, Range 6, Accuracy +6, Signature 4 (1), Armor 0, Structure 6. Fires a maser. Typically used as the inner ring of defenses around a base or other fixed location.

Ilani Sar DEW Mine: Cost 45, Range 12, Accuracy +4, Signature 3 (1), Armor 2, Structure 8. Fires a medium laser. An excellent medium-range mine.

Nalina Sar DEW Mine: Cost 60, Range 15, Accuracy +4, Signature 4 (0), Armor 1, Structure 10. Fires a blast laser. Normally used for medium to long-range anti-ship work.

Maschat Sar DEW Mine: Cost 50, Range 5, Accuracy N/A, Signature 2 (0), Armor 0, Structure 5. Fires an interdicator. These mines always include the Command Controller and Identify Friend or Foe enhancements, and function in defense of friendly units only. If fired upon, the mine will always use its interdicator to defend itself before any friendly unit. Otherwise, it functions only when commanded to do so. Frequently, mines of this type are used around bases. Properly employed, a field of these can make Hyach ships all but immune to long-range fire. Their high cost, however, makes them difficult to place in large numbers.

Loirni Sar DEW Mine: Cost 120, Range 12, Accuracy varies, Signature 2 (-1), Armor 2, Structure 18. Has a blast laser (Accuracy +4) and two masers (Accuracy +6) and includes the Multiple Targets enhancement.

## Cascor Units

### Qoccata Supercarrier

#### Base Hull (Limited Deployment - 33%)

The Cascor suffered grievous losses among their ships during the Dilgar Invasion. Because of the lack of carriers, great emphasis was placed on developing new platforms to operate as many fighters as possible during the drive to Omelos. Taking a cue from the Mishakur-B design they had seen operating in their territory prior to Cascan's liberation, they developed their own supercarrier prototype and sent it to join the Liberation Navy. Though it never survived to reach the final battle, the concept of a single ship operating anywhere from 60 to 96 fighters of various sizes proved its worth. Several more ships of this class were commissioned after the war and now serve as Cascor flagships. The production of such vessels also encouraged other races to develop similar designs, including the Brakiri Lykorai and Earth Poseidon.

### Coqari Scout

#### Base Hull (Limited Deployment - 33%)

The Cascor operate only a few combat scouts, most of them of this class or a variant. The ship is designed solely as a support unit, with mostly defensive weapons and the fleet-disrupting ion field generator weapon as its sole offensive device. As with most Cascor ships, it carries fighters, but these must be of medium size or smaller. Ships of the Coqari class are often used as deep reconnaissance, using the ion fields to disguise their presence and escape from enemy patrols.

## Traquintor Waystation

### Base Hull (Unlimited Deployment)

The Cascor did not construct huge starbases for defensive purposes, but instead produced relatively cheap outposts for use as fighter waystations. The Traquintor is the most common of these, and is quite capable of defending itself against Raiders or a single enemy squadron. Its eight hangars can field from 48 to 96 fighters of various sizes, and are not limited by size restrictions, so it could theoretically support four full squadrons of Calaqs, eight squadrons of Caccars, or anything in between. Frequently, such bases are used as stopping points for fighters on patrol or on the way to join a carrier task force.

This unit uses the same special layout as the Drazi Brostilli Warbase, adding addition systems in areas the Cascor refer to as "corners." These systems can be hit by incoming fire that would hit either adjacent side, provided the corner is in arc. However, both adjacent structure blocks must be destroyed before the corner is destroyed. A corner reactor provides power only to those systems on the corner, and destroys only those systems if it is lost.

## Rugacc Ion Satellite

### Base Hull (Unlimited Deployment)

One thing the Cascor lacked was a powerful defense grid around their homeworld, so the Dilgar were able to attack it time and time again until most of the defending ships had been destroyed or crippled. This left only fighters to defend the planet. Fortunately, the Cascor had these available by the hundreds. Still, the Dilgar were able to make high-speed bombing runs on the world almost at will, inflicting horrible casualties on the civilian population. The Cascor responded by developing the ion satellite, an orbital weapons platform armed with ion cannons and an ionic laser. As these grew in number, Dilgar "buzz bombing" tactics gradually ceased.

## Cascor Mines

The Cascor developed a variety of mines during the Dilgar War, most of which are of the cheap proximity type. When they feel the need for longer-ranged defenses, they build ion satellites, seeing no need to waste large amounts of resources on relatively short-ranged DEW mines. They do operate a single torpedo mine for cases where they see a greater need for saturation fire.

Raqar Proximity Mine: Cost 9, Damage 15, Signature 3.

Rashaq Proximity Mine: Cost 16, Damage 25, Signature 3.

Raccan Proximity Mine: Cost 16, Damage 20, Signature 5.

Torqi Captor Mine: Cost 16, Range 5, Accuracy +5, Damage 20, Signature 3.

Tralati Captor Mine: Cost 24, Range 8, Accuracy +6, Damage 24, Signature 4. An improvement over the Torqi mine, this was developed during the Dilgar siege of Cascan.

Sonoraq DEW Mine: Cost 40, Range 25, Accuracy +4, Signature 2 (-2), Armor 2, Structure 8. Fires an ion torpedo with an RoF of one every three turns. These are generally placed around satellites and bases to encourage opponents not to enter their defensive zones.

## Ipsha Units

### Scout Wheel

#### Base Hull (Restricted Deployment - 10%)

The Ipsha are relatively Q40-poor and operate few jump-capable ships, depending instead on an impressive network of jump gates in their space and the surrounding areas. Those ship designs that possess jump engines are rare and are almost always ELINT ships. This allows them to operate alone as scouts and spy units when necessary. The scout wheel is one such vessel, and is designed as a combat element as well as a fleet scout. Its array of weapons are not terribly impressive, and its sensors are weak (for an ELINT ship) by themselves, but with its large quantity of free power it can easily operate as either a decent combat unit, highly effective scout, or somewhere in between. Its flexibility is its main advantage, and scout wheels are highly prized in their Baronies.

*Based on a design by Eric Loken.*

## Ring Base

### Base Hull (Unlimited Deployment)

The various baronies produce bases like this one when they need to defend an important resource or installation. The base is designed for ease of construction, and its parts can be easily transported by freighter. Unlike many Ipsha units, it possesses shuttlecraft, and provides one of the few means by which an Ipsha crewman can easily be transferred to a planetary surface or other nearby location. Since the Ipsha rarely leave their vessels, however, this is not as important as it might appear.

Like most Ipsha units, the base uses a lone singularity to produce all its power needs. The singularity sits in the center section and produces energy for all systems simultaneously (this is an exception to the usual rules for bases). While this provides excellent weapons flexibility, it is also a dangerous liability should the reactor begin to suffer damage. For safety reasons, the external ring is held in place by mag-gravitic fields and connected to the central hub by only a few thin accessways. Should the reactor be destroyed, the rest of the base will survive the hub's implosion, though it will be powerless. The Ipsha can then recover and repair it later.

## Starsphere Orbital Satellite

### Base Hull (Unlimited Deployment)

Ipsha satellites are relatively simple. They possess four surge cannons, one spark field, and enough power to operate all of these weapons at optimal levels. Typically, the surge cannons are used for long-range fire and the spark field for defensive work while the cannons cool off. Note that the satellite is not immune to friendly spark fields, so care must be taken to place these units far enough apart that they will not damage each other (9 hexes is optimal, though 5 hexes is the most common, with spark fields limited to 4 hexes range).

## Ipsha Mines

The Ipsha are frequent users of mines, but normally employ them against other Baronies. Because of their inherent resistance to EM weapons, Ipsha tend to avoid DEW mines and concentrate entirely on proximity and captor types. These are not available in any sort of variety, as the Baronies do not produce them themselves, but purchase them from a single central supplier. Understandably, this company takes great pains not to sell any one barony a better product than the others receive.

Spore Proximity Mine: Cost 12, Damage 20, Signature 3.

Cyst Captor Mine: Cost 16, Range 5, Accuracy +5, Damage 20, Signature 3.

Blast DEW Mine: Cost 30, Range 4, Accuracy N/A, Signature 4 (0), Armor 1, Structure 5. Activates a spark field at range 4 (1d6 damage) and can continually produce this field every turn. This mine includes the Command Control enhancement, allowing it to be activated or deactivated as needed. Generally, these mines are used to produce wide zones of defense that restrict the movements of enemy fighters. Unfortunately, they do not stand up well to enemy fire and can be picked off relatively easily once activated.

## Kor-Lyan Units

### Raklavi Carrier

#### Base Hull (Unlimited Deployment)

The Kor-Lyans operate only dedicated carriers (there are no carrier variants in their fleet). Training a Lyan to fly a fighter is a difficult and time-consuming process, and requires a significant amount of support personnel and equipment who would simply not fit on a standard hull. The Raklavi is one of the more basic Kor-Lyan carriers, operating 24 fighters from a single bay.

## Taloki Starbase

### Base Hull (Unlimited Deployment)

The Kor-Lyan starbase is cylindrical in a manner similar to Babylon 5. An outer shell encrusted with missile racks and particle beams encloses an inner rotating section that provides artificial gravity. This heavily armed station is designed to operate both as a theater warbase and a major resupply point. It carries a considerable amount of cargo, and sports three reload racks that can provide missiles to any onboard rack through a series of high-speed, fortified transit tubes. In a prolonged assault it is not uncommon for this base to make use of these reload racks several times during an engagement.

The control sheet shows the modern version of this station. Prior to 2240, the Class-F missile rack had not been developed and should be replaced with Class-L racks, for a reduction of 100 Combat Points. Prior to 2220, all missile racks should be replaced with Class-S racks (this includes the defensive racks in the primary section). All proximity lasers and limpet-bore torpedo launchers should also be deleted on this version. This costs 400 points less and is available from 2194-2219. Before 2194, the Kor-Lyans used a much smaller and less combat-effective base that may appear in a future product.

## Kalavar Orbital Satellite

### Base Hull (Unlimited Deployment)

Even though the Class-F rack holds only ten missiles, the Kor-Lyans use it as the primary armament of their standard OSAT. The flexibility of this rack allows them to respond to an enemy attack regardless of their chosen tactics. While it will run out of missiles quickly (especially in rapid-fire mode), the Kor-Lyans are no strangers to logistical challenges.

## Kor-Lyan Mines

Not surprisingly, the Kor-Lyans tend to specialize in mines that can deploy ballistic weapons. Most races never bothered with such things, as they eventually run out of ammunition and need to be resupplied after nearly every battle. The Kor-Lyans have become used to this and operate a variety of logistical craft designed to perform this mission. The Vaklar logistics frigate is one such unit. Most Kor-Lyan mines include the IFF enhancement for this reason, allowing ships of this type to easily move through and resupply friendly minefields.

Note that for any mine armed with missiles or similar devices, any cost to purchase ammunition must be paid along with the mine. Ammo costs are not considered part of the mine's base cost for purposes of enhancements. In the case of missiles or other variable ammunition types, the order in which the ordnance will be launched must be pre-recorded unless the mine possesses the Command Controller enhancement. A mine will not launch waste a shot, so it will never launch a missile beyond its valid range. For example, if a rack is programmed to launch a type-H missile next but the nearest unit is 11 hexes away, it will not fire, even if another missile is available with a greater launch range.

Note that mines do not receive the "stable platform" benefit, so their launch ranges are calculated as though they are firing from ships. For this reason, the Kor-Lyans prefer to use OSATs when defending important installations and sites.

**Kovost Captor Mine:** Cost 16, Range 3, Accuracy +8, Damage 1d10+16, Signature 0. This is actually the core of a ballistic mine, which works perfectly well when stationed in fixed minefields. The Kor-Lyans can remove such mines after any scenario and use them as replacement ammunition for ballistic mine launchers, but cannot redeploy them during a battle. There is also a wide-range variant (Kovost-W) increasing the range to 5 but lowering accuracy to +6 and damage to 1d10+12, plus a heavy variant (Kovost-H) that scores 1d10+24 damage, but with only +5 accuracy and range 2.

**Tonkar DEW Mine:** Cost 30, Range varies, Accuracy +2, Signature 3 (2), Armor 0, Structure 6. Contains a Class-S missile rack with four missiles of type-B, type-A, type-L, type-H, or type-S (but no more than one type-S per mine). Includes the IFF enhancement.

**Tonkat DEW Mine:** Cost 35, Range varies, Accuracy +3, Signature 3 (2), Armor 0, Structure 8. Contains a Class-L missile rack with four missiles of type-B, type-A or type-L. Includes the IFF enhancement.

**Tonkal DEW Mine:** Cost 40, Range varies, Accuracy +4, Signature 2 (1), Armor 1, Structure 10. Contains a Class-R missile rack with six missiles of type-B only. Includes the IFF enhancement.

Traska DEW Mine: Cost 40, Range 30, Accuracy N/A, Signature 4 (2), Armor 2, Structure 9. Contains a ballistic mine launcher with up to five mines, each of which must be purchased using the rules in League-2. Includes the IFF enhancement. (Only the Kor-Lyans would bother to use a mine capable of deploying other mines.)

Talivos DEW Mine: Cost 60, Range varies, Accuracy varies, Signature 5 (3), Armor 2, Structure 12. Contains a proximity laser with ammunition for up to four shots (range 30, accuracy N/A) and a standard particle beam (range 6, accuracy +4). Includes the IFF enhancement. The SPB is often programmed to fire defensively, or ordered to do so if the Command Controller enhancement is applied.

## Torata Units

### Colotnar Defense Base Base Hull (Unlimited Deployment)

The standard Torata base is well-armed, and can deal with opponents at nearly any range. Because it uses accelerators of nearly every type imaginable, an enemy force attempting to approach it will find itself under a constant barrage of pulses, lasers, plasma, and particle beams. Most enemies would be advised to keep their distance.

The control sheet shows the most modern version, developed after the appearance of the pentagon array. However, this type of base was in service as early as 2220. From 2242-2256, all pentagon arrays should be replaced with three light particle beams for a return of 50 points. Similarly, before 2242 the accelerator armament was not as advanced. All laser accelerators should be replaced with particle versions, and pulse accelerators are changed to plasma types. This lowers the base's cost by 200. These changes are noted on the control sheet.

### Tumal Orbital Satellites Base Hull (Unlimited Deployment)

Torata satellites are exactly as might be expected: flexible and capable of handling opponents at a variety of ranges. With two laser accelerators and two particle accelerators, it can deal with a variety of threats. Its lone defense, however, is a single light particle beam. Efforts to replace this with a pentagon array have so far proven fruitless.

### Torata Mines

The Torata use several different kinds of mines. Because they appreciate flexibility, all their mines always include the Command Controller and Multiple Targeting enhancements (where applicable). Under command control, an accelerator weapon can be ordered to fire at any stage in its arming cycle. If left under automatic programming, however, it can only fire when fully charged.

Class-1-1 Proximity Mine: Cost 10, Damage 12, Signature 6.

Class-2-1 Captor Mine: Cost 16, Range 6, Accuracy +6, Damage 16, Signature 4.

Class-3-1 DEW Mine: Cost 24, Range 4, Accuracy +5, Signature 5 (2), Armor 0, Structure 5. Fires two light particle beams.

Class-3-2 DEW Mine: Cost 30, Range 4, Accuracy +5, Signature 4 (2), Armor 0, Structure 5. Fires one pentagon array. Available 2256.

Class-3-3 DEW Mine: Cost 35, Range 8, Accuracy +4, Signature 3 (1), Armor 2, Structure 10. Fires a particle accelerator.

Class-3-4 DEW Mine: Cost 40, Range 8, Accuracy +4, Signature 2 (0), Armor 2, Structure 12. Fires a laser accelerator.

Class-4-1 DEW Mine: Cost 80, Range varies, Accuracy varies, Signature 2 (-1), Armor 3, Structure 18. Fires a laser accelerator (Range 8, Accuracy +4) and four light particle beams (Range 4, Accuracy +5). This mine is usually the centerpiece of a cluster of mines in an important segment of a field.

## Grome Units

### Norsca Battlecruiser

#### Base Hull (Unlimited Deployment)

Prior to the Dilgar War, the Grome did not have any sort of large defensive base, nor did they possess any significant military fortifications. They had built a few of these in the past, but they were easy targets for any attacker due to the limitations of their antiquated sensors and short-ranged targeting arrays. After the Dilgar, however, the Grome began to re-evaluate this strategy. After a breakthrough dramatically increased the range of the targeting array on a stable platform, the Grome designed their first true starbase, the Mahkgar.

The base was constructed by building six identical sections in orbit and then attaching them to a central core using a series of stabilizing struts. While the resulting base was extremely large, the struts are a significant weakness, as they are with many Grome units. The primary section does not use these struts, and it can take considerable punishment before being destroyed. The base also suffers from the usual low level of Grome armor technology.

Because the targeting arrays benefit from a highly increased range, the base is effective at keeping enemies outside its defensive zone, but a race capable of attacking from beyond that perimeter would be able to defeat this base easily. Fortunately for the Grome, their more aggressive neighbors (such as the Hurr) are not normally capable of such engagements.

The Mahkgar base doubles the normal limit of special railgun shells (i.e., 6 per launcher, 2 of which can be heavy shells).

### Gormok Orbital Satellites

#### Base Hull (Unlimited Deployment)

The Grome built their defense satellites around the heavy railgun, the largest weapon they could theoretically install on such a small unit. Internal storage provides only enough room for 40 rounds of ammunition for this weapon (normally not a problem in a typical scenario, but it could be of importance in a campaign), Light railguns (with effectively unlimited ammo) are also included for fighter defense, as is a flak cannon for interception duties. These satellites are often placed in groups or clusters at close range so their flak cannons can fire in defense of each other. They are relatively well constructed, but their armor is weak and the need to include a targeting array uses up space that might otherwise be employed for additional weaponry.

### Grome Mines

The Grome normally employ only proximity mines, as other types are too expensive and lack effective targeting sensors (yielding low accuracy ratings). Still, they have experimented with the occasional captor mine for defensive use or as a surprise against an opponent. Such mines remain quite rare, however. The Grome do not employ captor mines at all, as they have not managed to get them to be accurate enough to bother using.

Moltha Proximity Mine: Cost 15, Damage 20, Signature 5.

Ghinsh Proximity Mine: Cost 20, Damage 30, Signature 4.

Tranash Proximity Mine: Cost 25, Damage 40, Signature 3.

Lektha DEW Mine: Cost 20, Range 3, Accuracy +1, Signature 4 (2), Armor 1, Structure 10. Fires a flak cannon.

Galakar DEW Mine: Cost 36, Range 10, Accuracy +0, Signature 4 (2), Armor 2, Structure 15. Fires a medium railgun, and holds enough ammunition for 20 shots. The Grome often added IFF targeting to this mine so that they could more easily resupply it during a long campaign, but this was not always the case. The low accuracy of this mine made it less than effective, and the Grome use it sparingly.

## Hurr Units

### Roskor Command Post

#### Base Hull (Unlimited Deployment)

If the Hurr have one advantage, it is in their ability to quickly construct bases and other defenses in captured areas. This skill has enabled them to hold off threats from the Grome and Drazi, and to maintain control of the disputed system of Revkos. More often than not, if an opponent does not move swiftly to dislodge the Hurr from a recently captured area, they will return to find a hastily constructed base ringed with satellites.

When the Hurr plant a base, they begin with a central core and attach the four modular external segments. The result is a Roskor Command Post, from which the Hurr direct the activities of their defenses and nearby battle groups. This base is somewhat unusual in that it contains three C&C systems (one for the base, one for the local defense coordination and one to manage extended patrols and strikes). Unfortunately, the Hurr have come to depend on such sites for command and control, and the loss of one at an inopportune time during a campaign will often cause them to retreat in disarray.

Occasionally, an enemy will stumble upon a partially constructed Roskor. The central core can operate independently without the external modules, but only in an emergency. In combat, ignore all systems other than those in the primary. Treat the core as a medium ship, and use the primary hits chart for all damage. The base is extremely ineffective in this state and is easily destroyed, so the Hurr would never operate one in this mode under any but the most extreme circumstances. No point cost is provided for the partial base, as it would appear only in special scenarios.

The Roskor is armed primarily with missile racks, the only long-range weapon available to the Hurr in any significant numbers. These are of the inferior Class-S type, as the Hurr have yet to acquire more advanced missile rack technologies.

### Missile Satellites

#### Base Hull (Unlimited Deployment)

The Hurr have few long-range weapons, so they designed their satellites entirely around the use of missiles. Since these are stable platforms, they can be surprisingly effective in a fleet support role. Other than their missile racks, they are relatively weak as OSATs go, with low sensors and few internal hits to absorb damage. A field of satellites is often defended by mines and the like to keep enemy fighters from tearing them to pieces.

### Hurr Mines

The Hurr do not build their own mines, but instead purchase them from weapons dealers. To them, it would simply not be cost-effective to construct assembly lines for something they could just as easily acquire from another race.

The following mines are known to be in use by the Hurr. Mines listed as "limited" are restricted to 33% of a field's content, and "restricted" ones at most 10%. Use the same rules as limited and restricted deployment for ship designs. Mines without any restriction can be acquired in effectively limitless quantities.

Earth Alliance: Class-P1, Class P2 (limited), Class-C1, Class-C2 (limited), Class-D2. These are often bought at a significant markup.

Centauri: Raji-16, Corant-A, Corant-B (limited), Ekos-A (restricted). The Centauri tend to overcharge for mines, so the Hurr usually buy from other sources whenever possible.

Brakiri: Rehsa-P. These can be acquired at a decent price, but are difficult to ship due to the distances involved. Drazi raiders will also seek to disrupt such shipments whenever possible.

Drazi: Type-DR, Type-DB (limited), Type-DX (restricted), Type-BP, Type-FF (limited). The Hurr frequently make excursions into Drazi space specifically to try and capture these mines, which annoys the Drazi to no end.

Pak'ma'ra: Pal'fa, Ti'lor, Cort'i (limited). The Hurr tend to buy these more than any other comparable mines due to their relatively low cost and the proximity of the Pak'ma'ra.

## The Yolu Theocracy

The Yolu have been a spacefaring race since 750 BC, predating the Minbari by about 2000 years. Isolationist by nature, they avoided involvement in the last Shadow War as much as they were able. They were finally drawn into conflict against their will, when attacked by the principle Minbari allies, the Tak'cha, in 1258 for sitting on the sidelines. Eventually the Tak'cha were disciplined by the Minbari and the Yolu, after assuring the Minbari they felt no ill-feeling towards them for the actions of their subordinates, continued to avoid involvement in the Shadow War.

After the War, the Yolu continued as before, trading only infrequently with their emerging neighbors. This aversion to conquest and other interaction allowed other nearby races, such as the Kor-Lyans and Vree, to eventually achieve space travel without interference. The later rise of the Centauri to power did trouble the Yolu, but distance and their considerable technological might dissuaded the Centauri from other than saber-rattling. Indeed, some scholars believe that the Kor-Lyans and Torata only escaped conquest by the Centauri because the ancient Yolu had been drawn out of their centuries of isolation by the Vree. Yolu had begun traveling with Vree traders, spreading the tradition of the Mutai among the Fringe and Centauri border worlds, the origin of that blood-sport's popularity among the modern League races.

In modern times, events have forced the Yolu to pay more attention. At first only Raiders, Llort, and the occasional Ipsha or Kor-Lyan incursion troubled them, but these provided the first hint of a chink in the Yolu armor. Dilgar scouting forces learned much about the Yolu, including the fact that they tended to retreat when they lacked an obvious advantage. As the Dilgar Invasion proceeded, the Imperium used what they had learned to their advantage, tricking the Yolu with illusionary shows of power. The Yolu eventually retreated all the way to their homeworld, where they remained for the rest of the war, victims of Dilgar propaganda and their own doctrines.

After the Invasion, some of their neighbors formed the opinion that the Yolu were finished. Both the Kor-Lyans and Llort attempted to acquire and hold Yolu territory that had been taken by the Dilgar during the war. The Yolu were slow to react to this aggression, as they had not fought in any manner other than defensively for almost a millennium. At first they tried diplomacy, simply asking their neighbors to depart, but both refused. The Yolu responded by sending a fleet to each of the disputed systems. The Llort fled after a short battle, but the Kor-Lyans had by now built a base in the system and held it easily. The Kor-Lyans then declared war and began a general invasion of Yolu space. They won a number of early victories, but eventually the Yolu were roused and pushed the Kor-Lyans back. Eventually, both sides reached a peace agreement, with all Yolu territory restored to its original owners.

Since this time, the Yolu have sent ambassadors to neighboring races (and to Babylon 5) and are making an effort to emerge from their shell. Though they are known to have powerful and advanced technologies (as well as some of the best gunners in known space), they are nevertheless though to be pusillanimous, avoiding conflict whenever possible and retreating in the face of a determined opponent. Until they willing to put on a show of strength, they will continue to be taken advantage of by their lesser neighbors.

## Government

The Yolu government descends directly from their religious beliefs. They do not believe in a god, but in a spiritual energy that dictates the fate of all beings in the universe. The Ingyo, the ruling body of the government, is made up of 15 men and women who have attained perfect harmony with this spiritual force, called the Coo-Tah. The priests of the Ingyo are appointed for life in an elaborate ritual that involves the whole Yolu race.

Beneath the Ingyo are a series of councils of experts, each specializing in a particular field of endeavor, such as the military, academia or commerce, to name a few. These serve an advisory role to the governing body as a sort of "cabinet of cabinets." The Yolu form of government is extremely stable, having endured for approximately 4,000 years. Internal problems with the theocracy are almost unheard of, and indeed most Yolu see themselves as living within a utopia, so they see little need for change.

## Weapon Technologies

The Yolu had mastered molecular technologies long before the Minbari ventured into space. While some later Minbari weapons are similar (such as the fusion cannon and molecular disruptor), others are radically different.

Yolu weapons are designed to operate in combination with each other to weaken opponents until they have little choice but to retreat. To this end, some weapons strip armor while others take advantage of the lowered ratings to produce maximum damage across all systems. The Yolu Ulana Patrol Cruiser is a perfect example of this. The molecular flayers are used to reduce armor on a target, after which strikes by molecular disruptors and fusion agitators rip the unfortunate ship apart. While this can be tremendously effective, it also requires a bit of finesse and tactical skill, much of which was lost due to lack of practice during their period of isolationism.

To minimize the requirements of individual ship tactics, many Yolu ships do not operate combination weapons like the Ulana. Quite a few concentrate on a specific weapon type. Gunships, for example, use disruptors almost exclusively, while fleet support units mount armor-stripping weapons in quantity. If the Yolu were a little more aggressive, they could be a force to be feared.

### Molecular Disruptor

This weapon is similar to that operated by the Minbari on some of their older hulls. Like the Minbari, the Yolu have neither found the need or desire to improve upon it, suggesting that it might well be at the pinnacle of its development.

### Light Molecular Disrupter

**Class: Molecular    Mode: Raking**

This is a fighter-mounted molecular disruptor. As a fighter-mounted heavy weapon, it scores decent damage against a target, but its ability to destroy armor is limited. When a flight fires these guns at a ship or enemy fighter flight, at least three hits must be scored in order to eliminate a single point of armor. Each flight must achieve this level independently of any other. For example, if four flights fire at the same side of a ship simultaneously, and the number of hits are 4, 3, 2, and 2, only two points of armor are lost (for the first two flights) even though the total number of hits was 11. If used against a fighter flight, armor loss affects all fighters in the flight so long as at least 3 hits are scored.

### Destabilizer Beam

**Class: Molecular    Mode: Piercing**

This powerful molecular weapon is normally seen only on larger Yolu ships. When it hits a target, it punches a hole straight through it by destabilizing the structure of the hull at the molecular level. As with many other weapons that function only in piercing mode, it ignores the normal offensive EW requirement and firing penalties for using that mode. It is an extremely powerful weapon and very accurate against capital ships, but fires no faster than a standard disruptor and does not cause damage to armor.

### Fusion Agitator

**Class: Molecular    Mode: Raking (6)**

This is one of the more interesting applications of Yolu molecular technology. It locks onto a target, then randomly fuses the molecular structure of whatever it hits. The beam appears to dance across the target's hull as it wreaks havoc with whatever it touches. Though it operates only in Raking mode with volleys of 6 points each, it ignores the first point of armor on every system it hits (including structure), so it can be more effective than it looks.

The Fusion Agitator can also be made more effective by adding extra power. Each four points of energy added to the weapon produce an extra 1d10 damage, up to a maximum of 4d10 for 16 energy. While not a particularly effective use of power, it provides an extra punch that might make the difference in battle, especially after the target's armor has been stripped away by molecular flayers.

## Molecular Flayer

**Class: Molecular Mode: Special**

When fired, this weapon bursts upon a target's hull and strips away the outer layer of armor on the facing side. It scores no actual damage, but every system on the facing side (including structure) loses one point of armor immediately (minimum level 0). Because of this, the flayer is normally fired first in any combat situation, usually to be followed shortly by disruptors and agitators.

When the weapon hits a heavy combat vessel or larger unit, do not roll for hit location at all; simply reduce the armor as noted above. If the facing structure block was destroyed in a previous turn, the armor reduction applies to the primary section of the ship. The tactical implications of this should be obvious!

If the flayer hits a medium ship, it destroys one point of armor on every system on the unfortunate vessel, including primary systems (fortunately for Yolu foes, it finds targeting such vessels difficult). The device does not affect fighters or smaller units.

## Starships & Fighters

Yolu ships operate advanced technologies, including high armor, gravitic drives, and powerful sensor arrays. Despite a lack of development over the past one thousand years, they are still nearly the equal of the Minbari in these areas. Their ships tend to be fast, maneuverable, and adept at navigating hyperspace, and are well-armed and well-constructed. They do not like small ships, preferring cruisers and larger units due to their stability and survivability in combat. It is not unusual to see a Yolu fleet made up of nothing but cruisers, with no medium ships or heavy combat vessels at all.

## Ulana Patrol Cruiser

**Base Hull (Unlimited Deployment)**

This vessel is designed to operate alone if necessary, and is frequently found on guard at the Kor-Lyan, Vree, and Llorc borders. With its variety of weapon types, it can strip the armor off an enemy and then pound it into scrap with disruptors and fusion cannons. Unfortunately, the typical Yolu captain lacks the aggression to employ these weapons as originally intended.

## Aluin Gunship

**Base Hull (Unlimited Deployment)**

Unlike the Ulana, this cruiser is designed to operate in a fleet environment. While the patrol cruiser uses its own secondary weapons to lower an opponent's armor, the Aluin simply hammers on them with its array of molecular disruptors and destabilizers. The Aluin is somewhat smaller than its longer-ranged cousin, however, and is generally treated as a light cruiser for tactical organization purposes.

## Yuan Dreadnought

**Base Hull (Restricted Deployment - 10%)**

If there is one ship in the Yolu navy that truly strikes fear into the hearts of their enemies, the Yuan Dreadnought is it. This immense vessel is a battleship in everything but name, and can stand up to just about any other single ship except those owned by the Ancients. These ships are extremely costly to build, and very few exist. They are rarely seen alone, and normally operate as the flagship of an entire battle fleet.

## Maltra Scout

**Base Hull (Limited Deployment - 33%)**

Since the Yolu have no interest in exploration or surveying, their ELINT vessels are designed entirely as fleet support elements. They are better scouts than most similar vessels operated by the League, but are pale shadows of those operated by the Minbari. Lacking any interest in expansion, the Yolu simply put little effort into advancing their ELINT technologies. Though it lacks any sort of significant offensive firepower, this scout is well equipped to defend itself, packing a serious number of fusion cannons on its hull.

## **Notali Carrier**

### **Base Hull (Limited Deployment - 33%)**

The Yolu are not big on fighters, and those they do operate are launched entirely from dedicated carriers such as the Notali. The ship is surprisingly well armed for a carrier, though its hull is relatively small as Yolu cruisers go. In addition to its two squadrons of fighters, it also employs two breaching pods as standard equipment, a feature not unusual among Yolu carriers.

## **Maitau Pursuit Frigate**

### **Base Hull (Unlimited Deployment)**

The Yolu tend to operate cruisers and other large ships as a matter of doctrine. Small ships are seen as a waste of resources, since they tend to be the first things destroyed in battle and rarely stand up to a concerted blow from an enemy cruiser. They do have one advantage, though, in that they tend to be swift. The Yolu therefore operate a specialized class of fast frigates of the Maitau class. These ships operate as police forces, hunting down Raiders, Llord, and other enemies that attempt to penetrate Yolu space. In a fleet situation, the Maitau spends most of its time on the fringes of the battle, picking off cripples and chasing down wounded ships that try to escape.

## **Utan Heavy Fighter**

### **Base Hull (Unlimited Deployment)**

Were it not for the need to counter the fighters employed by their enemies, the Yolu would likely never use fighters at all. The thought of putting one of their people at risk in such a small and fragile vehicle is anathema to them. To ensure the pilot's survival, their standard fighter is heavily armored and possesses one of the best ejection systems in known space. When rolling to see if a pilot successfully ejects from a destroyed fighter, the Utan receives a +6 bonus on the die roll. For similar reasons, the fighter is resistant to dropout, with a -2 bonus on any such rolls.

The Utan is armed with two light fusion cannons similar to those found on the Minbari Tishat, plus a single light molecular disruptor, which cannot fire in the same turn as the main guns. The Utan is a gravitic fighter and can take a lot of damage, but is not particularly maneuverable. This is not because the engines are weak, but because they have difficulty overcoming the structural mass of the fighter.

## **Yonor Breaching Pod**

### **Base Hull (Unlimited Deployment)**

The Yolu are no strangers to personal combat, as might be expected from a race that created the Mutai. Their breaching pods are exceptional, and their crews are well protected inside the highly armored shell. A Yolu pod receives a -2 die roll shift (bonus) on its attempt to deliver its Marines, and a -1 bonus on a Rescue mission, but no other benefits. The pod loses 1 point of thrust for every 6 points of damage it suffers.

Yonor breaching pods are designed to occupy standard shuttle slots in any hangar and are common shuttle replacements when a battle is expected. Yolu ships can replace any of their basic shuttles with breaching pods using the standard rules (i.e., 10 points per box). This is in addition to any other conversions permitted for fighter or assault shuttle boxes. For example, a non-assault capital ship with 12 fighters and 4 shuttles could change two fighters and all four shuttles to breaching pods if desired.

## League-2 Scenarios

This chapter provides scenarios that took place during the Dilgar Invasion. For the first time, all the races that participated in that conflict are available, so the full story of that war can be told. Most of these scenarios are based on the wartime histories presented in the Dilgar Invasion and Showdowns-4 supplements.

### THE EVACUATION OF YONOG

**By: Karl Mueller**

The Dilgar invasion of Hyach space came as no surprise to the Hyach, who had been preparing for such an attack since Alaca fell. The Hyach had determined that Yonog, their main colony, would almost certainly be the site of their first clash with the Imperium. Yonog was ideally situated as a buffer system between Shri-shraba and Tirrith, the likely next target of Dilgar attacks. It was generally believed at this stage that the Dilgar would avoid attempting to assault the Abbai, and instead bypass them on their way towards the weaker members of the League. Thus, the Hyach prepared a strong defense at Yonog and placed stealth ships in neighboring systems to watch Dilgar movements.

The speed of the Blitzkrieg took the Hyach, like much of the League, by surprise. By the time the Dilgar actually reached Yonog, probing elements of the fleet that had bottled up the Abbai were menacing Shri-shraba. Gravely concerned, the Council of Elders decided to adopt the contingency plan for the evacuation of Yonog. Much of the civilian population had already been moved back to the homeworld in anticipation of hostilities, so all that remained was the transport of their more essential personnel. During the final stages of this effort, a Dilgar fleet dropped in behind the Hyach lines.

#### Set-Up

**Terrain:** The right-hand edge of the map is start of the atmosphere of Yonog.

**Hyach:** Irokai Kar, 2 Okath Kats, 4 Evirol Tekes within 5 hexes of the edge of the planet, facing left, speed 4.

**Dilgar:** Mishakur, Targath, Ochlavita, Ochlavita-D, Jashakar, Jashakar-E arrive through a jump point within 5 hexes of 0615, facing right, speed 4.

**Fighters:** All units carry full loads of fighters of the owning player's choosing. Note that the Heavy Thorun is not yet available.

#### Special Rules

The Hyach are waiting for the last of their ground crews to arrive from the surface of Yonog. This will not happen during the scenario, so they must defeat the Dilgar before they can make the pickup. The logistics cruisers are not permitted to disengage until all other Hyach ships have been destroyed or disabled. The other Hyach units may not disengage unless all of the Evirol Tekes are destroyed.

#### Victory Conditions

Victory is determined by how many of the Evirol Tekes survive. If all of them do, the Hyach player wins a major victory. If three do, the Hyach score a minor victory. If two survive, the scenario is a draw. If only one makes it, the Dilgar win a minor victory. The Dilgar win a major victory only if they destroy all four logistics ships.

#### Historical Outcome

The Dilgar managed to destroy two of the logistics ships before being forced to disengage. Though the Hyach might have pursued under better circumstances, they were wary of a trap and let the Mishakur escape.

### SHOT IN THE DARK

**By: Bruce Graw**

Dilgar scientists were constantly seeking new ways to kill their enemies more efficiently. Many of their medical ships were active in experimenting with terrible plagues and viruses they intended to set loose on their foes. The plan was to produce diseases to which the Dilgar were immune, but their enemies were not. The use of Stafford's Plague against the Drazi is an example of this strategy.

In another notable case, Dilgar scientists working on a prototype anti-Hyach virus accidentally let it loose aboard their ship, killing the entire crew. Rather than destroy the ship by flying it into a sun, the Dilgar put it on remote and flew it towards Shri-shraba. Knowing its chances of reaching the Hyach homeworld were slim, they deliberately allowed the Hyach to learn of it in the hopes of drawing a large fleet away from Shri-shraba. Instead, the Hyach mobilized their subs.

### Set-Up

Terrain: Empty space. Set up two maps side by side so that the total field of play is 84x30 hexes.

Dilgar: 2 Ochlavita-B, 3 Eskravat-A, Eskravat-H within 5 hexes of 8415, facing left, speed 4.

Hyach: 4 Alichy Kav somewhere in the 01xx through 21xx hex rows, any facing, speed 8 or less. None of these ships may be within 8 hexes of each other.

Fighters: The Dilgar ships are loaded with standard Thoruns and can begin with the fighters deployed, if desired.

### Special Rules

The Eskravat-H is on automatic and may not move towards the right hand edge of the board (it can move in direction 1, 4, 5 or 6 only). It may not change speeds unless forced to do so by battle damage.

The medical ship has been disguised to look exactly like an Eskravat-A from a distance. Unless a Hyach ship reaches range 10 or less to it, they will not be able to identify it. (Specialists and experts that can identify enemy units will not be able to do so outside this range.) Of course, the Hyach player can also determine which ship is which by their actions or by scoring damage on systems the other type of vessel does not have.

If any two subs are ever within 8 hexes of each other, they are automatically detected by the enemy. This is possible because the EW fields they produce to hide behind produce a slight rippling overlap if they get close to another similar field. The Dilgar have seeded this area with charged particles that will reveal such an overlap if it occurs. They would use this trick throughout the war, and as a result the Hyach learned to keep their subs away from each other in future battles.

### Victory Conditions

The Dilgar win if the medical ship reaches the left edge of the map (it will not reach Shri-shraba, but the Hyach will be forced to send out a fleet to meet it). Otherwise, the Hyach win. Note that because of the slow speed of the medical ship, the Dilgar will probably have to destroy or disable all the subs to allow this to happen.

### Historical Outcome

See the story in League-2.

## FACE-OFF AT ELITRIA

### By: Jeff Smith

The lhsha barony was fully confident in its ability to defend Elitria from the coming Dilgar invasion. According to all reports, their huge fleet (fully 85% of their space forces) arrayed at their colony would be more than enough to drive back the Imperium. Unfortunately, the other baronies saw an opportunity to strike at other lhsha holdings while their forces were occupied. The lhsha steadily drew off battle groups, a squadron at a time, until their Elitria fleet was only a shadow of what it once had been. It was then, of course, that the Dilgar attacked.

### Set-Up

Terrain: Empty space.

Dilgar: Mishakur, Leskrati, Tratharti, Tratharti-G, Garasoch, Targath, 2 Athraskala, 3 Ochlavita, Ochlavita-M, 4 Jashakar, Jashakar-P, Jashakar-E, Protra, Protra-I, 3 Abrithi within 5 hexes of the right side of the map, facing left, speed 10 or less. The Tratharti-G has a Lucky Ship Captain.

Ipsha: 3 Battleglobe, Warsphere, 2 Carrier Cube, 4 Battlehex, 5 Tetraship, 2 Scout Wheel, 5 Starsphere within 5 hexes of the left edge of the map, facing right, speed 10 or less. The OSATs must be along the left map edge and at least 5 hexes from each other. One of the Battleglobes has an Expert Surge Officer.

Neutral: There is a fixed jump gate in 0115, facing right.

Fighters: All units are fully loaded with fighters. Both sides can begin with fighters deployed within their setup zones. The Abrithis have four breaching pods each.

### Victory Conditions

Whichever fleet holds the field of battle is the winner.

### Historical Outcome

Both fleets mauled each other until only a few crippled hulks remained. None of the Dilgar jump capable ships survived intact, so the survivors rushed the jump gate and escaped through it. Ipsha reinforcements soon arrived, but upon seeing the devastated survivors, they began to evacuate Elitria rather than try to defend it. By the time the Dilgar returned and seized the planet, the Ipsha had pulled most everything of importance back to the homeworld. Those colonists who could escape did so, but the rest paid the price.

## GET THE CARRIERS

**By: Dan O'Connor**

Shortly after their attacks on the Cascor began, the Dilgar realized the key to defeating this new foe lay in destroying their carriers. Without carriers, the Cascor could not fight offensively. By this time, the conduct of the war had shifted, and the Dilgar no longer sought to destroy their opponents but merely bottle them up. To do this to the Cascor meant destroying their ships, and that is what they set out to do.

### Set-Up

Terrain: Empty space.

Dilgar: Mishakur-B, Tratharti, Targath, Leskrati-D, Protra, 2 Ochlavita, 2 Jashakar, Jashakar-E within 5 hexes of the left map edge, facing right, speed 8.

Cascor: Norsca, Tacacci, 2 Qoricc, 3 Croctis within 5 hexes of the right map edge, facing left, speed 8.

Fighters: All units are loaded with fighters. The Cascor ships must use the largest fighters possible for their bays. All fighters may begin the scenario deployed within the appropriate starting zones.

### Special Rules

On turn 5, another Norsca will arrive via jump point in a hex of the Cascor player's choosing. The player must select this hex before play begins, and reveal it on turn 5 when the jump point forms. The ship can arrive with its fighters deployed (arriving in the same hex as the ship) if desired.

### Victory Conditions

The Dilgar want to destroy the two Norscas and the Tacacci, while the Cascor have their eyes on the Mishakur-B and the Targath. Whichever side destroys their objective first (or forces them to disengage) is the winner.

### Historical Outcome

The Dilgar fought the Cascor evenly and managed to destroy two enemy ships when the second Norsca arrived. After blasting one of the Croctis to scrap, they disengaged in the face of overwhelming fighter firepower. Most of their Thoruns were destroyed covering the retreat, and the strike force was forced to return to Tirrith for replacements.

## BOMBING GONE SOUR

**By: Robert Glass**

After the destruction of the Cascor fleet, the Dilgar had complete control of the Cascan system except for the homeworld. Any time they approached it, swarms of Calaq, Tiqinccs and Caccars would rise from the surface to challenge them. Frequently the Dilgar would strike from multiple directions, spreading the fighters thin, then drive a wedge of bombers in to launch a few mass driver strikes. This worked well until the first ion satellites began to appear.

### Set-Up

Terrain: The right edge of the map represents the outer edge of the atmosphere of Cascan.

Dilgar: Leskrati-D, Targath, 3 Athraskala within 15 hexes of the left map edge, facing right, speed 8 or less.

Cascor: Ruqacc satellites in 3503, 3507, 3511, 3515, 3519, 3523, and 3528, facing left.

Fighters: The Dilgar ships are fully loaded with fighters. The Cascor have 12 Calaq, 24 Tiqincc and 48 Caccar within 5 hexes of the planet, facing left, speed 6 or less. These have launched from ground bases that will not be a factor in the scenario. One flight of Tiqinccs has an Expert Tailgunner.

### Special Rules

All Dilgar missile racks (but not bomb racks) have 2 flash missiles each. The Athraskala bombers can trade bombs for missiles if desired.

The Dilgar disengage if they retreat off the left edge of the map. The Cascor will not pursue for fear of a trap. Any Cascor unit that leaves the left map edge is considered destroyed.

### Victory Conditions

The Dilgar are attempting to score as much damage as possible against the planet. Each bomb that hits scores one point and each mass driver shot scores 2 points. However, because they have already destroyed most of the large surface installations, the bombers must be within 30 hexes of the planet to use their mass drivers effectively.

Victory is determined by how many points of damage the Dilgar score. If they cause less than 10 points of damage, they suffer a major defeat. From 11 to 20 damage is a minor defeat. 21-30 damage is a draw. 31-40 damage is a minor victory. Anything above this is a major victory. The Dilgar can assure themselves of a major victory by simply destroying all Cascor units, but this will prove to be a difficult undertaking.

### Historical Outcome

This battle was typical of what the Dilgar could expect once the Castor had their satellites in orbit. While the Ruqaccs pounded them from range, the fighters swarmed their ships and pummeled them mercilessly. The Dilgar had the advantage in that they could escape at any time, either by jumping out or simply retreating, but by the time they could get into position to score any damage they had usually been badly mauled.

## SURPRISE ALLIES

### By: Phil Lacefield Jr.

In late 2231, the Dilgar were once again advancing through Drazi territory. Eager for a victory that might stem the tide, the Drazi signed a secret deal with the Hurr to gain their aid in the war. The Hurr had been Drazi enemies for years, but they saw easily that they were next if the Drazi should fall to the Dilgar. In addition, by helping now they could leave themselves in a strong position after the war ended. Thus, they sent a large force to Latig to aid in a Drazi counterstrike there. This scenario represents a small portion of the battle that resulted.

### Set-Up

Terrain: Empty space

Dilgar: Mishakur, Leskrati-D, Trartharti, Garasoch, Protra-I, Ochlavita, Ochlavita-M, 2 Jashakar, Jashakar-P within 5 hexes of the left map edge, facing right, speed 5. This force has 50 points available for special missiles.

Drazi: Eyehawk, Darkhawk, Strikehawk, Wareagle, Stareagle, Claw eagle within 5 hexes of 4201, facing left, speed 8. This force has 30 points available for special missiles.

Hurr: Boroca, Brokoth, 2 Orek, Norak within 5 hexes of 4230, facing left, speed 8. This force has 20 points available for special missiles.

Fighters: All units are loaded with fighters, and all fighters that use missiles have full loads.

### Special Rules

The Drazi and Hurr are not familiar with each other and have difficulty communicating effectively during the scenario. To represent this, the Drazi and Hurr players are permitted to discuss tactics and options only between turns. They can set up predefined actions and sequences that they will follow during the turn, but are not allowed to use hand gestures, written notes, or other non-game "tells" to influence each others' actions. A certain amount of honesty is required here, as it will not be possible to prevent every possible occurrence.

### Victory Conditions

Whichever side is left holding the field of battle is the winner.

### Historical Outcome

The Drazi and Hurr worked so poorly together that the Dilgar were able to inflict serious damage on both their opponents before finally retreating.

## MEET THE ELITE

**By: Leo Dunin**

Though the Kor-Lyans did not have the benefit of a visit from the Abbai during the voyage of the *Pyrotinia*, they were more than well aware of the approaching Dilgar hordes. Since the resumption of the Blitzkrieg, the Kor-Lyans had watched with dismay as the Imperium advanced towards their border. When the powerful Yolu collapsed in the face of the Dilgar and retreated behind their homeworld's fortifications, the Kor-Lyans knew they would be next. They resolved, however, that they would not be rolled over so easily. They would meet the Dilgar with the best they had, and show the invaders the price they would pay if they entered Kor-Lyan space.

### Set-Up

Terrain: Empty space.

Kor-Lyans: 4 Vaklar, 2 Raklavi, 8 Cokra, 3 Axor within 5 hexes of the left map edge, facing right, speed 10 or less. These ships have 1000 points available for special missiles. Missiles available in 2231 can be used in this scenario. One of each of the following is also permitted: Elite Crew, Expert Scanner, Expert Technician, Expert Engineer, Expert Breaching Officer, Expert Ballistics Officer, Expert Navigator. No more than one of these can be on any one unit.

Dilgar: Mishakur, Leskrati-D, Athraskala, Trartharti, Trartharti-G, Targath, 2 Ochlavita, Ochlavita-D, 3 Jashakar, Jashakar-P, 2 Abrithi arranged in three pentacans within 5 hexes of the right map edge, facing left, speed 10 or less. These ships have 100 points for special missiles. The Mishakur has an Expert Geneticist.

Fighters: Both sides have full loads of fighters. All fighters and shuttles are loaded with basic fighter missiles (these can be upgraded using the points provided above). The Axors are loaded with breaching pods, and each Abrithi also carries four pods. All fighters may begin play on the map within the setup zones, but shuttles and breaching pods must begin on their ships.

### Options

The Kor-Lyan player will find it difficult to spend all his missile points. To give him more missile options, allow him to use missiles from any era.

### Victory Conditions

Whoever holds the field of battle at the end of the scenario wins.

### Historical Outcome

The Dilgar saw what they believed to be an inferior force and rushed to attack. The Kor-Lyan fleet proved to be much more powerful than it had at first appeared, and the invaders were sent reeling. After the Mishakur went down, the survivors retreated into hyperspace. Post-battle analysis showed beyond a doubt that the results of the battle were caused by superior crews and officers, not advanced technology or ships. The Dilgar intended to return later with an elite fleet of their own, but this operation was scrapped with the decision to invade Markab space.

## BLOOD STRIKE

**By: Robert Glass**

As the Dilgar came under attack by the Earth Alliance in Markab space, one of their concerns was that other previously neutral races might join the war against them. If allowed to get involved, even a small race could prove a significant thorn in the side of the Imperium. The Kor-Lyans, who by now had been the victim of mass driver ships in action, were expected to be unlikely to pursue due to their unwillingness to leave themselves open to attack by the Yolu. The Torata, on the other hand, were a real possibility. Scouting forces had already located a base in the Trogoh system, and it was feared that this might be used to launch missions into Markab territory in support of the Alliance. Even as they began their campaign of Blood Raids against the League, the Dilgar sent a strike force in to destroy this base before the Torata could ally against them.

### Set-Up

Terrain: Set up two maps alongside each other so that the field of play is 42x60. The lower edge of the map is the edge of Trogoh IV, an airless rock.

Dilgar: Garasoch, Leskrati, Trartharti, 2 Ochlavita, 3 Jashakar within 5 hexes of the top of the map, facing down, speed 10 or less.

Torata: Colotnar in 2155. Tumul OSATs in 0150, 0650, 1150, 1650, and so on every 5 hexes across the map. 1 Clovant within 5 hexes of the base, speed 0, facing up.

**Fighters:** All units are loaded with fighters. These can begin within 5 hexes of their carrier if desired. The Torata also have 48 additional Tuka fighters that have scrambled from ground bases (these will not be a factor in this scenario).

### Special Rules

The Dilgar have 20 turns to destroy the base. If they have not completed their mission by then, they must retreat due to the pending arrival of Torata reinforcements. If the Leskrati is destroyed, this period is reduced to 15 turns. On that turn, a backup jump ship (in hyperspace) will open a jump point in hex 2105, which will remain open for the next turn only.

### Victory Conditions

The Dilgar win if they destroy the base and at least one of their ships escapes through a jump point. Otherwise, they lose.

### Historical Outcome

The base was destroyed and three Dilgar ships escaped through the backup vortex. Faced with the loss of their primary defense station, the Torata chose not to send a large fleet to aid the Alliance lest the Kor-Lyans be tempted to attack while their ships were away. A few ships did participate, but only in mopping-up actions as they were intended only for show, in the vain hopes of currying favors against their enemies after the war.

## UNINVITED GUESTS

### By: Ben Rubery

In 2253 the Hurr arranged to meet a Vree trade delegation in the Hastur system. Their intention was to purchase more advanced weaponry and sensor tech, and they brought with them a substantial amount of Q-40 to pay for these goods. The number of other groups that arrived at the system at the time of the meeting is a tribute to the Hurr intelligence service. All the parties had hidden agendas, which only their actions revealed.

### Set-Up

**Terrain:** Join two maps together so that the field of play is 42x60 hexes.

**Vree:** 3 Vymish Armed Traders, 2 Xvell Escort Saucers, Xorr War Saucer.

**Hurr:** Boroca Gunship, Brokoth Carrier, Tonak Battle Scout, 3 Orak Frigates, 42 Koeth Fighters, 3 EA Commercial Freighters.

**Grome:** Trokan Flagship, 2 Groth Gunships, 2 Telgar Escort Frigates, 24 Regla Fighters, 4 Breaching Pods.

**Raiders:** Strike Carrier, Barque, Xebec, 4 Gunboats, 6 Double-V Fighters, 24 Delta-V Fighters, 2 Breaching Pods.

**Drazi:** Jumphawk Command Cruiser, Strikebird, 2 Warbirds, 12 Starsnake Fighters, 2 Breaching Pods.

**Centauri:** Optine, Decurion, 4 Vorchans, 24 Larisi Assault Shuttles, 2 Scion Breaching Pods.

**Deployment:** The Vree and Hurr deploy within 10 hexes of the center of the map, speed 0, facing each other. The Grome, Centauri, Raider and Drazi players deploy within three hexes of a corner of the map, one per corner, facing center, speed 10 or less.

### Special Rules

Use a standard 52-card deck (no jokers). Each player draws a card and keeps it, referring to the list below for their victory conditions. Vree and Hurr players may draw a card or pick the piracy victory condition, at their option. The possible results are:

**Hearts: Betrayal** - Destroy six ships from any other faction and have 2 surviving ships at the end of the game.

**Diamonds: Piracy** - For the Grome, Raiders, Drazi or Centauri, you must steal the Q-40 aboard the Boroca or capture three freighters. For the Vree and Hurr, you must guard the freighters and the Q-40.

**Spades: Assassination** - Choose two factions. You must kill the characters for those factions (see below).

**Clubs: Enemy** - Choose one faction. You must destroy all the ships for that faction.

Do not reveal your victory conditions until the end of the game. Note this means players may act as if they had a different victory condition to their real one. This is to be encouraged. If your card reveals that you must do something to one or more factions of your choice, you must write your selection down at the start of the scenario and reveal it at the end of the game (you can't make the choice on the fly).

**Characters:** The Grome fleet carries an important relative of the Margus, the Hurr a noted Hurr general, the Vree an important trade official, the Raiders a wanted criminal, the Drazi an admiral of some note, and the Centauri the head of a Noble House. These will be aboard any ship of the player's choice and their locations must be tracked. They provide no special benefits, but are merely targets. They can be assassinated using a "Rescue" breaching pod mission (see the breaching pod rules). If the ship they are on is destroyed, they will automatically escape in a shuttle, if possible. Only the player who actually scores the kill on this shuttle will get credit for an assassination for mission purposes.

There is a large quantity of Q-40 in a hold aboard the Boroca. This can be stolen using the breaching pod rules. A successful "Rescue" mission steals the Q-40, which must then be returned to a friendly ship to count for victory purposes. No player is permitted to fire at a breaching pod carrying the Q-40, as all sides want it too badly to destroy it. Once captured, it can be taken by another player's breaching pods if they can pull it off.

The scenario ends when all hostile groups have left the map, either by jumping out, leaving at a map edge, or being destroyed or surrendering.

### Victory Conditions

This depends on your card. If playing the Hurr or Vree with the mission to protect the cargo, you must survive the scenario and deny any player any attempt to succeed at a "piracy" mission. It is possible for several players to win.

### Options

Replace the Centauri fleet with 4 Shadow Patrol Cruisers and a Destroyer. They automatically have the betrayal victory condition. They have no character to assassinate.

### Historical Outcome

In a highly confused battle, 20 of the ships were destroyed before survivors fled the field. The Grome Margus chalked the engagement up as a victory, as the Vree/Hurr deal fell through with the death of the Hurr and Vree representatives. The Drazi were grateful to have had the chance to eliminate a band of raiders who'd been plaguing them, and did so with gusto. The Centauri destroyed 8 of the league ships but lost the Optine, though the Royal Navy didn't cry over the loss of an obsolete ships and a foolish noble. The Vree and Hurr took tales back to their governments of betrayal and ambush, and the destruction of a Centauri cruiser by the joint efforts of their fleets. The Raiders were all killed, being caught in a deadly cross fire very early on, never getting a chance to sneak in and steal the Q-40 or hijack the freighters

## THE LESHKREV RUN

**By: Matt Murray**

While the Grome would not buy advanced technology from any race, they did conduct normal trade with their neighbors and anyone else willing to purchase their goods. Often the Pak'ma'ra were hired to haul large shipments of products to and from Grome space, with the Melat to Leshkrev run being the busiest route. The Vree Scientists Guild, with help from the Merchant-Adventurers Guild, hired a Pak'ma'ra ship to smuggle advanced welding equipment into Grome space as part of a deal with a "renegade" Grome admiral. The Margus' secret police found out about the deal, alerted him to it, and arranged for a "meeting" at the border.

### Set-Up

Terrain: Empty space. Use a floating map.

Grome: Groth, 3 Mogorta, Telgar, 2 Morgat within 5 hexes of the right map edge, facing left, speed 5.

Pak'ma'ra: 6 Sim'sall'e, 2 Resh'kas'u, Sashul'kur within 5 hexes of the left map edge, facing right, speed 5.

Fighters: The Grome have 24 Regla, while the Pak'ma'ra have 24 Por'fa'tis. These can begin the scenario deployed within their setup zones.

### Special Rules

The Grome player's objective is to destroy the Sashul'kur, when they find it, without creating a severe incident with the Pak'ma'ra. The Pak'ma'ra player's objective is to get the Sashul'kur 50 or more hexes further to the right than any other Grome unit.

The Sashul'kur is carrying the advanced welding equipment, and the Grome know it. The Sashul'kur has also been outfitted with special panels to make it appear, to the antiquated sensors the Grome use (and the Grome player), like another Resh'kas'u. The Grome will not be able to tell the Sashul'kur from a Resh'kas'u until one of their ships get to within 10 hexes of it (Regla fighters will not do). The Sashul'kur will also reveal itself when it does something a Resh'kas'u can't do (like fire a Plasma Stream or take damage in a different way).

All of the Pak'ma'ra ships (and fighters) are allowed to operate as the Pak'ma'ra player sees fit, except for the Sim'sall'e, which are not allowed to fire upon the Grome (they may use weapons in a defensive manner). Once the Grome fires upon a Pak'ma'ra ship, roll a D6 for each Sim'sall'e during the End of Turn Actions Step: if the roll is a 1 or 2 then that Sim'sall'e can fire on any Grome unit beginning next turn. If the die roll is a 3 or 4 then roll again next turn, and if the die roll is a 5 or 6 then that Sim'sall'e must accelerate to the right side of the board at maximum ability (overthrusting is not required).

### Victory Conditions

The Grome player scores 20 points for destroying the Sashul'kur, -2 for every Sim'sall'e destroyed, -1 for every Sim'sall'e damaged but not destroyed, -1 for every Resh'kas'u destroyed, and -1 for every Grome ship destroyed. The Pak'ma'ra player may not fire on or damage his own ships to cost the Grome player victory points.

If the Grome player scores 20 points then it is an astounding victory, 16 to 19 points is a major victory, 11 to 15 points is a tactical victory, 6 to 10 points is a minor victory, and 1 to 5 is a draw. If the Grome player scores zero or less points then it is a Pak'ma'ra victory.

### Historical Outcome

The Grome found and destroyed the Sashul'kur by simply destroying anything that looked like one, including the two Resh'kas'u. They ignored the other Pak'ma'ra ships, allowing them to take a terrible toll on the Grome fleet. Because the Por'fa'tis had no surviving carriers to land on, their pilots obeyed their lost instructions and fought to the death. Only two Grome ships escaped the battle.

## THE LESHKREV RUN

### By: Matt Murray

After the Dilgar War, the ships of several Ipsha baronies were seen moving through devastated League territories. Their explanation was that they were searching for ships that had not reported in after the war, but in fact they were scouting areas for future expansion. One place they visited was Trotaka, the Yolu system that had been the site of the deception that had kept the Yolu out of the Liberation Navy. The planet was a wreck, and they assumed the Yolu had written it off as a total loss. Unfortunately, this was not the case, as a Yolu survey group was already present, determining what would be needed for terraforming operations. Figuring the Yolu would simply run away, the Ipsha scout group moved to the attack. Unfortunately for them, most of the Yolu survey team was on the planet, so they stood their ground.

### Set-Up

**Terrain:** Use a standard map. 40 hexes to the right of the right mop edge is the atmosphere of Trotaka, which no unit in the scenario is permitted to enter.

**Yolu:** Maltra, Yuan, Maitau in 4221, facing left, speed 0 or less.

**Ipsha:** Scout Wheel, Warsphere, Battlehex, 2 Tetraship in 0121, facing right, speed 10.

**Fighters:** The Ipsha have six Urchins aboard the Warsphere.

### Special Rules

The Yolu are not permitted to disengage. They can ram, but the Ipsha may not.

### Victory Conditions

The Yolu are not sure of the goals of the Ipsha fleet, and must defend themselves against any possibility while avoiding war if they can. Before the scenario, the Ipsha player draws one card from

a deck of standard playing cards. His goal is determined by the suit of the card drawn. The possibilities are:

**Spades:** Destroy one side of the Maltra and Yuan, and eradicate the Maitau entirely, without losing both the Warsphere and Scout Wheel. One of these two units must safely escape into hyperspace.

**Hearts:** Get at least one jump-capable ship to within sensor range (equal to the ship's sensor rating in hexes, double that for the scout) of the atmosphere of the planet to scan it, then have at least one ship escape with the information gained.

**Diamonds:** Provoke the Yolu into firing on (or ramming) your ships, then get at least one of your ships safely away into hyperspace. You lose if you fire on them first without any reciprocating fire in the same turn.

**Clubs:** Destroy all enemy ships. It does not matter if any of yours escape or not.

**Joker (optional):** Destroy two Ipsha ships and capture the third. It is assumed to be captured if it is disabled, at which point it will surrender if no other Ipsha ships are still around.

The Yolu can win only by denying the Ipsha their victory. The selected card is revealed only at the end of the scenario.

### Historical Outcome

The Ipsha raced in, guns charged, and opened fire. The Yolu responded with a devastating barrage and the battle was on. After a long and bloody fight, only the Warsphere and Yuan were still standing. Recovering its sole surviving fighter, the Ipsha ship departed. The Ipsha government later dismissed the battle as the actions of a rogue barony and provided a small reparation, but Ipsha ships continued to raid Yolu trade routes and colonies for years.

## THE WORM TURNS

**By: Bruce Graw**

After years of probing and border skirmishes, the Kor-Lyans invaded the Yolu in 2256. Acting swiftly, they seized several Yolu holdings including the colony of Beta 9. Originally a thriving world, Beta 9 had been devastated during the Dilgar Invasion and the Yolu had been pouring resources into the effort to return it to its former state. The Yolu wanted the world back, but so far had been shell-shocked by the rapid Kor-Lyan advance into their territory. Their defensive doctrine did not lend

itself well to going on the attack, but if they wanted their planet back, attacking is what they would have to do

### Set-Up

**Terrain:** Use a standard mop. The right side of the map represents the edge of the atmosphere of Beta 9 (thickness 1). Units may enter this atmosphere if desired, but the map cannot be extended more than one map width further to the right.

**Yolu:** Ulana, Aluin, Maltra, Notali, 2 Maitau within 5 hexes of 4021, facing up, speed 8. The Aluin, Ulana, and one Maitau each have an Expert Gunner.

**Kor-Lyan:** 2 Koskova, Raklavi, Leklant, 2 Solyrn, Vaklar, 3 Cokra, Axor within 5 hexes of 0121, facing right, speed 10. One of the Solyrns has an Expert Ballistics Officer. This fleet has 750 points available to purchase special missiles.

**Fighters:** Both sides are fully loaded with fighters, which can begin play within the fleets' respective starting zones. The Kor-Lyan fighters and shuttles are fully loaded with missiles, and can buy special missiles from their fleet's missile point total.

### Special Rules

The Kor-Lyans, having been ordered to defend this planet at all costs, are permitted to ram. The Yolu may not.

### Options

This battle represents the start of the scenario described in the story in League-2. To play the battle from the point of view of the story itself, remove one Solyrn and one Maitau (the ones without the experts), reduce the missiles in all racks by 25% except for ships that have reload racks (in which case the reload racks are half empty), lower the available points for special missiles to 500, and assume all fighters are reloaded. Score damage on the remaining ships as follows. The Yolu are assumed to have hit with six fusion agitators, four molecular flayers, four molecular disruptors, ten fusion cannons, and two destabilizer beams. The Kor-Lyans have hit with ten basic missiles, four proximity lasers, two particle cannons, and six standard particle beams. For each weapon that hits, roll a random ship and random facing, then roll and apply damage as though the weapon hit in its normal mode. No interception is possible as these weapons are assumed to have already hit.

**Victory Conditions**

Whoever holds the field of battle at the end of the scenario is the winner.

**Historical Outcome**

The Kor-Lyans charged, figuring the Yolu would flee. They did not, and the Kor-Lyans lost their first battle of this war.

**STRENGTH VS. NUMBERS****By: Pamela Mosby**

The Grome and Hurr have been involved in any number of border disputes and minor conflicts, though the threat of the Drazi and other larger races has prevented these fights from escalating into fullscale war. Most of the battles have occurred over Revkos, a system both races have claimed. In the early 2250s, the Hurr took control and have managed to defend it and place a large garrison of ships in the system. Periodically, the Grome put these (and their own ships) to the test, with the predictable result of a few Grome ships versus large numbers of the smaller Hurr vessels.

**Set-Up**

**Terrain:** There are twelve asteroids scattered randomly across the map. No asteroid will be within 6 hexes of another.

**Grome:** Mogorta, Groth, Trokan, Morgat, 2 Telgar within 5 hexes of the upper left corner, facing right, speed 10 or less.

**Hurr:** 2 Boroca, Brokoth, Tonak, 4 Orak, 2 Norek within 5 hexes of the lower right corner, facing left, speed 10 or less.

**Fighters:** The Grome have 24 Regla, and the Hurr have 48 Koeth. These can be set up within the players' starting zones.

**Victory Conditions**

Whichever side holds the field of battle is the winner.

**Historical Outcome**

This battle is typical of many fought over the Revkos system, and these could swing either way depending on the skill of the commanders.

**FEAST OF SHADOWS****By: Tom Gondolfi**

During the Shadow War, the Shadows attacked virtually every race in known space in an attempt to draw them into the conflict. While this was successful in many cases, the Yolu refused to be drawn out, just as they had avoided the war a thousand years before.

**Set-Up**

**Map:** Use a standard map.

**Yolu:** 1 Yuon, 2 Ulana, 1 Aluin, 1 Maltra, 4 Maitau within 10 hexes of the center of the map, any facing, speed 10 or less.

**Shadow:** 1 Dreadnought, 1 Cruiser, 1 Scout, 1 Destroyer appear in any hex along any map edge, any facing and speed.

**Fighters:** There are no fighters in this scenario.

**Special Rules**

The Yolu have three Expert Gunners to distribute among the fleet. No more than one of these can be on any single ship.

There is a P10-level telepath on one of the Yolu ships. The Yolu player selects the ship before the scenario begins and records it in secret. The Shadows are aware of a telepath's presence and are trying to sense his location. If the telepath does not take any action before the end of turn 3, the Shadows will triangulate on his position and learn which ship he is located on (but not which system he is in).

**Victory Conditions**

Victory is determined by how many ships the Shadows destroy before the end of turn 15 (at which point they must depart, as a fleet of Yolu reinforcements is on the way). The Yuan dreadnought counts as two ships for this purpose. The condition of the Shadow fleet has no bearing on their victory level.

0-2 ships: Yolu major victory.

3-4 ships: Yolu minor victory.

5-6 ships: Draw.

7-8 ships: Shadow minor victory.

9-10 ships: Shadow major victory.

**Historical Outcome**

The Shadows destroyed five ships, but only their dreadnought and cruiser escaped. Once again, the Yolu stayed on the sidelines during the Shadow War.

## FIGHTER FREE-FOR-ALL

**By: Kelly Lofgren**

After the creation of the Interstellar Alliance, the races involved (and those they protected) began to undertake war games designed to increase their familiarity with each other. In one of these exercises, approximately equal fighter groups would engage in mass dogfights with the winner being the last effective flight in the battle. Of course, with so many different races it was impossible to produce a completely even field of play, so it was left up to the fighter pilots to decide which enemy group they felt was the biggest threat at any given moment. The result was a wild melee with unpredictable results.

### Set-Up

**Map:** Use a standard map, but the edges are fixed. Any units leaving the battle area are assumed to have dropped out.

This scenario can be played with any number of participants. Each chooses a fighter group from the list below (or rolls one at random):

**Abbai:** Two flights of six Kothas each.

**Brakiri:** One flight of six Pikitos. Alternate: Two flights of six Falkosis each.

**Cascor:** One flight of six Tiqinccs and one flight of six Caccars.

**Drazi:** One flight of six Star Snakes and a single Sky Serpent loaded with missiles.

**Earth Alliance:** One flight of six Thunderbolts without missiles or navigators. Alternate: One flight of six Badgers with one missile each.

**Gaim:** Two flights of six Koists each.

**Grome:** Two flights of six Reglas each. One flight has an Expert Motivator, the other an Expert Evader.

**Hurr:** Two flights of six Koeths each (no missiles). Both flights have Expert Coordinators.

**Hyach:** One flight of five Darthas and a Dovocho. The Dovocho has an Expert Coordinator.

**Ipsha:** Two flights of four Urchins each.

**Minbari:** One flight of five Nials.

**Narn:** One flight of six Frazis and a flight of four Goriths

**Pak'ma'ra:** Two flights of five Por'fa'tis each.

**Vree:** One flight of six Tzymms.

Each group starts along a map edge, facing and speed at the owner's discretion. They should be separated by approximately even distance from each other along the edges, depending on the number of players.

### Special Rules

Cut out a slip of paper for each player and distribute the following experts on them at random: Dogfighter, Motivator, Evader, Coordinator, and Electrician. Any leftover slips should be left blank. Fold the slips and allow each player to draw one from a hat. If he draws an expert, he can assign him to one fighter of his choice. Players will not know which experts are in play except by observing the actions of their opponents.

Fighters with ammunition limitations (Grome, Belt Alliance) are assumed to have unlimited ammo during the scenario, and do not need to reload. This does not apply to missiles.

### Options

For a non-historical fight, add any of the following fighter groups:

**Alacan:** Six(!) flights of six Rotias each.

**Balosian:** Two flights of six Shasi fighters. Each flight has an Expert Pilot.

**Belt Alliance:** Two flights of six Starfoxes each (no missiles).

**Centauri:** One flight of six Sentris and a flight of six Raziks.

**Civilians:** One flight of six Double-Vs and one flight of six Delta-Vs. No missiles or navigators.

**Corillani:** One flight of six Tillinis (DOC version) and one flight of four Tillinis (CPN version).

**Descari:** Two flights of six Noscors each.

**Dilgar:** One flight of six Heavy Thoruns with navigators and two missiles per fighter.

**Kor-Lyan:** One flight of six Kaltis loaded with missiles. One missile on each fighter is a Type-FD.

**Llort:** One flight of six Lellat-As and one flight of six Lellat Bs.

**Markab:** Two flights of five Droftas each.

**Torota:** Two flights of five Tukas each.

**Shadows:** One flight of three medium fighters, one of which has an Expert Dogfighter.

**Vorlons:** One flight of three heavy fighters.

**Yolu:** One flight of five Utans.

### Victory Conditions

The player with the last surviving fighter wins!

### Historical Outcome

War games of this sort were wild affairs. Literally any fighter group can win, regardless of its seeming inferiority (or superiority).

## Afterword

The League-2 product began well over a year ago, with five of the seven races in a playtest pack (the other two, the Hyach and Cascor, were in the Dilgar War test pack). In the course of designing those races, it was always known that only the core ships and fighters would appear in the first book, and only the basic rules would be able to fit there. Showdowns-7, then, is the clearinghouse for the remaining League-2 rules and ships that couldn't make it into L2 due to space considerations. In this way, Showdowns-7 is like Showdowns-2 was with respect to League-1. We wish we could have had more room for scenarios, but with seven races this time around, we simply ran out of territory. Don't forget, the League-2 line will continue with Variants-5, over 35 all-new ships and variants for the races in this book. Look for it in early 2002 at a gaming store near you!

## Product Credits

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Agents of Gaming would like to thank the following playtest groups who contributed to this product:

The Playtesting Horde: Dan "Rogue" O'Connor, Phil "Spectre" Lacefield Jr., Jeff "Rude Dawg" Smith, Pete "Ninja" Reese, Tom Miller, Stephen Turner, Dave McFarland, Dan Ryan, Bob Mitchell.

## Special Credit Notes

Thanks to everyone who participated in the League-2 playtest project. Many of the ships and rules herein were derived from your comments.

## B5W Online!

B5WARS.NET is the OFFICIAL Internet Player Resource for the Babylon 5 Wars Universe! From a worldwide player registry, to online discussion forums and chat rooms, to a gallery of painted miniatures, this is your one-stop shop for information about any of the game systems in the Babylon 5 Wars Universe, and new resources are being added all the time! Check it out on the web at <http://b5wars.net>.

## SCS Credit Notes

All of the SCS's include in the product are essentially the work of one man. John Hamill, better known as "Mr Punch." He has made a concerted effort to create the SCS's for late generation products and has incorporate all of the corrections that have been found to date. You owe him your thanks for making this product possible.

Also a special thanks to Eric Coon who did the Kor-Lyan SCS.

## From The Web Edition Creator

Well, its January of 2007, a little over 5 years since the closure of Agents of Gaming, ending any further official Babylon 5 Wars releases. As a member of the HRT (the Historical Repair Team to some, the evil illuminate to others) I was lucky enough to see the behind the scenes effort and genuine passion put forth by both Bruce Graw and Robert Glass.

As a result, I was one of the more vocal opponents to seeing "official" Agents of Gaming material released for free distribution on the web. I wanted Agents of Gaming and the local game stores to benefit from the actual sales of these products and not be short changed.

Obviously, Agents of Gaming is long gone, and these days, so are the available copies of most of the official release products, especially the material released towards the end of Agents of Gaming. As most of you know (especially since you downloaded this off my site) I have now changed my tune. The days of short changing stores and Agents of Gaming are over. Now the only ones being short-changed are the players, especially the newest. Their only mistake was being introduced to the game to late, or being unable to pay the exorbitant amounts being shelled out in E-bay auctions.

This strikes me as unacceptable. Fortunately, because of my days with the HRT, I have the means to rectify this situation. And thus, you now have in your hands, Agents of Gaming's - Showdowns-7. I hope you enjoy it.

----- Richard L. Bax Jr.



# Hyach Irokai Kar Strike Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2224  
 Point Value: 950  
 Ramming Factor: 290  
 Jump Delay: 20 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 16  
 Engine Efficiency: 3/1  
 Extra Power: +8  
 Initiative Bonus: +0

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

**Spinal Laser**  
 Class: Laser  
 Modes: R, S  
 Damage: 6d10+40  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +4/+2/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns

**Medium Laser Cannon**  
 Class: Laser  
 Mode: Raking  
 Damage: 3d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Armor counts double, damage doubled for crits*

**Interdictor**  
 Class: Particle  
 Modes: Defensive only  
 Damage: None  
 Range Penalty: n/a  
 Fire Control: n/a  
 Intercept Rating: -4  
 Rate of Fire: 1 per turn

<b>FORWARD HITS</b>
1-5: Retro Thrust
6: Spinal Laser
7-8: Fwd Hangar
9-10: Maser
11-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-4: Port/Stb Thrust
5-6: Maser
7-9: Medium Laser
10: Interdictor
11-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Maser
9-10: Interdictor
11-18: Aft Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-9: Primary Struct
10-11: Jump Engine
12-13: Sensors
14: Computer
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

**SPECIAL NOTES**  
 Gravitic Drive System  
 Crew Specialists: 2

**SENSOR DATA**

Defensive EW

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

**3 BONUS FIRE CONTROL PTS.**

Capital/HCVs

Med. Ships

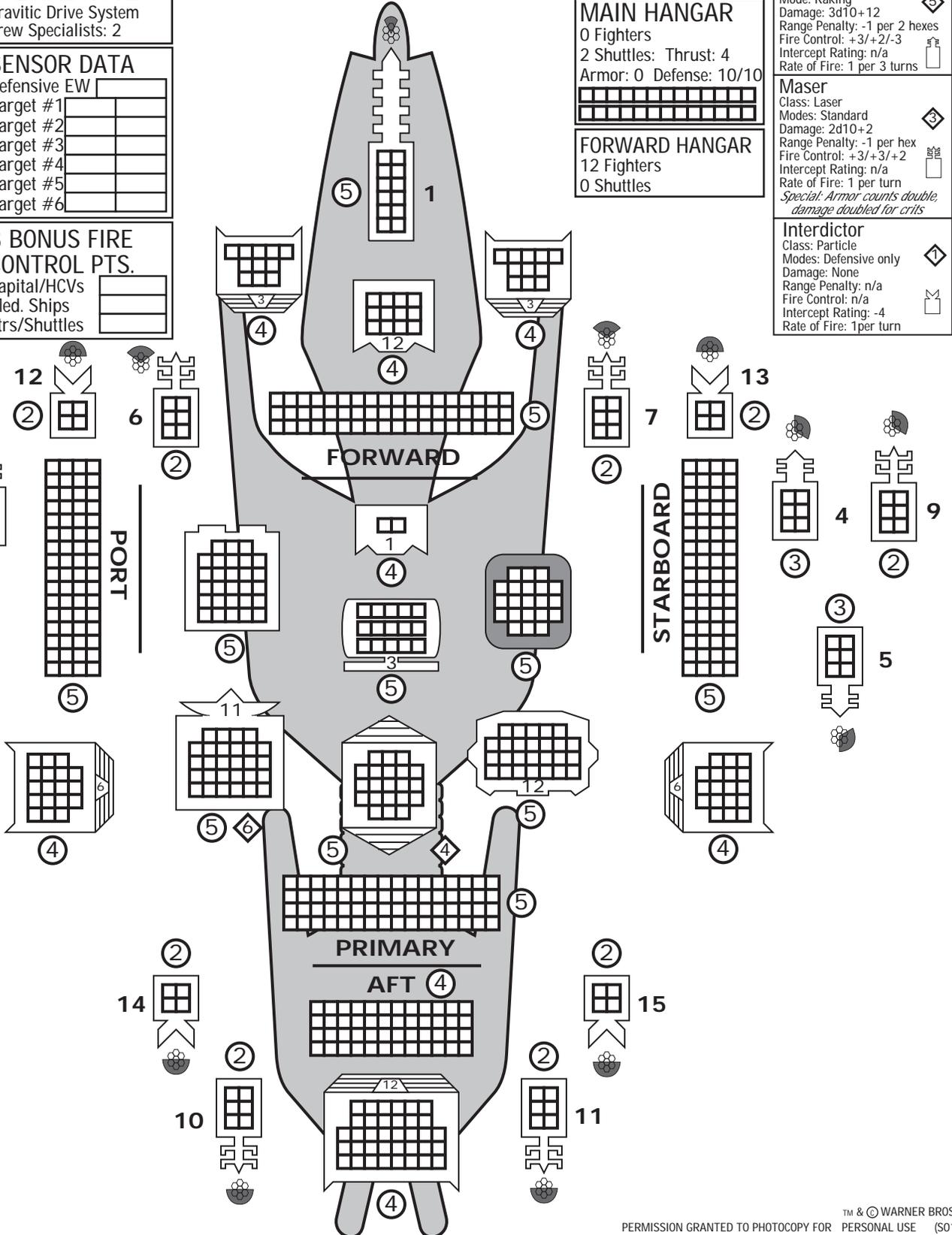
Ftrs/Shuttles

## MAIN HANGAR

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

## FORWARD HANGAR

12 Fighters  
 0 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Computer
- Interdictor
- Medium Laser
- Maser
- Spinal Laser



# Hyach Senchlat Kam Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 14
In Service: 2217	Turn Delay: 2/3 x Speed	Stb/Port Defense: 15
Point Value: 800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 180	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 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 7 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 7 8	

WEAPON DATA	
<b>Blast Laser</b>	
Class: Laser	
Mode: Standard	
Damage: 2d10+14	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<b>Maser</b>	
Class: Laser	
Mode: Standard	
Damage: 2d10+2	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
<i>Special: Armor counts double, damage doubled for crits</i>	
<b>Interdictor</b>	
Class: Particle	
Mode: Defensive only	
Damage: None	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -4	
Rate of Fire: 1 per turn	

FORWARD HITS
1-5: Retro Thrust
6-7: Blast Laser
8: Maser
9: Interdictor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Blast Laser
8: Maser
9: Interdictor
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Port/Stb Thrust
11-13: Sensors
14: Hangar
15: Computer
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES
Crew Specialists: 2
Gravitic Drive System

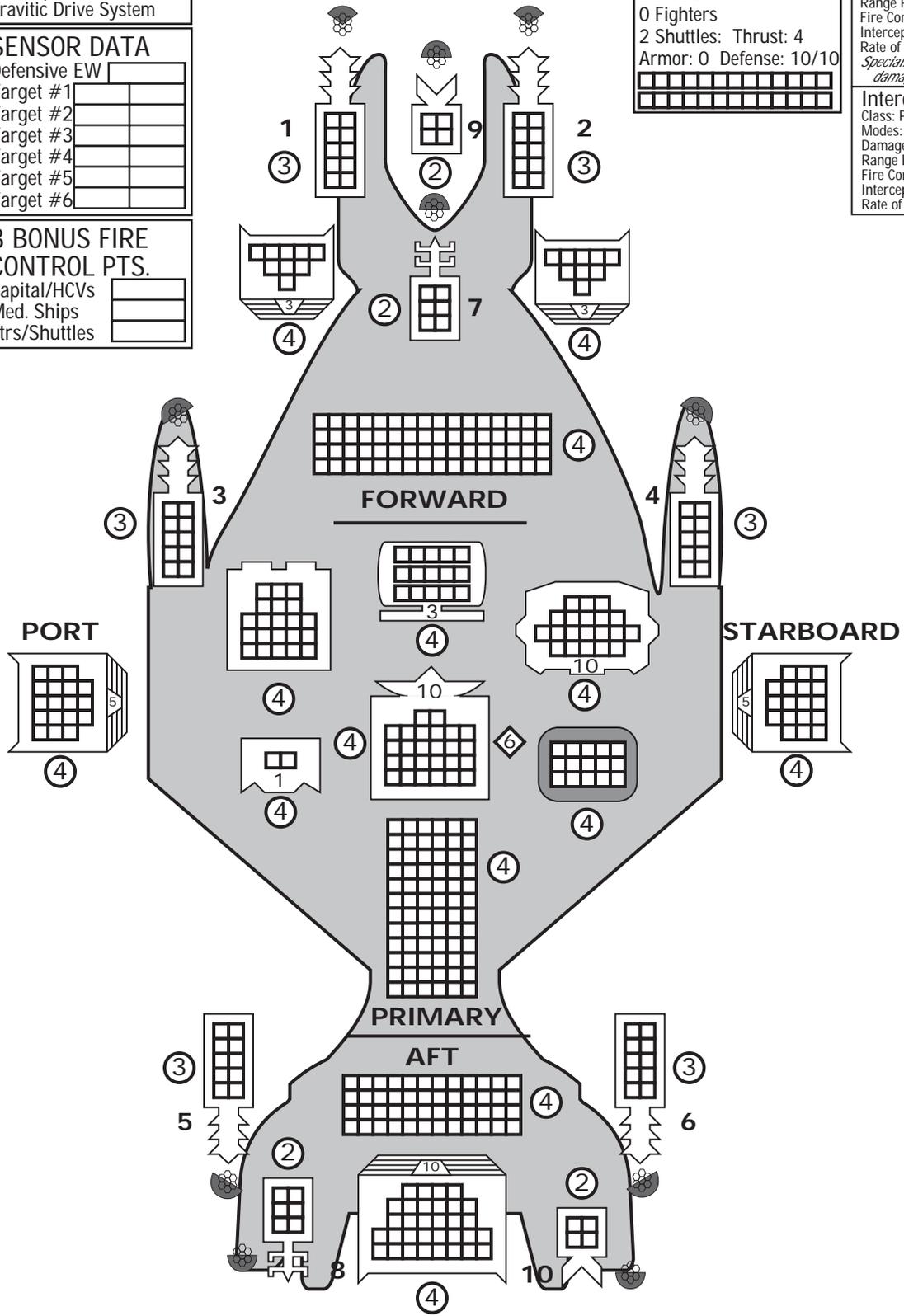
  

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

3 BONUS FIRE CONTROL PTS.
Capital/HCVs
Med. Ships
Ftrs/Shuttles

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 10/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Computer
	Interdictor
	Maser
	Blast Laser





# Hyach Utara Tor Stellar Fortress

**SPECS**  
 Class: Enormous Base  
 In Service: 2216  
 Point Value: 8000  
 Ram Factor: 1100  
 Jump Delay: N/A

**MANEUVERING**  
 Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

**COMBAT STATS**  
 Fwd/Aft Defense: 22  
 Stb/Port Defense: 22  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

**WEAPON DATA**

**Spinal Laser**  
 Class: Laser  
 Modes: R, S  
 Damage: 6d10+40  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +4/+2/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns

**Blast Laser**  
 Class: Laser  
 Mode: Standard  
 Damage: 2d10+14  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+2/0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Medium Laser Cannon**  
 Class: Laser  
 Mode: Raking  
 Damage: 3d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**SPECIAL NOTES**  
 Crew Specialists: 6

**SENSOR DATA**

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

- SECTION HITS**
- 1: Spinal Laser
  - 2: Blast Laser
  - 3-4: Medium Laser
  - 5: Maser
  - 6: Interdictor
  - 7-9: Cargo
  - 10: Reactor
  - 11: Hangar
  - 12-18: Section Structure
  - 19-20: PRIMARY Hit

- PRIMARY HITS**
- 1-10: Primary Structure
  - 11: Interdictor
  - 12-14: Computer
  - 15-16: Sensors
  - 17-18: Reactor
  - 19-20: C & C

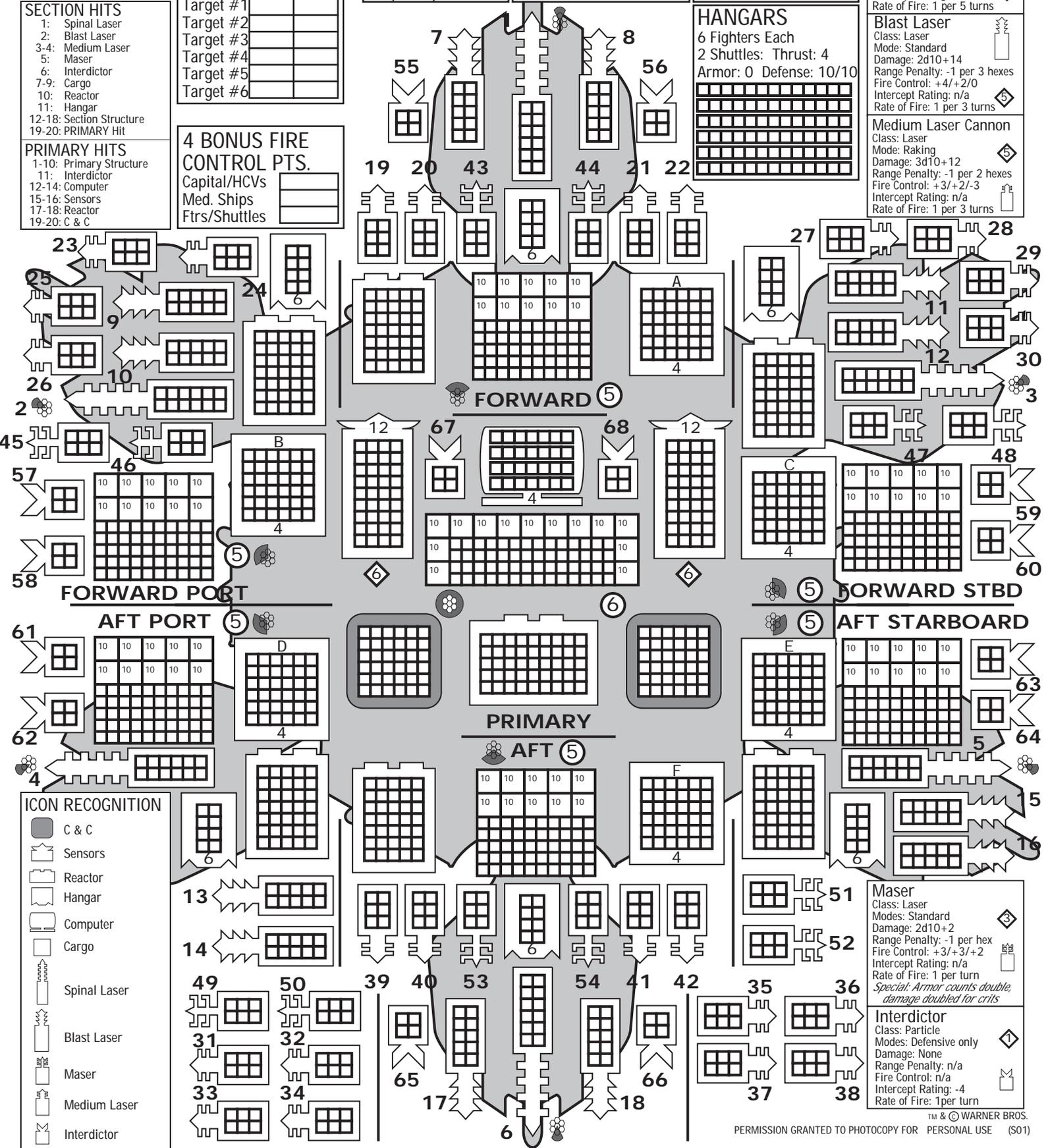
**4 BONUS FIRE CONTROL PTS.**

Capital/HCVs

Med. Ships

Ftrs/Shuttles

**HANGARS**  
 6 Fighters Each  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 10/10



- ICON RECOGNITION**
- C & C
  - Sensors
  - Reactor
  - Hangar
  - Computer
  - Cargo
  - Spinal Laser
  - Blast Laser
  - Maser
  - Medium Laser
  - Interdictor

**Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Armor counts double, damage doubled for crits*

**Interdictor**  
 Class: Particle  
 Modes: Defensive only  
 Damage: None  
 Range Penalty: n/a  
 Fire Control: n/a  
 Intercept Rating: -4  
 Rate of Fire: 1per turn



# Hyach Takalti Kam Orbital Satellites (4)

**SPECS**  
 Class: OSAT  
 In Service: 2212  
 Point Value: 250 each  
 Ramming Factor: 30  
 Jump Delay: N/A

**MANEUVERING**  
 Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

**COMBAT STATS**  
 Fwd/Aft Defense: 10  
 Stb/Port Defense: 10  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: +12

**WEAPON DATA**  
**Blast Laser**  
 Class: Laser  
 Mode: Standard  
 Damage: 2d10+14  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+2/0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

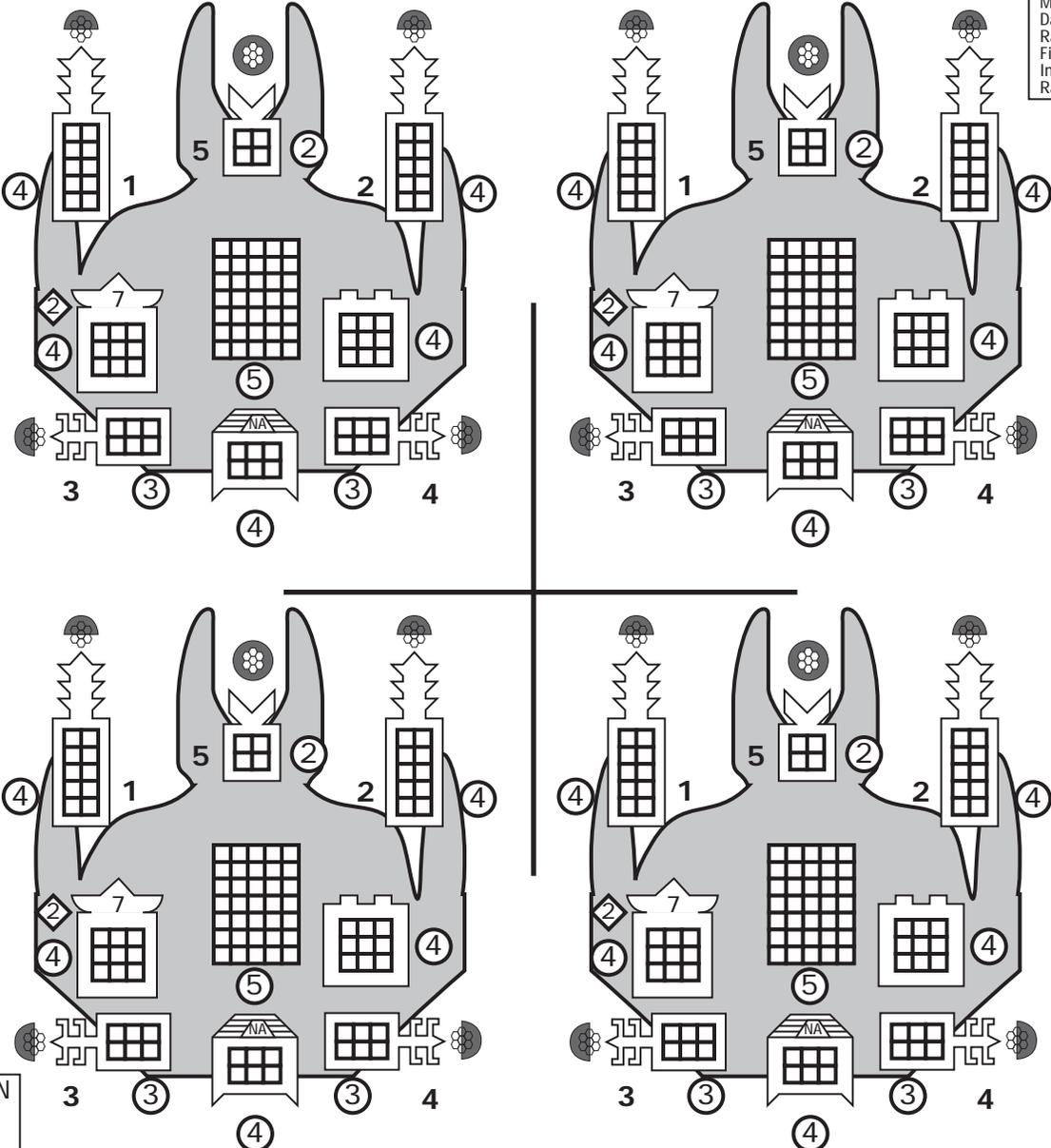
**Maser**  
 Class: Laser  
 Modes: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Armor counts double, damage doubled for crits*

**Interdictor**  
 Class: Particle  
 Modes: Defensive only  
 Damage: None  
 Range Penalty: n/a  
 Fire Control: n/a  
 Intercept Rating: -4  
 Rate of Fire: 1 per turn

**PRIMARY HITS**  
 1-9: Primary Struct  
 10-11: Thruster  
 12-13: Blast Laser  
 14-15: Maser  
 16-17: Sensors  
 18-19: Reactor  
 20: Interdictor

**SENSOR DATA**

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



**ICON RECOGNITION**

- Thruster
- Sensors
- Reactor
- Blast Laser
- Maser
- Interdictor

# Hyach Takalti Kal Heavy OSATs (2)

SPECS
Class: OSAT
In Service: 2230
Point Value: 750 each
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA	
<b>Spinal Laser</b>	
Class: Laser	
Modes: R, S	
Damage: 6d10+40	
Range Penalty: -1 per 5 hexes	
Fire Control: +4/+2/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 5 turns	

<b>Blast Laser</b>	
Class: Laser	
Mode: Standard	
Damage: 2d10+14	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/0	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

<b>Medium Laser Cannon</b>	
Class: Laser	
Mode: Raking	
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

<b>Maser</b>	
Class: Laser	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
<i>Special: Armor counts double, damage doubled for crits</i>	

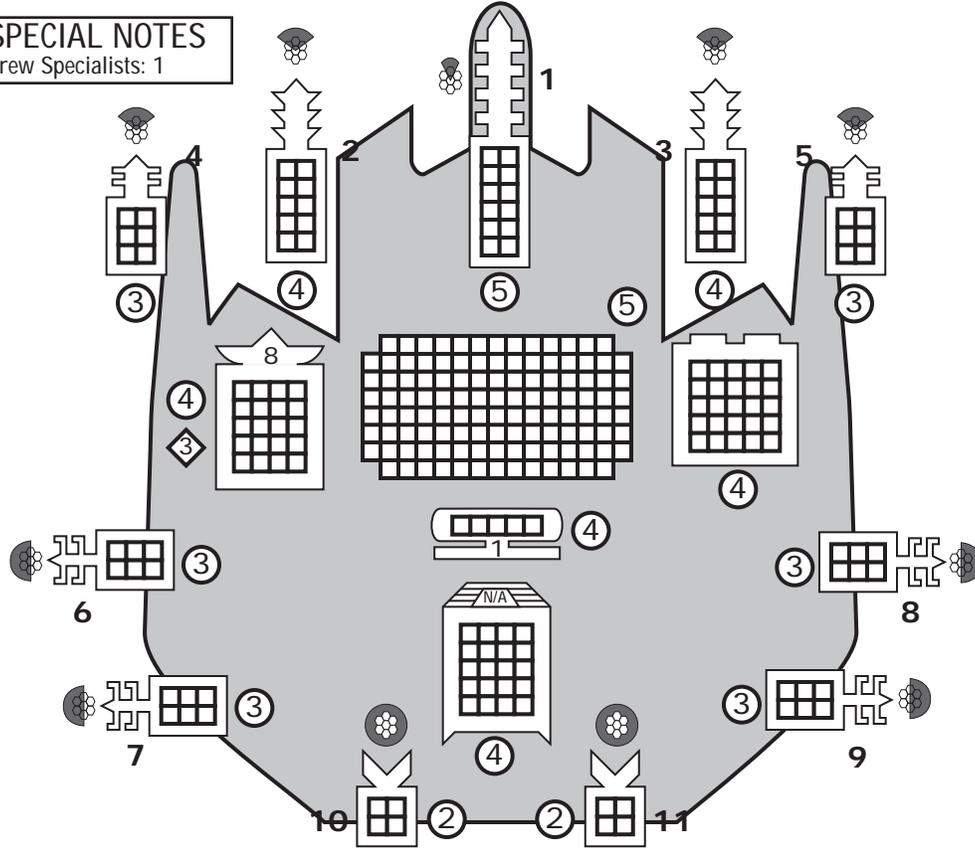
<b>Interdictor</b>	
Class: Particle	
Modes: Defensive only	
Damage: None	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -4	
Rate of Fire: 1 per turn	

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

**SPECIAL NOTES**  
Crew Specialists: 1

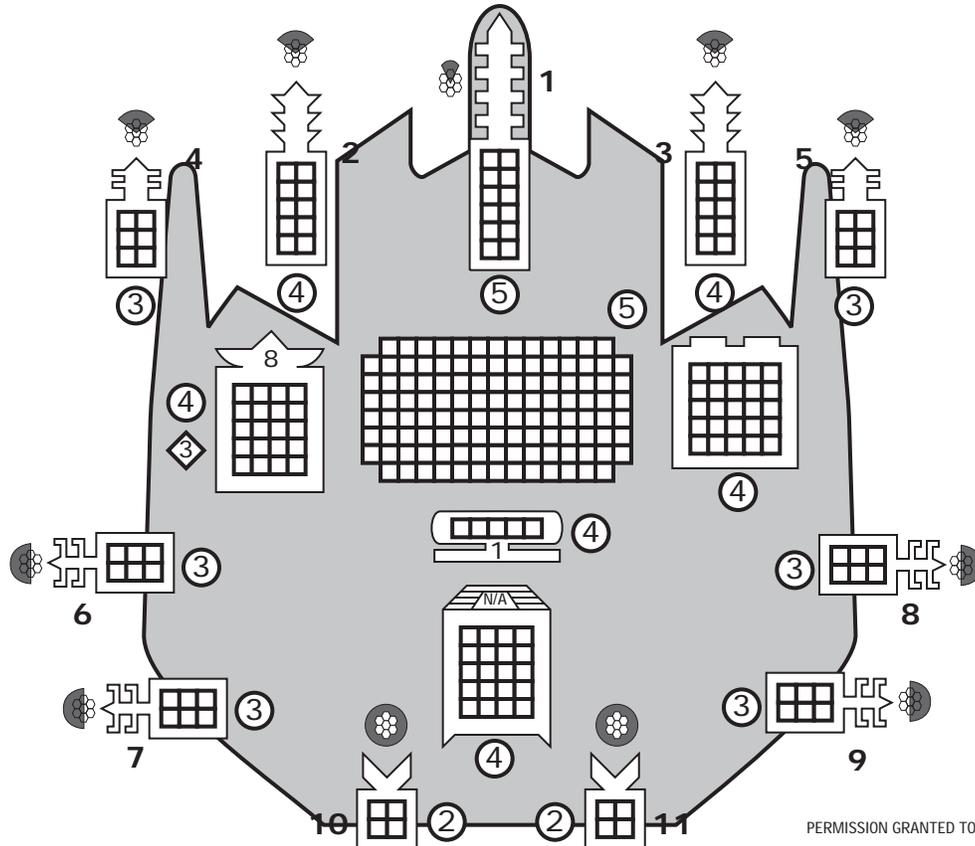
1 BONUS FIRE CONTROL POINT	
Capital/HCVs	<input type="checkbox"/>
Med. Ships	<input type="checkbox"/>
Ftrs/Shuttles	<input type="checkbox"/>

PRIMARY HITS	
1-4: Primary Struct	
5-6: Thruster	
7-8: Spinal Laser	
9-10: Medium Laser	
11-12: Blast Laser	
13-14: Maser	
15-16: Sensors	
17-18: Reactor	
19: Computer	
20: Interdictor	



1 BONUS FIRE CONTROL POINT	
Capital/HCVs	<input type="checkbox"/>
Med. Ships	<input type="checkbox"/>
Ftrs/Shuttles	<input type="checkbox"/>

ICON RECOGNITION	
	Thruster
	Sensors
	Reactor
	Computer
	Spinal Laser
	Blast Laser
	Medium Laser
	Maser
	Interdictor





# Cascor Qoccata Supercarrier

SPECS	
Class: Capital Ship	In Service: 2231
Point Value: 950	Ramming Factor: 300
Jump Delay: 24 Turns	Speed

MANEUVERING	
Turn Cost: 1x Speed	Turn Delay: 2/3 Speed
Accel/Decel Cost: 8 Thrust	Pivot Cost: 6+6 Thrust
Roll Cost: 3+3 Thrust	Speed

COMBAT STATS	
Fwd/Aft Defense: 18	Stb/Port Defense: 19
Engine Efficiency: 9/1	Extra Power: 0
Initiative Bonus: +0	Turn Cost

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA	
<b>Rad Cannon</b>	Class: Ion
Modes: Special	Dmg vs Struc: 10
Dmg vs Wpn/Thruster: 100%	Dmg vs Other: See rules
Range Penalty: -1 per 2 hexes	Fire Control: +3/+2/--
Intercept Rating: n/a	Rate of Fire: 1 per 2 turns

FORWARD HITS	
1-5: Retro Thrust	
6-7: Rad Cannon	
8-9: Dual Ion Bolter	
10: Ion Torpedo	
11-18: Forward Struct	
19-20: PRIMARY Hit	

**SPECIAL NOTES**  
Limited Deployment (33%)

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

SIDE HITS	
1-3: Port/Stb Thrust	
4-6: Ion Cannon	
7-8: Ion Torpedo	
9-10: Dual Ion Bolter	
11: Port/Stb Hangar	
12-18: Port/Stb Struct	
19-20: PRIMARY Hit	

AFT HITS	
1-6: Main Thrust	
7-8: Jump Drive	
9-10: Aft Hangar	
11-12: Ion Cannon	
13-14: Dual Ion Bolter	
15-18: Aft Struct	
19-20: PRIMARY Hit	

PRIMARY HITS	
1-10: Primary Struct	
11-12: Sensors	
13-14: Engine	
15-17: Hangar	
18-19: Reactor	
20: C & C	

MAIN HANGAR	
24 Heavy Fighters	2 Shuttles: Thrust: 6
Armor: 0	Defense: 9/10

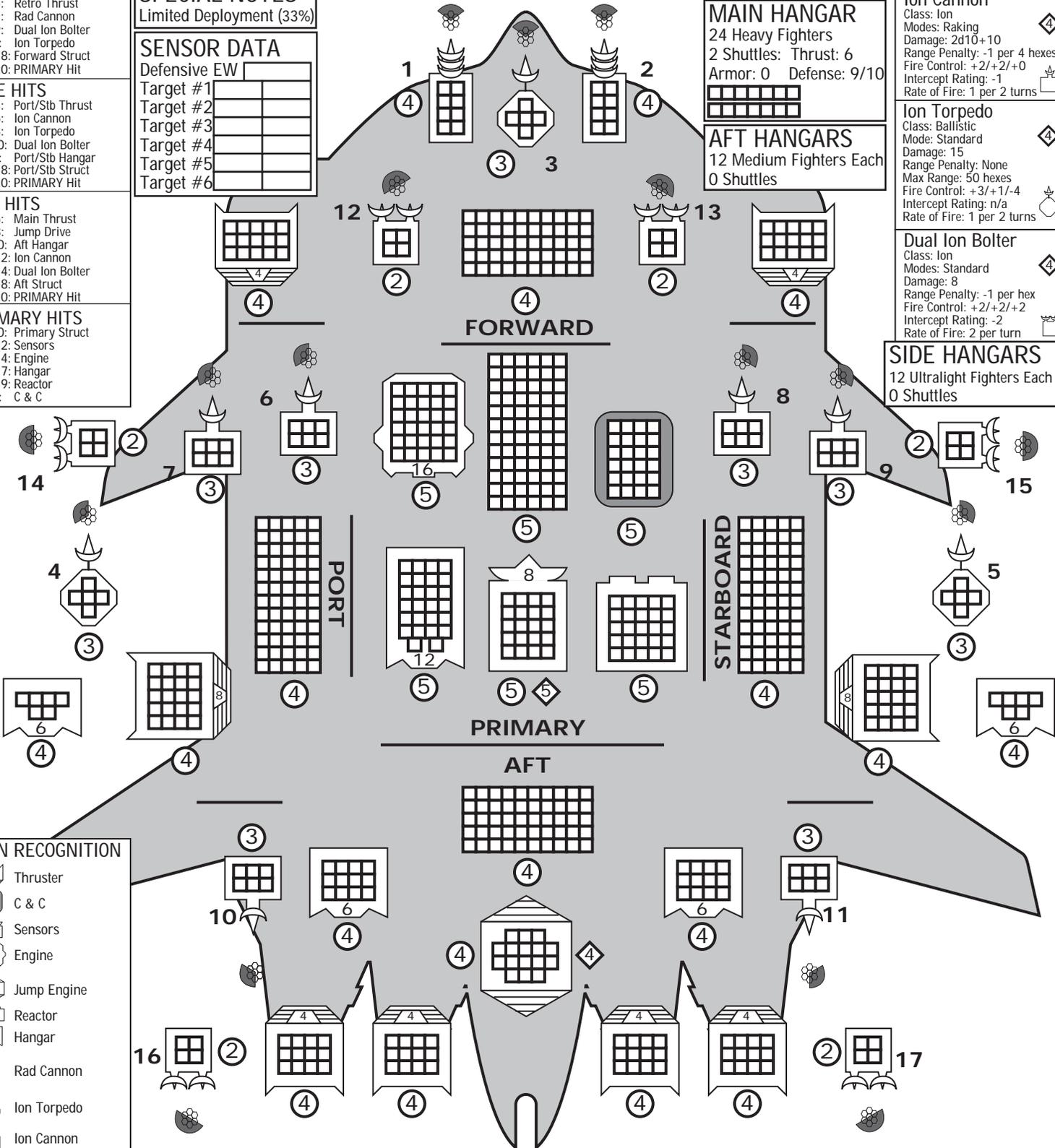
AFT HANGARS	
12 Medium Fighters Each	0 Shuttles

Ion Cannon	
Class: Ion	Modes: Raking
Damage: 2d10+10	Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0	Intercept Rating: -1
Rate of Fire: 1 per 2 turns	

Ion Torpedo	
Class: Ballistic	Mode: Standard
Damage: 15	Range Penalty: None
Max Range: 50 hexes	Fire Control: +3/+1/-4
Intercept Rating: n/a	Rate of Fire: 1 per 2 turns

Dual Ion Bolter	
Class: Ion	Modes: Standard
Damage: 8	Range Penalty: -1 per hex
Fire Control: +2/+2/+2	Intercept Rating: -2
Rate of Fire: 2 per turn	

SIDE HANGARS	
12 Ultralight Fighters Each	0 Shuttles



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Rad Cannon
	Ion Torpedo
	Ion Cannon
	Dual Ion Bolter



# Cascor Coqari Scout

**SPECS**  
 Class: Capital Ship  
 In Service: 2226  
 Point Value: 750  
 Ramming Factor: 280  
 Jump Delay: 24 Turns

**MANEUVERING**  
 Turn Cost: 2/3 Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 3+3 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 16  
 Stb/Port Defense: 17  
 Engine Efficiency: 8/1  
 Extra Power: 0  
 Initiative Bonus: +0

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**

**Ion Field Generator**  
 Class: Ion  
 Modes: Special  
 Effect: See Rules  
 Range: 35 hexes  
 Fire Control: n/a  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Dual Ion Bolter**  
 Class: Ion  
 Modes: Standard  
 Damage: 8  
 Range Penalty: -1 per hex  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2  
 Rate of Fire: 2 per turn

**HANGAR**

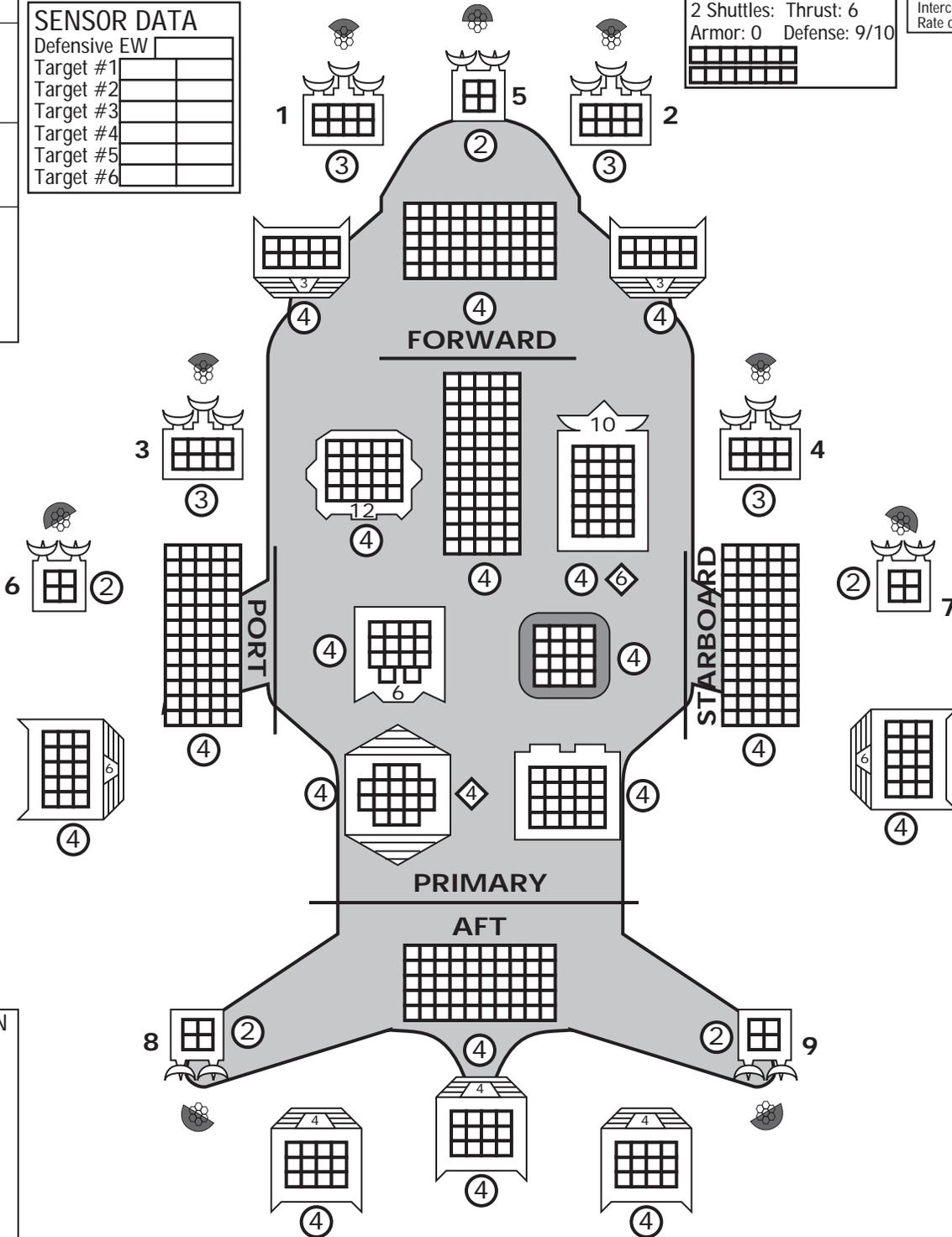
12 Medium Fighters  
 2 Shuttles: Thrust: 6  
 Armor: 0 Defense: 9/10

- FORWARD HITS**  
 1-5: Retro Thrust  
 6-7: Ion Field Generator  
 8: Dual Ion Bolter  
 9-18: Forward Struct  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-5: Port/Stb Thrust  
 6-7: Ion Field Generator  
 8: Dual Ion Bolter  
 9-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-6: Main Thrust  
 7-8: Dual Ion Bolter  
 9-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-9: Primary Struct  
 10-11: Jump Drive  
 12-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C & C

**SPECIAL NOTES**  
 ELINT Ship  
 Limited Deployment (33%)

**SENSOR DATA**

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



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Field Generator
- Dual Ion Bolter



# Cascor Traqintor Waystation

SPECS
Class: Enormous Base
In Service: 2219
Point Value: 2500
Ramming Factor: 600
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

### WEAPON DATA

<b>Ion Cannon</b>
Class: Ion
Modes: Raking
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

<b>Ion Torpedo</b>
Class: Ballistic
Modes: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

<b>Dual Ion Bolter</b>
Class: Ion
Modes: Standard
Damage: 8
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

MAIN HANGAR
0 Fighters
4 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10
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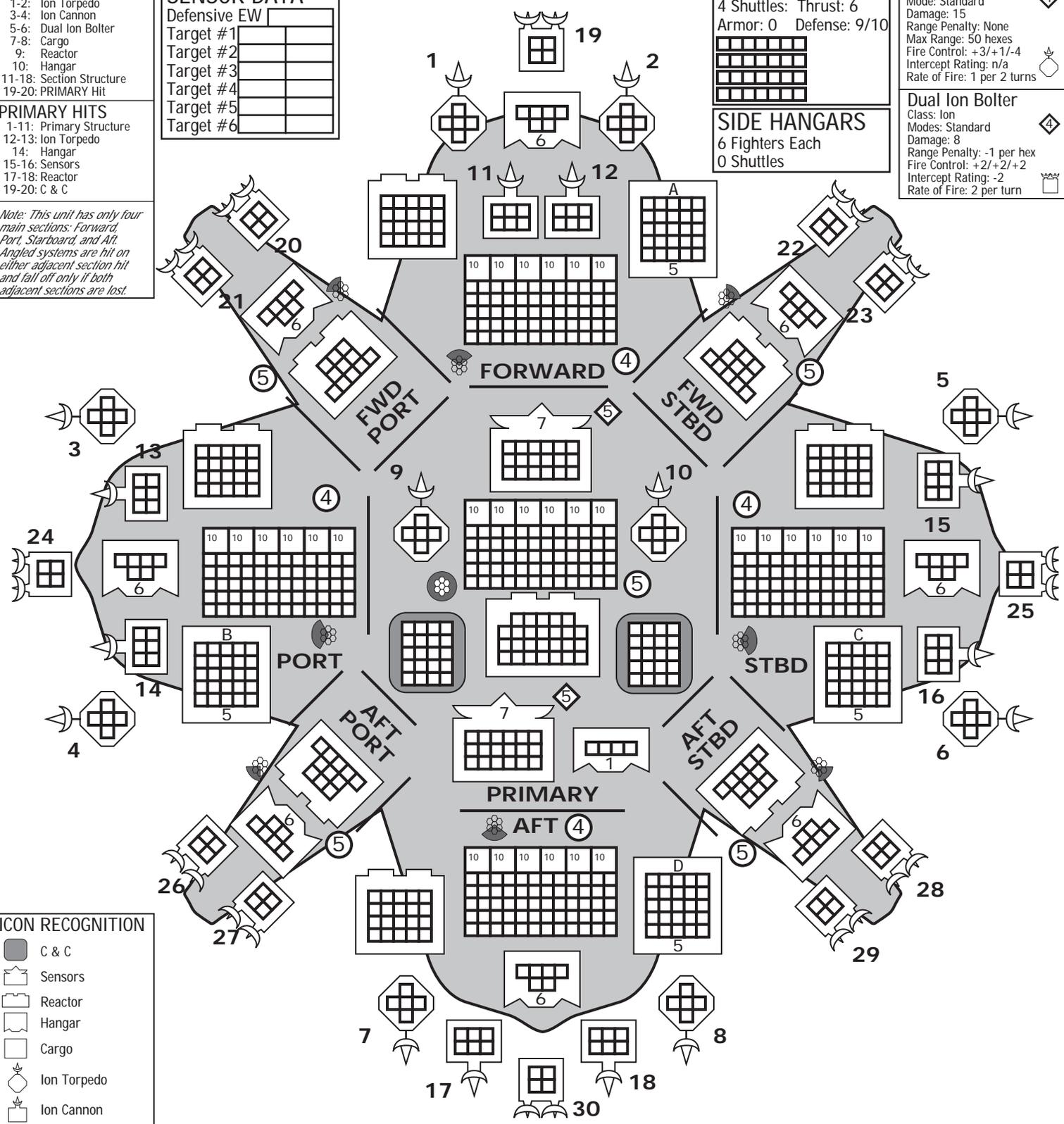
SIDE HANGARS
6 Fighters Each
0 Shuttles

SECTION HITS
1-2: Ion Torpedo
3-4: Ion Cannon
5-6: Dual Ion Bolter
7-8: Cargo
9: Reactor
10: Hangar
11-18: Section Structure
19-20: PRIMARY Hit

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

PRIMARY HITS
1-11: Primary Structure
12-13: Ion Torpedo
14: Hangar
15-16: Sensors
17-18: Reactor
19-20: C & C

*Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.*



ICON RECOGNITION
C & C
Sensors
Reactor
Hangar
Cargo
Ion Torpedo
Ion Cannon
Dual Ion Bolter

# Cascor Ruqacc Ion Satellites (4)

SPECS
Class: OSAT
In Service: 2231
Point Value: 175 each
Ramming Factor: 21
Jump Delay: N/A

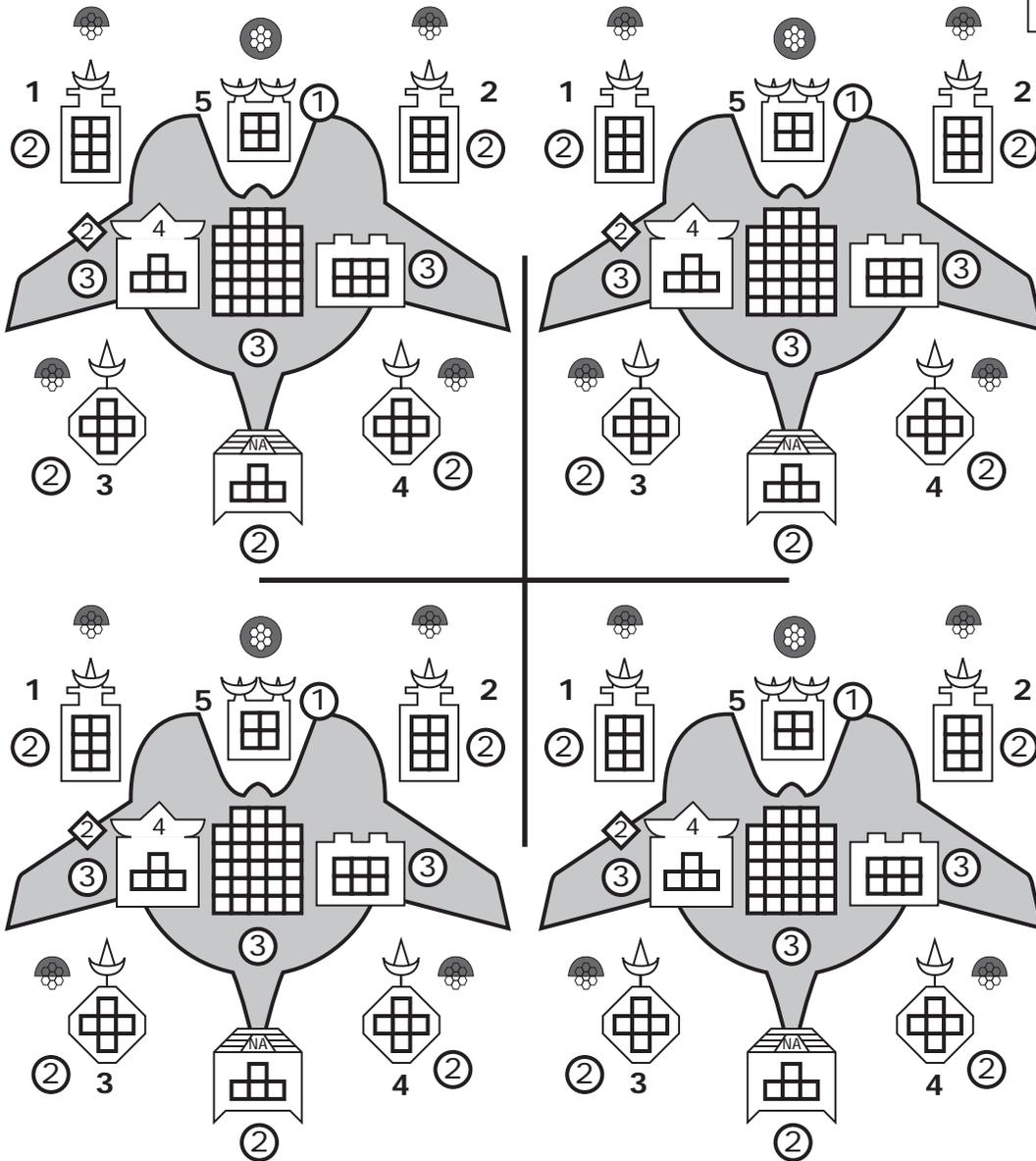
MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 7
Stb/Port Defense: 7
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA	
<b>Ionic Laser</b>	
Class: Ion+Laser	
Modes: Raking	⬡
Damage: 3d10+8	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	🔥
Rate of Fire: 1 per 2 turns	
<b>Ion Torpedo</b>	
Class: Ballistic	
Mode: Standard	⬡
Damage: 15	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +3/+1/-4	
Intercept Rating: n/a	🔥
Rate of Fire: 1 per 2 turns	
<b>Dual Ion Bolter</b>	
Class: Ion	
Modes: Standard	⬡
Damage: 8	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	🔥

PRIMARY HITS
1-8: Primary Struct
9-10: Thruster
11-13: Ionic Laser
14-15: Ion Torpedo
16-17: Sensors
18-19: Reactor
20: Dual Ion Bolter

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



ICON RECOGNITION	
	Thruster
	Sensors
	Reactor
	Ionic Laser
	Ion Torpedo
	Dual Ion Bolter



# Ipsa Scout Wheel

## SPECS

Class: Capital Ship  
 In Service: 2225  
 Point Value: 800  
 Ramming Factor: 280  
 Jump Delay: 24 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 15  
 Engine Efficiency: 4/1  
 Available Power: 42  
 Initiative Bonus: +0

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

**Surge Cannon**  
 Class: Electromagnetic  
 Mode: Raking  
 Damage: 1d10+1  
 Range Penalty: -2 per hex  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2  
 Cooldown Period: 0 Turns

**Two Surge Cannons**  
 Damage: 2d10+3  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+1  
 Cooldown Period: 1 Turn

**Three Surge Cannons**  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+0  
 Cooldown Period: 2 Turns

**Four Surge Cannons**  
 Damage: 4d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+4/-2  
 Cooldown Period: 3 Turns

**Five Surge Cannons**  
 Damage: 5d10+15  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +4/+4/-4  
 Cooldown Period: 4 Turns

**EM Pulsar**  
 Class: Electromagnetic  
 Mode: Pulse  
 Damage: 9 1d5 times  
 Maximum Pulses: 6  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/+1  
 Intercept Rating: -2  
 Cooldown Period: 1 Turn  
*Special: +1 to critical hits, +2 to dropout rolls*

## FWD/AFT/SIDE HITS

- 1-6: Thruster
- 7-8: Surge Cannon
- 9-10: EM Pulsar
- 11-18: Fwd/Aft/Side Struct
- 19-20: PRIMARY Hit

## SPECIAL NOTES

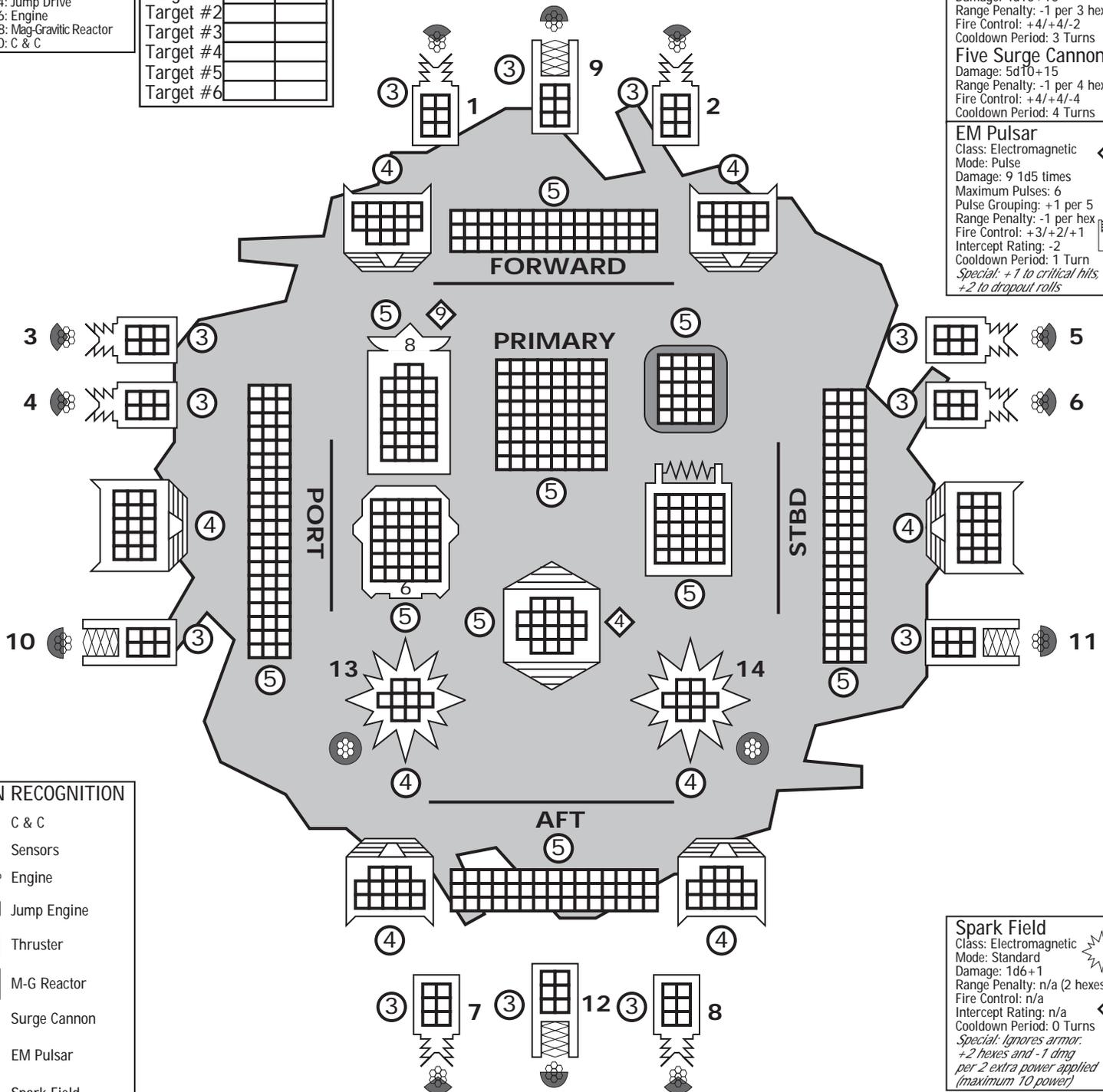
Restricted Deployment (10%)  
 Singularity Drive System  
 ELINT Ship

## PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Spark Field
- 11-12: Sensors
- 13-14: Jump Drive
- 15-16: Engine
- 17-18: Mag-Gravitic Reactor
- 19-20: C & C

## SENSOR DATA

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



## ICON RECOGNITION

- C & C
- Sensors
- Engine
- Jump Engine
- Thruster
- M-G Reactor
- Surge Cannon
- EM Pulsar
- Spark Field

## Spark Field

Class: Electromagnetic  
 Mode: Standard  
 Damage: 1d6+1  
 Range Penalty: n/a (2 hexes)  
 Fire Control: n/a  
 Intercept Rating: n/a  
 Cooldown Period: 0 Turns  
*Special: Ignores armor, +2 hexes and -1 dmg per 2 extra power applied (maximum 10 power)*



# Iphsa Ring Base

**SPECS**  
 Class: Enormous Base  
 In Service: 2226  
 Point Value: 3200  
 Ramming Factor: 840  
 Jump Delay: N/A

**MANEUVERING**  
 Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

**COMBAT STATS**  
 Fwd/Aft Defense: 20  
 Stb/Port Defense: 20  
 Engine Efficiency: N/A  
 Available Power: 90  
 Initiative Bonus: N/A

**WEAPON DATA**  
**Surge Cannon**  
 Class: Electromagnetic  
 Mode: Raking  
 Damage: 1d10+1  
 Range Penalty: -2 per hex  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2  
 Cooldown Period: 0 Turns

**HANGARS**  
 12 Fighters Each  
 4 Shuttles Each: Thrust:5  
 Armor: 1 Defense: 9/9

**Two Surge Cannons**  
 Damage: 2d10+3  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+1  
 Cooldown Period: 1 Turn

**Three Surge Cannons**  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+0  
 Cooldown Period: 2 Turns

**Four Surge Cannons**  
 Damage: 4d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+4/-2  
 Cooldown Period: 3 Turns

**Five Surge Cannons**  
 Damage: 5d10+15  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +4/+4/-4  
 Cooldown Period: 4 Turns

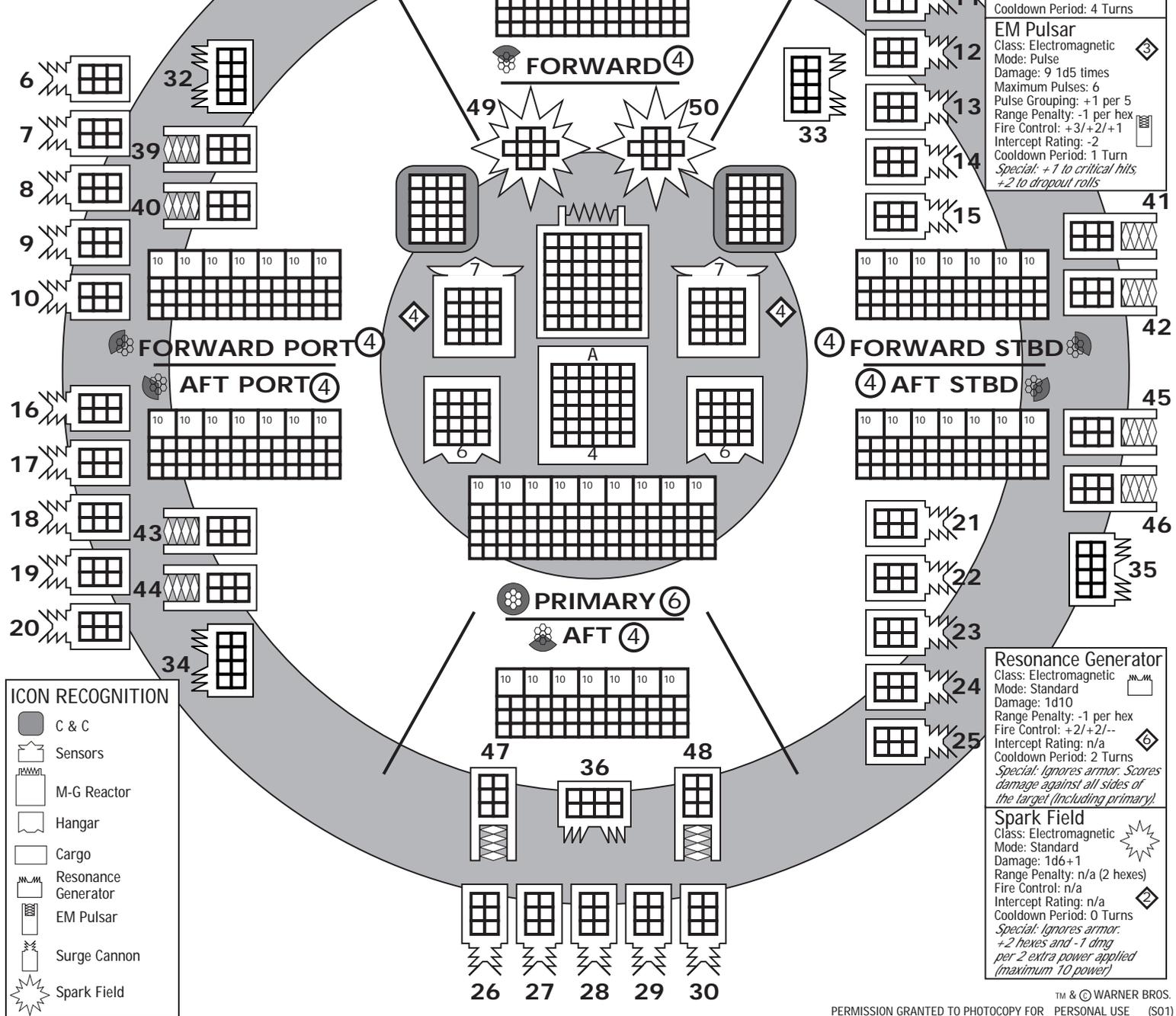
**EM Pulsar**  
 Class: Electromagnetic  
 Mode: Pulse  
 Damage: 9 1d5 times  
 Maximum Pulses: 6  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/+1  
 Intercept Rating: -2  
 Cooldown Period: 1 Turn  
*Special: +1 to critical hits  
 +2 to dropout rolls*

- SECTION HITS**  
 1: Resonance Generator  
 2-3: EM Pulsar  
 4-7: Surge Cannon  
 8-18: Section Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-9: Primary Structure  
 10-11: Cargo  
 12-13: Sensors  
 14-15: Spark Field  
 16-17: Mag-Gravitic Reactor  
 18: Hangar

**SENSOR DATA**

Defensive EW

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



- ICON RECOGNITION**
- C & C
  - Sensors
  - M-G Reactor
  - Hangar
  - Cargo
  - Resonance Generator
  - EM Pulsar
  - Surge Cannon
  - Spark Field

**Resonance Generator**  
 Class: Electromagnetic  
 Mode: Standard  
 Damage: 1d10  
 Range Penalty: -1 per hex  
 Fire Control: +2/+2/--  
 Intercept Rating: n/a  
 Cooldown Period: 2 Turns  
*Special: Ignores armor. Scores damage against all sides of the target (Including primary).*

**Spark Field**  
 Class: Electromagnetic  
 Mode: Standard  
 Damage: 1d6+1  
 Range Penalty: n/a (2 hexes)  
 Fire Control: n/a  
 Intercept Rating: n/a  
 Cooldown Period: 0 Turns  
*Special: Ignores armor.  
 +2 hexes and -1 dmg per 2 extra power applied (maximum 10 power)*

# Ipsa Starsphere Orbital Satellites (4)

SPECS
Class: OSAT
In Service: 2225
Point Value: 200 each
Ramming Factor: 20
Jump Delay: N/A

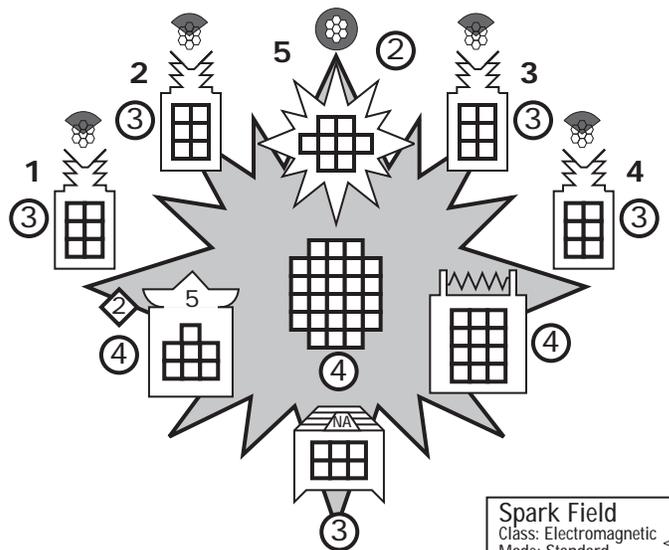
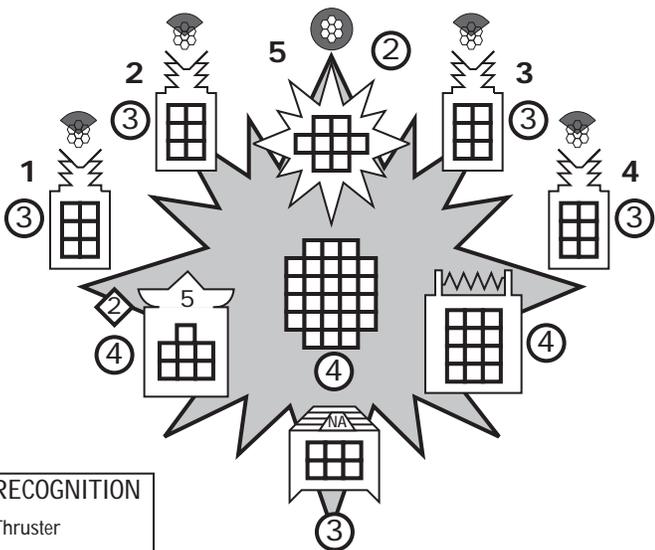
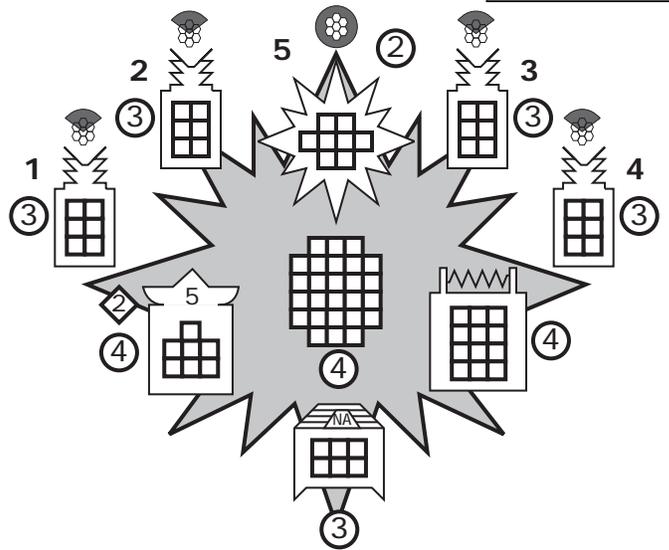
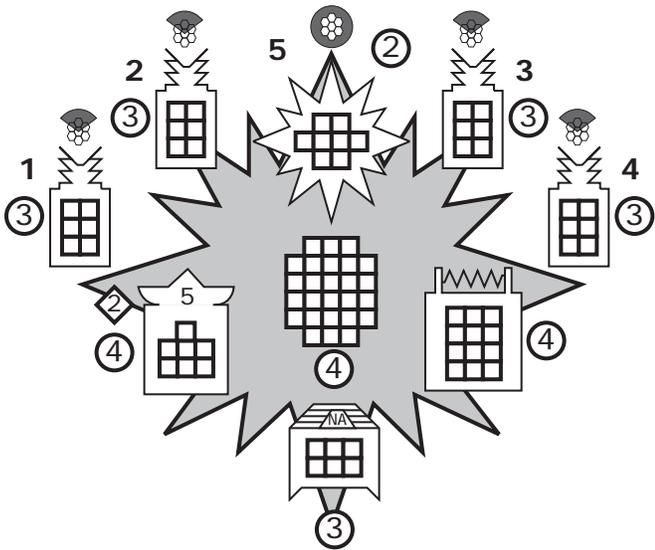
MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: N/A
Available Power: 14
Initiative Bonus: +12

WEAPON DATA
<b>Surge Cannon</b>
Class: Electromagnetic
Mode: Raking
Damage: 1d10+1
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Cooldown Period: 0 Turns
<b>Two Surge Cannons</b>
Damage: 2d10+3
Range Penalty: -1 per hex
Fire Control: +3/+3/+1
Cooldown Period: 1 Turn
<b>Three Surge Cannons</b>
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Cooldown Period: 2 Turns
<b>Four Surge Cannons</b>
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-2
Cooldown Period: 3 Turns

PRIMARY HITS
1-9: Primary Struct
10-11: Thruster
12-15: Surge Cannon
16-17: Sensors
18-19: Mag-Gravitic Reactor
20: Spark Field

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



ICON RECOGNITION
Thruster
Sensors
M-G Reactor
Surge Cannon
Spark Field

Spark Field
Class: Electromagnetic
Mode: Standard
Damage: 1d6+1
Range Penalty: n/a (2 hexes)
Fire Control: n/a
Intercept Rating: n/a
Cooldown Period: 0 Turns
<i>Special: Ignores armor. +2 hexes and -1 dmg per 2 extra power applied (maximum 10 power)</i>







# Kor-Lyan Kalavar Orbital Satellite (4)

## SPECS

Class: OSAT  
 In Service: 2242  
 Point Value: 250 each  
 Ramming Factor: 20  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 10  
 Stb/Port Defense: 10  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: +12

## WEAPON DATA

**Class-D Missile Rack**  
 Class: Ballistic  
 Missiles: 20  
 Range Penalty: None  
 Fire Control: +3/+3/+3  
 Rate of Fire: 1 per turn  
*Special: Fires only missiles of types A, C, I, or Z.*

**Class-F Missile Rack**  
 Class: Ballistic  
 Missiles: 10  
 Range Penalty: None  
 Fire Control: +3/+3/+3  
 Rate of Fire: Varies  
*Can fire as a class-S, class-L, or class-R rack.*

**Proximity Laser**  
 Class: Ballistic (Laser)  
 Mode: Raking  
 Damage: 3d10+8  
 Maximum Range: 30  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +0/+0/-  
 Intercept Rating: N/A  
 Rate of Fire: 1 per 3 turns

## PRIMARY HITS

1-9: Primary Struct  
 10-11: Thruster  
 12-13: Class-F Rack  
 14-15: Proximity Laser  
 16-17: Sensors  
 18-19: Reactor  
 20: Class-D Rack

## SENSOR DATA

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

**MISSILES**

Rack #1

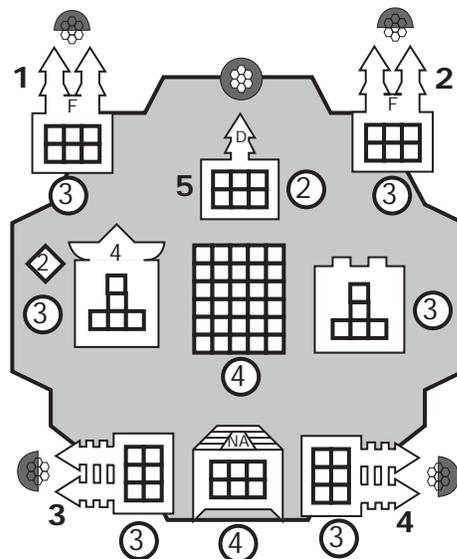
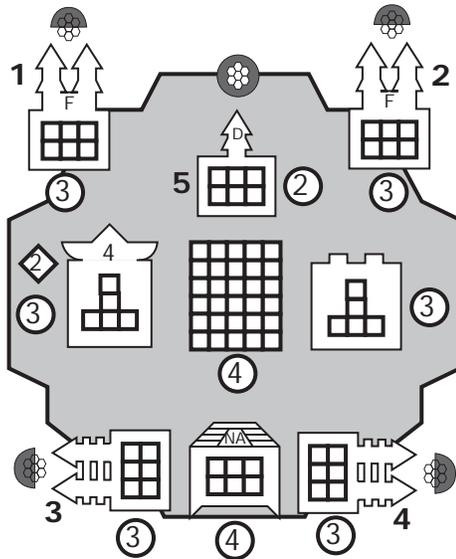
Rack #2

Rack #5

**PROX LASERS**

Rack #3

Rack #4



**MISSILES**

Rack #1

Rack #2

Rack #5

**PROX LASERS**

Rack #3

Rack #4

**MISSILES**

Rack #1

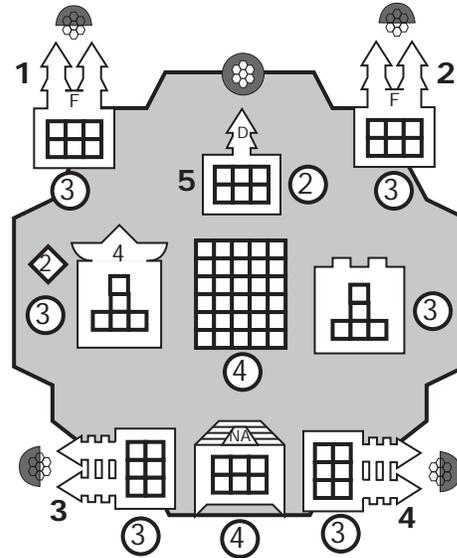
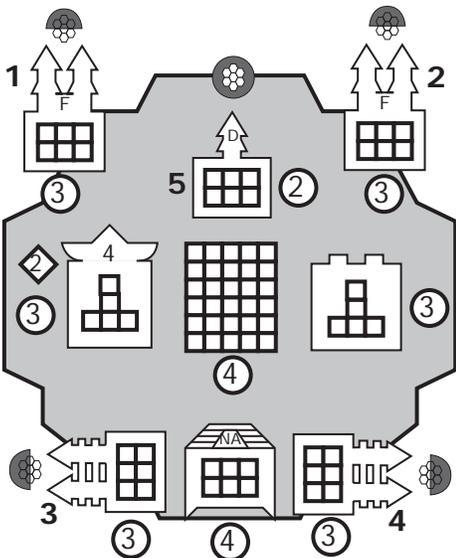
Rack #2

Rack #5

**PROX LASERS**

Rack #3

Rack #4



**MISSILES**

Rack #1

Rack #2

Rack #5

**PROX LASERS**

Rack #3

Rack #4

## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Class-F Missile Rack
- Class-D Missile Rack
- Proximity Laser

## EARLY VERSIONS

From 2223-2241, replace all Class-F racks with Class-L and lower the cost by 10.  
 From 2216-2222, replace all Class-L and Proximity Lasers with Class-S, delete all Class-D racks, and lower the cost by a further 25.



# Torata Colotnar Defense Base

### SPECS

Class: Enormous Base  
 In Service: 2256  
 Point Value: 2250  
 Ramming Factor: 660  
 Jump Delay: N/A

### MANEUVERING

Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

### COMBAT STATS

Fwd/Aft Defense: 19  
 Stb/Port Defense: 19  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

### WEAPON DATA

**Plasma Accelerator**  
 Class: Plasma  
 Mode: Standard  
 Damage: 4d10+12 (-1 per hex)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4 -1/hex 1 per 2 turns: 2d10+8 -1/hex*

**Laser Accelerator**  
 Class: Laser  
 Mode: Raking  
 Damage: 4d10+16  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +2/+2/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per 2 turns: 2d10+6 1 per 3 turns: 3d10+10*

**Pentagon Array**  
 Class: Particle  
 Mode: Raking (Special)  
 Damage: 5 sub-volleys of 1d10  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -5  
 Rate of Fire: 1 per turn  
*Special: Scores each 1d10 as a separate sub-volley.*

**Lt Particle Beam**  
 Class: Particle  
 Modes: Standard  
 Damage: 1d10+4  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Particle Accelerator**  
 Class: Particle  
 Mode: Raking  
 Damage: 2d10+14  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+6 / Int -2*

**Pulse Accelerator**  
 Class: Particle  
 Mode: Pulse  
 Damage: 12 1d3 times  
 Maximum Pulses: 4  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Can fire at an accelerated ROF for less pulses, as shown below: 1 per 2 turns: 3 pulses, 1d2 hit 1 per turn: 2 pulses, 1 hit*

### SECTION HITS

- 1: Pentagon Array
- 2: Plasma Accelerator
- 3-4: Laser Accelerator
- 5-6: Particle Accelerator
- 7: Pulse Accelerator
- 8: Hangar
- 9-10: Cargo
- 11: Reactor
- 12-18: Section Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

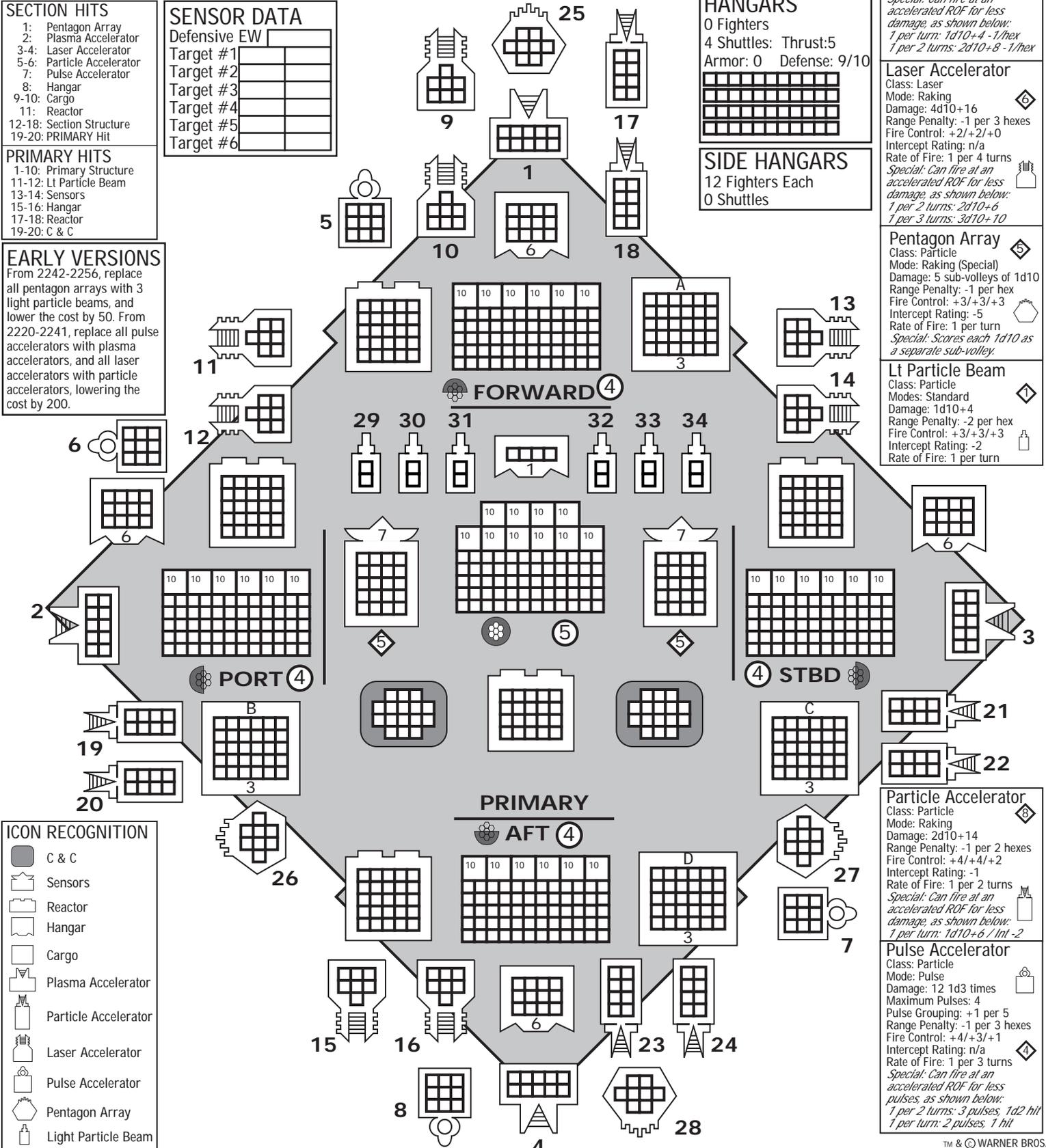
- 1-10: Primary Structure
- 11-12: Lt Particle Beam
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

### EARLY VERSIONS

From 2242-2256, replace all pentagon arrays with 3 light particle beams, and lower the cost by 50. From 2220-2241, replace all pulse accelerators with plasma accelerators, and all laser accelerators with particle accelerators, lowering the cost by 200.

### SENSOR DATA

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



### ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Plasma Accelerator
- Particle Accelerator
- Laser Accelerator
- Pulse Accelerator
- Pentagon Array
- Light Particle Beam



# Torata Tumul Orbital Satellites (4)

## SPECS

Class: OSAT  
 In Service: 2240  
 Point Value: 200 each  
 Ramming Factor: 20  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 10  
 Stb/Port Defense: 10  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: +12

## WEAPON DATA

**Laser Accelerator**  
 Class: Laser  
 Mode: Raking  
 Damage: 4d10+16  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +2/+2/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
 1 per 2 turns: 2d10+6  
 1 per 3 turns: 3d10+10

**Particle Accelerator**  
 Class: Particle  
 Mode: Raking  
 Damage: 2d10+14  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
 1 per turn: 1d10+6 / Int -2

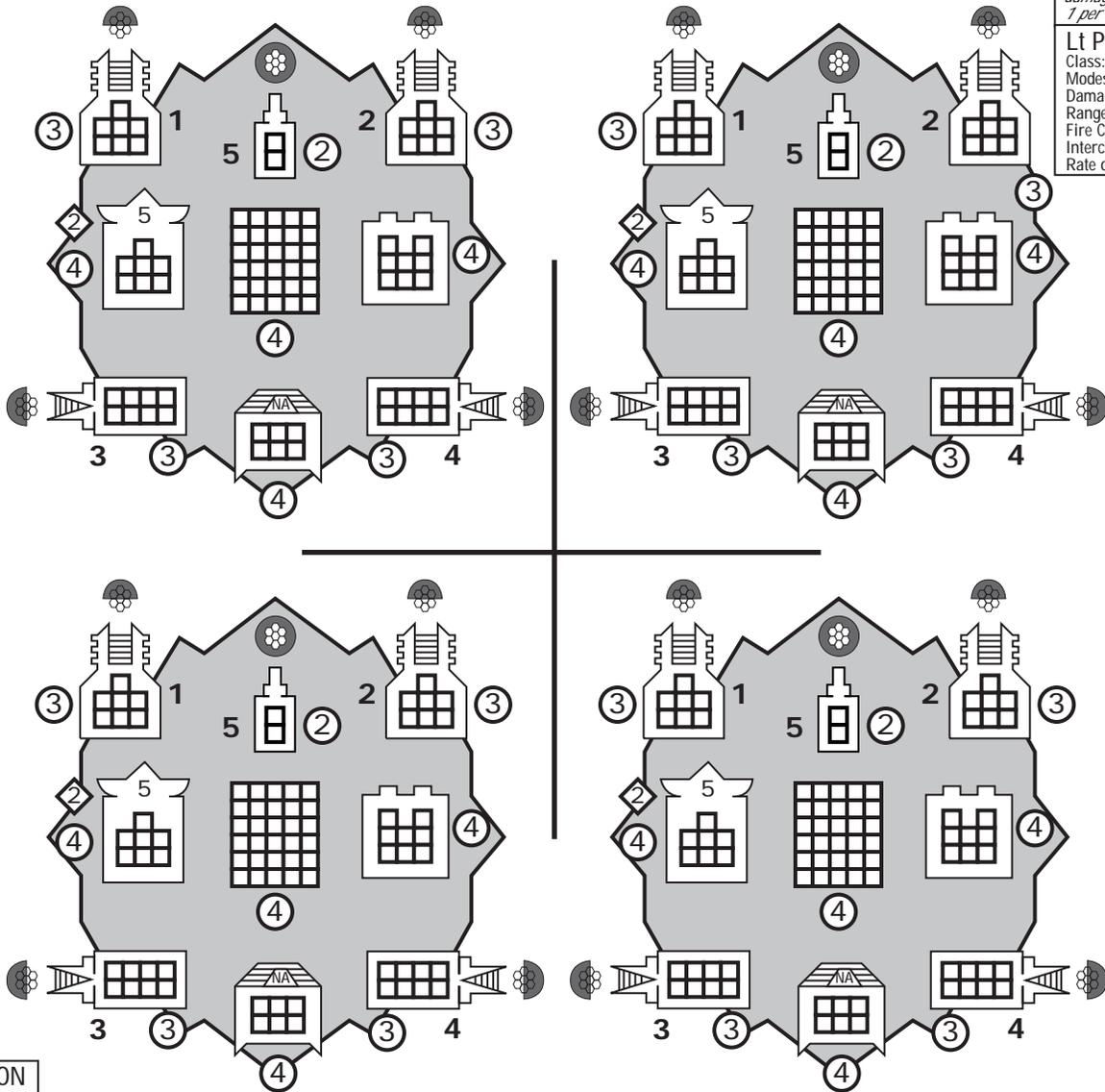
**Lt Particle Beam**  
 Class: Particle  
 Modes: Standard  
 Damage: 1d10+4  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

## PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Thruster
- 12-13: Laser Accelerator
- 14-15: Particle Accelerator
- 16-17: Sensors
- 18-19: Reactor
- 20: Lt Particle Beam

## SENSOR DATA

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



## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Particle Accelerator
- Laser Accelerator
- Light Particle Beam



# Grome Mahkgar Starbase

**SPECS**  
 Class: Enormous Base  
 In Service: 2235  
 Point Value: 2500  
 Ram Factor: 1000  
 Jump Delay: N/A

**MANEUVERING**  
 Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

**COMBAT STATS**  
 Fwd/Aft Defense: 25  
 Stb/Port Defense: 25  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

**WEAPON DATA**  
**Heavy Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 5d10+7  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Medium Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 3d10+3  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Light Railgun**  
 Class: Matter  
 Mode: Standard  
 Damage: 1d10+5  
 Range Penalty: -1 per hex  
 Fire Control: +0/+2/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

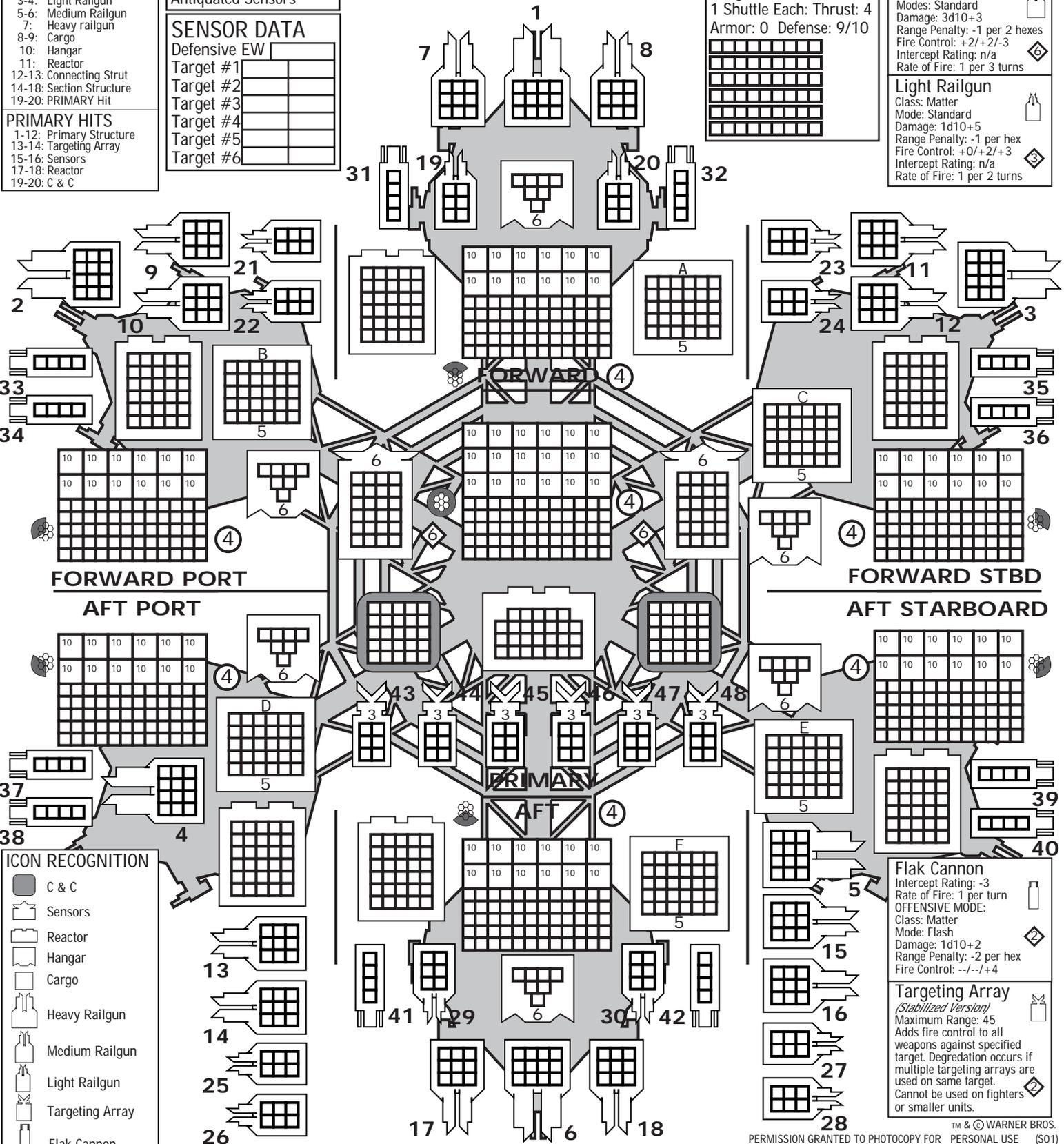
**HANGARS**  
 6 Fighters Each  
 1 Shuttle Each: Thrust: 4  
 Armor: 0 Defense: 9/10

- SECTION HITS**  
 1-2: Flak Cannon  
 3-4: Light Railgun  
 5-6: Medium Railgun  
 7: Heavy railgun  
 8-9: Cargo  
 10: Hangar  
 11: Reactor  
 12-13: Connecting Strut  
 14-18: Section Structure  
 19-20: PRIMARY HIT
- PRIMARY HITS**  
 1-12: Primary Structure  
 13-14: Targeting Array  
 15-16: Sensors  
 17-18: Reactor  
 19-20: C & C

**SPECIAL NOTES**  
 Antiquated Sensors

**SENSOR DATA**

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



- ICON RECOGNITION**
- C & C
  - Sensors
  - Reactor
  - Hangar
  - Cargo
  - Heavy Railgun
  - Medium Railgun
  - Light Railgun
  - Targeting Array
  - Flak Cannon

**Flak Cannon**  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
 Class: Matter  
 Mode: Flash  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: --/+4

**Targeting Array**  
*(Stabilized Version)*  
 Maximum Range: 45  
 Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting arrays are used on same target. Cannot be used on fighters or smaller units.

# Grome Gormok Orbital Satellites (4)

**SPECS**  
 Class: OSAT  
 In Service: 2240  
 Point Value: 150 each  
 Ramming Factor: 24  
 Jump Delay: N/A

**MANEUVERING**  
 Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

**COMBAT STATS**  
 Fwd/Aft Defense: 11  
 Stb/Port Defense: 11  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: +12

**WEAPON DATA**  
**Heavy Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 5d10+7  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Light Railgun**  
 Class: Matter  
 Mode: Standard  
 Damage: 1d10+5  
 Range Penalty: -1 per hex  
 Fire Control: +0/+2/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Flak Cannon**  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
 Class: Matter  
 Mode: Flash  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: -/-/+4

**PRIMARY HITS**  
 1-8: Primary Struct  
 9-10: Thruster  
 11: Targeting Array  
 12-13: Heavy Railgun  
 14-15: Light Railgun  
 16-17: Sensors  
 18-19: Reactor  
 20: Flak Cannon

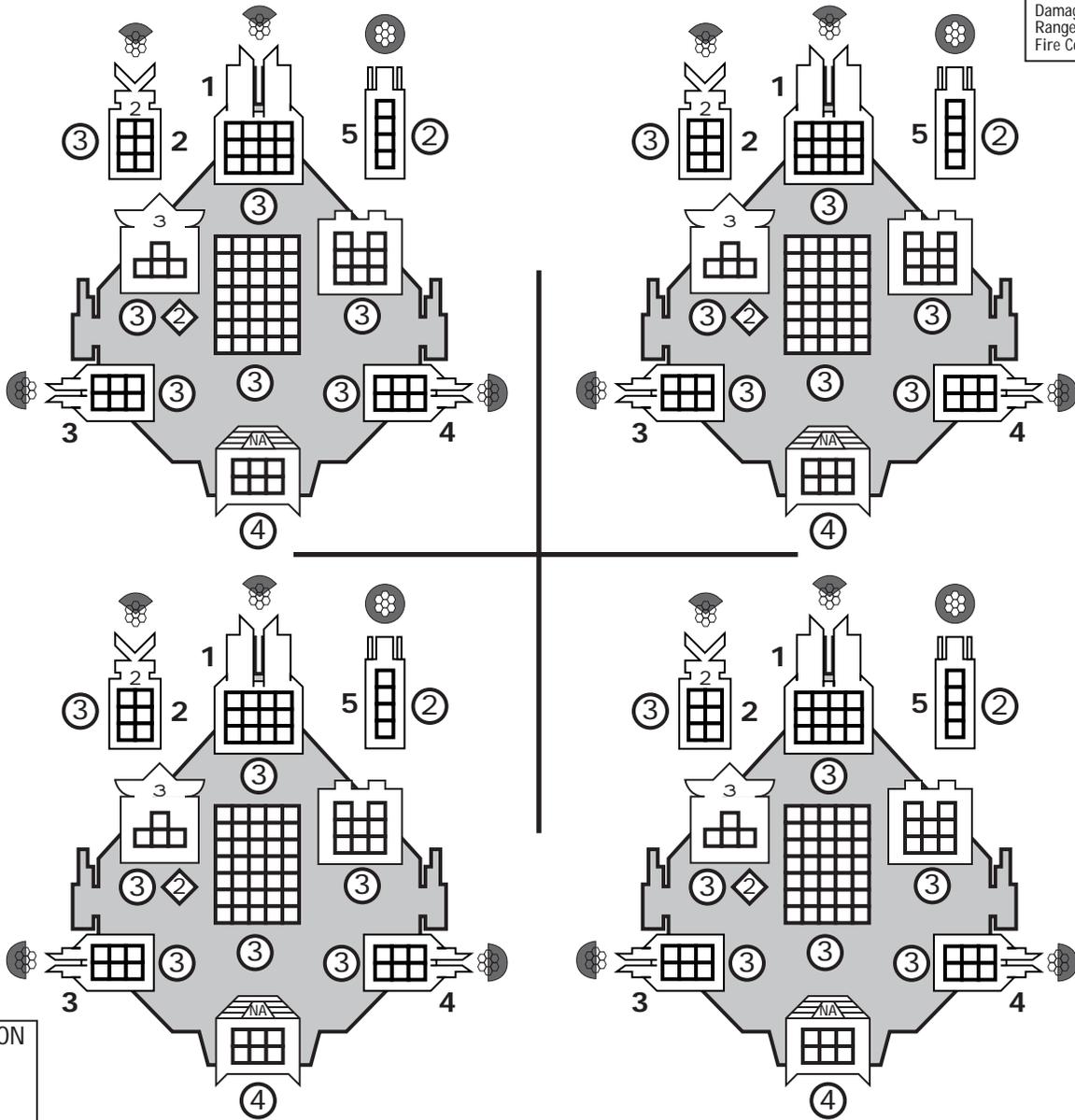
**SENSOR DATA**

Defensive EW

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

**SPECIAL NOTES**  
 Antiquated Sensors

**Targeting Array**  
*(Stabilized Version)*  
 Maximum Range: 45  
 Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting arrays are used on same target.  
 Cannot be used on fighters or smaller units.



**ICON RECOGNITION**

	Thruster
	Sensors
	Reactor
	Heavy Railgun
	Light Railgun
	Targeting Array
	Flak Cannon



# Hurr Roskor Command Post

### SPECS

Class: Enormous Base  
 In Service: 2215  
 Point Value: 2000  
 Ramming Factor: 580  
 Jump Delay: N/A

### MANEUVERING

Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

### COMBAT STATS

Fwd/Aft Defense: 19  
 Stb/Port Defense: 19  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

### WEAPON DATA

**Heavy Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 4d10+8 (-1 per 2 hexes)  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 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

**Class-S Missile Rack**  
 Class: Ballistic  
 Missiles: 20  
 Range Penalty: None  
 Fire Control: +3/+3/+3  
 Rate of Fire: 1 per 2 turns

**Class-S0 Missile Rack**  
 Class: Ballistic  
 Missiles: 12  
 Range Penalty: None  
 Fire Control: +2/+2/+2  
 Rate of Fire: 1 per 2 turns

### HANGAR

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

### SIDE HANGARS

12 Fighters Each  
 0 Shuttles

### SECTION HITS

- 1-3: Std Particle Beam
- 4-7: Missile Rack
- 8: Hangar
- 9-10: Cargo
- 11: Reactor
- 12-18: Section Structure
- 19-20: PRIMARY Hit

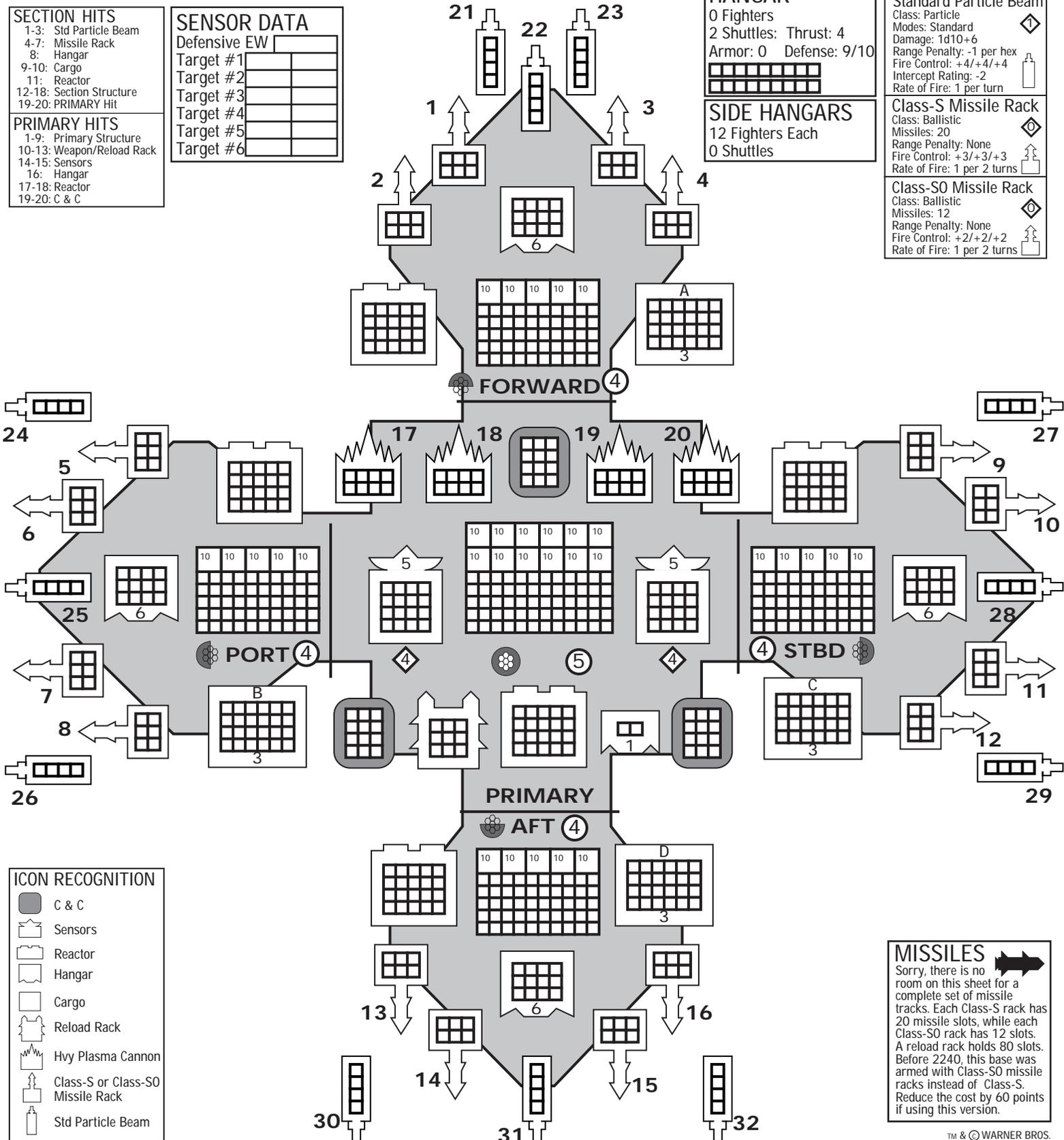
### PRIMARY HITS

- 1-9: Primary Structure
- 10-13: Weapon/Reload Rack
- 14-15: Sensors
- 16: Hangar
- 17-18: Reactor
- 19-20: C & C

### SENSOR DATA

Defensive EW

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



### ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Reload Rack
- Hvy Plasma Cannon
- Class-S or Class-S0 Missile Rack
- Std Particle Beam

**MISSILES**  
 Sorry, there is no room on this sheet for a complete set of missile tracks. Each Class-S rack has 20 missile slots, while each Class-S0 rack has 12 slots. A reload rack holds 80 slots. Before 2240, this base was armed with Class-S0 missile racks instead of Class-S. Reduce the cost by 60 points if using this version.



# Hurr Missile Satellites (4)

SPECS
Class: OSAT
In Service: 2220
Point Value: 215 each
Ramming Factor: 18
Jump Delay: N/A

MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA
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

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

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

PRIMARY HITS
1-9: Primary Struct
10-11: Thruster
12-15: Missile Rack
16-17: Sensors
18-19: Reactor
20: Std Particle Beam

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

**MISSILES**

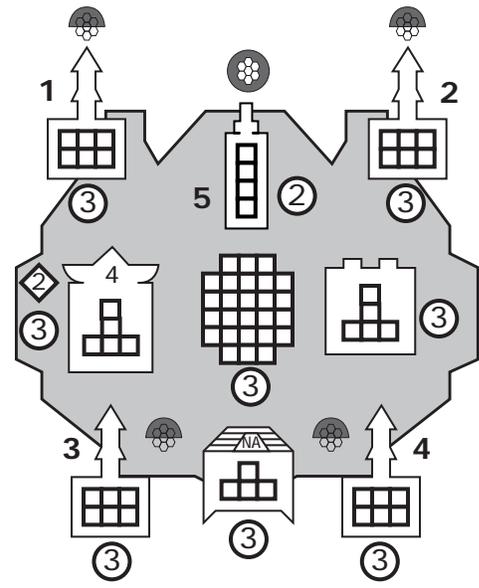
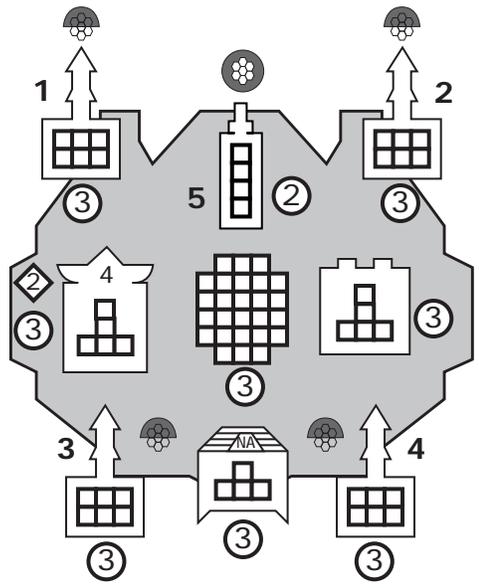
Rack #1


Rack #2


Rack #3


Rack #4


BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. SO-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE OSAT COST BY 15 COMBAT POINTS IF USING THIS VERSION.



**MISSILES**

Rack #1


Rack #2


Rack #3


Rack #4


BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. SO-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE OSAT COST BY 15 COMBAT POINTS IF USING THIS VERSION.

**MISSILES**

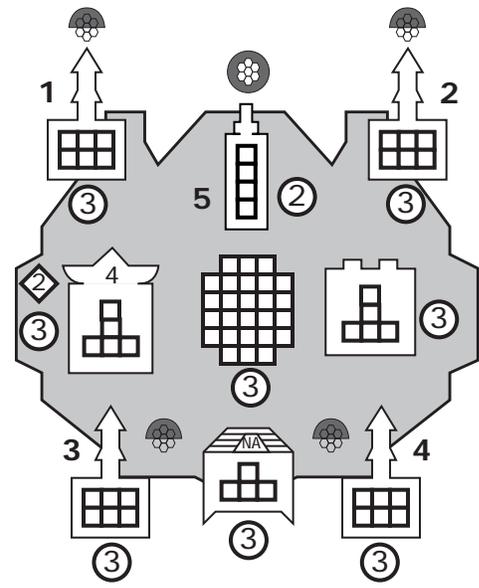
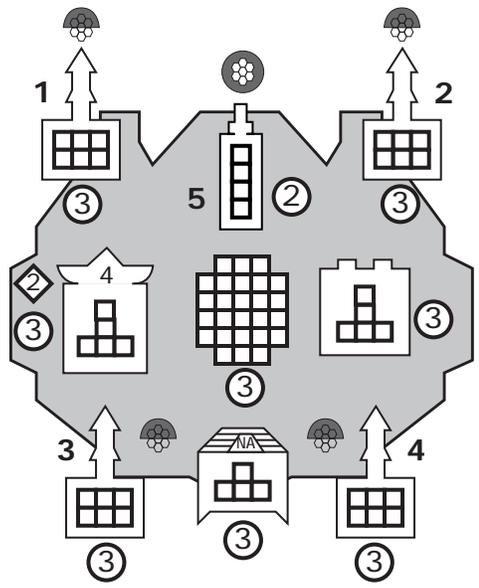
Rack #1


Rack #2


Rack #3


Rack #4


BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. SO-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE OSAT COST BY 15 COMBAT POINTS IF USING THIS VERSION.



**MISSILES**

Rack #1


Rack #2


Rack #3


Rack #4


BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. SO-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE OSAT COST BY 15 COMBAT POINTS IF USING THIS VERSION.

**ICON RECOGNITION**

- Thruster
- Sensors
- Reactor
- Class-S or Class-S0 Missile Rack
- Std Particle Beam



# Yolu Ulana Patrol Cruiser

### SPECS

Class: Capital Ship  
 In Service: 2065  
 Point Value: 1200  
 Ramming Factor: 370  
 Jump Delay: 18 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 17  
 Engine Efficiency: 6/1  
 Extra Power: +4  
 Initiative Bonus: +0

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

**Fusion Agitator**  
 Class: Molecular  
 Modes: Raking (6)  
 Damage: 5d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+4/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)*

**Molecular Disruptor**  
 Class: Molecular  
 Modes: R, P  
 Damage: 2d10+30  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: Destroys 1 point of structure armor on facing side*

**Molecular Flayer**  
 Class: Molecular  
 Modes: Special  
 Damage: Special  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+0/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Destroys 1 point of armor on all facing systems and structure*

**Fusion Cannon**  
 Class: Molecular  
 Damage: 1d10+9  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

- FORWARD HITS**  
 1-3: Retro Thrust  
 4-6: Fusion Agitator  
 7-9: Molecular Disruptor  
 10-11: Jump Drive  
 12-18: FORWARD Struct  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-6: Molecular Flayer  
 7-8: Molecular Disruptor  
 9-12: Fusion Cannon  
 13-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-6: Main Thrust  
 7-9: Molecular Disruptor  
 10-18: Aft Struct  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-12: Primary Struct  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

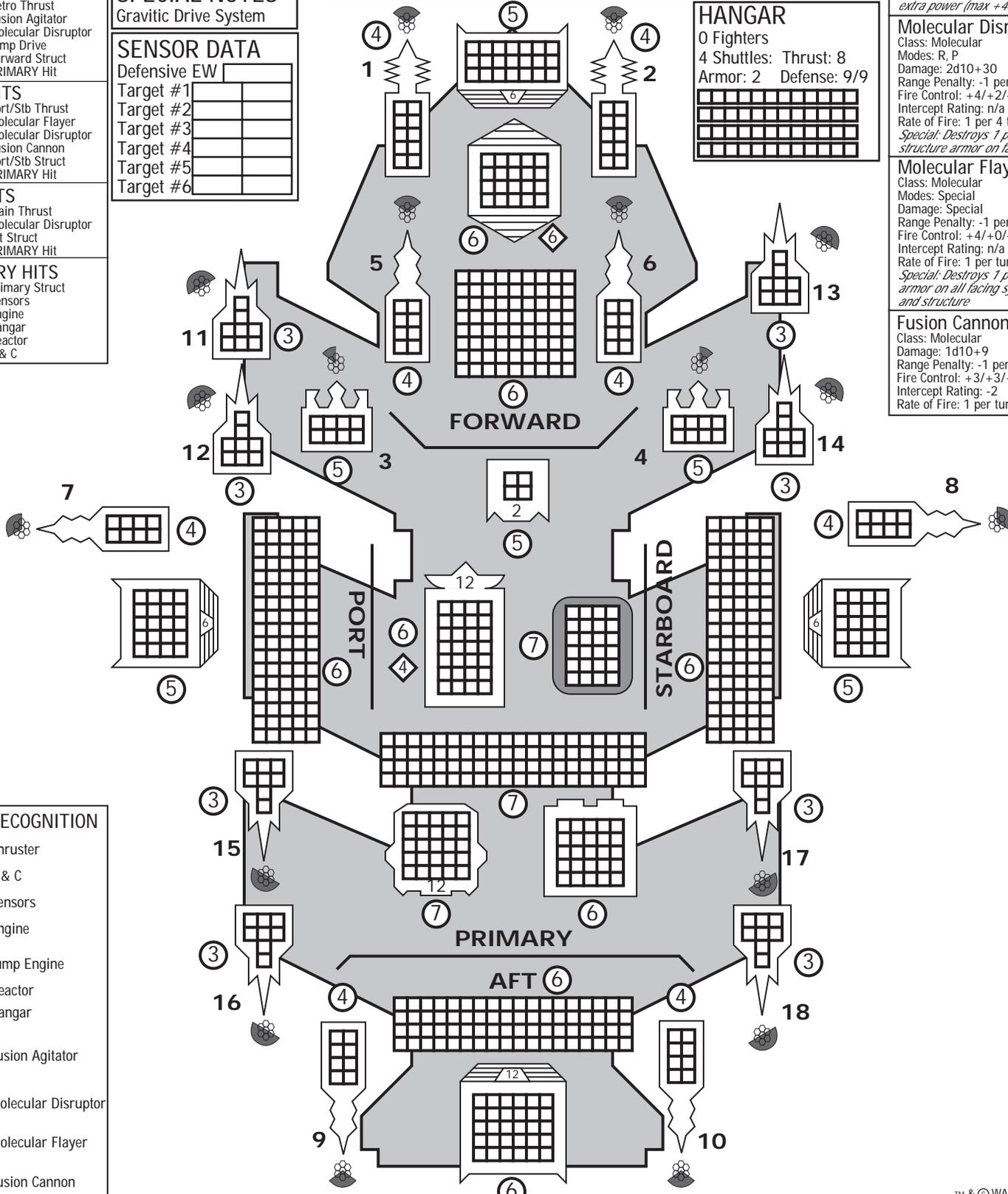
**SPECIAL NOTES**  
 Gravitic Drive System

**SENSOR DATA**

Defensive EW

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

**HANGAR**  
 0 Fighters  
 4 Shuttles: Thrust: 8  
 Armor: 2 Defense: 9/9



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - Fusion Agitator
  - Molecular Disruptor
  - Molecular Flayer
  - Fusion Cannon



# Yolu Aluin Gunship

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 15	
In Service: 2110		Turn Delay: 1/2 Speed		Stb/Port Defense: 16	
Point Value: 1100		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 320		Pivot Cost: 3+3 Thrust		Extra Power: +2	
Jump Delay: 18 Turns		Roll Cost: 4+4 Thrust		Initiative Bonus: +0	
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 1 2 2 3 3 4 4 5 5 6 6				

WEAPON DATA	
<b>Destabilizer Beam</b>	
Class: Molecular	8
Modes: Piercing	
Damage: 6d10+30	
Range Penalty: -1 per 3 hexes	
Fire Control: +6/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	

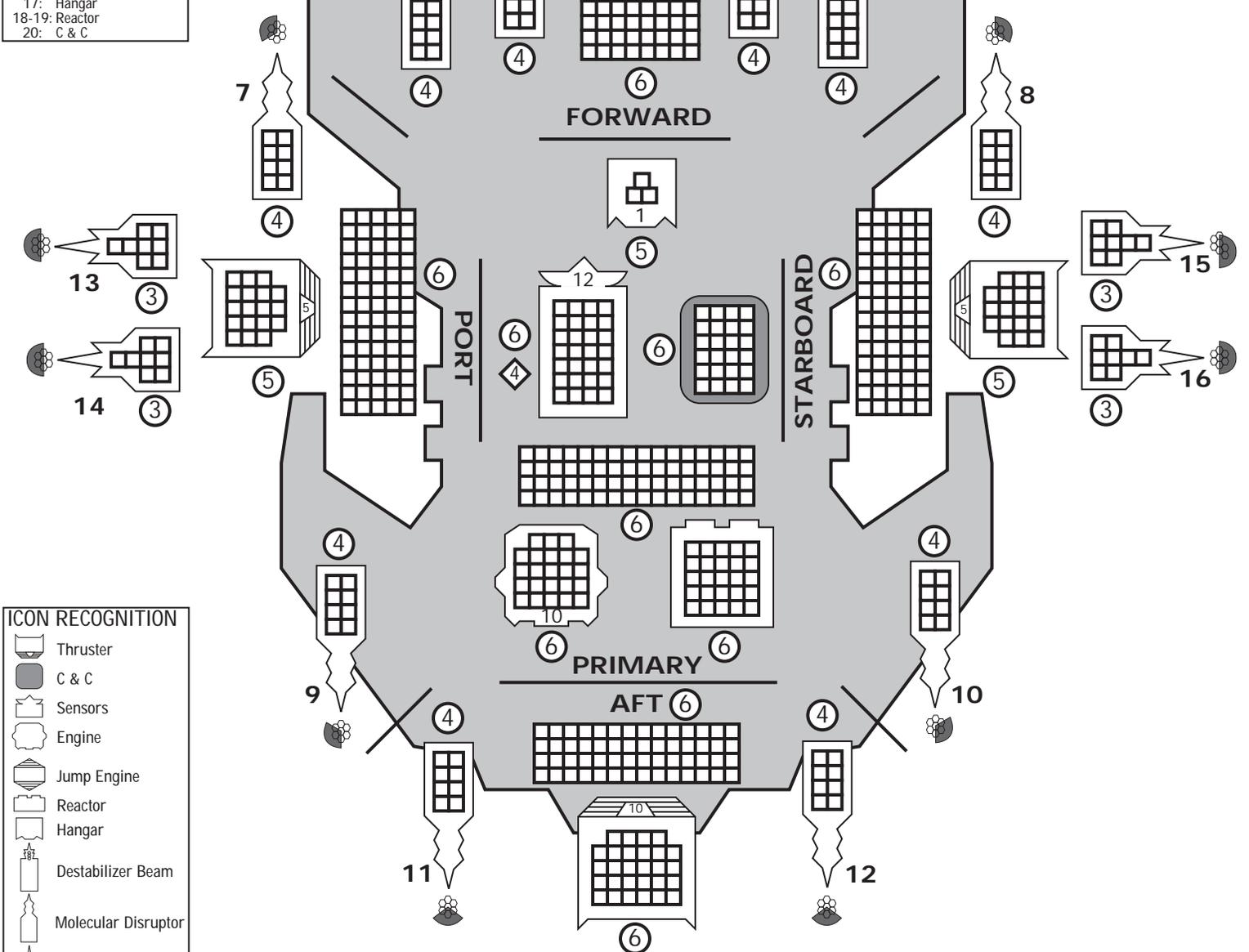
<b>Molecular Disruptor</b>	
Class: Molecular	6
Modes: R, P	
Damage: 2d10+30	
Range Penalty: -1 per hex	
Fire Control: +4/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
<i>Special: Destroys 1 point of structure armor on facing side</i>	

<b>Fusion Cannon</b>	
Class: Molecular	4
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

<b>FORWARD HITS</b>
1-4: Retro Thrust
5-6: Destabilizer Beam
7-9: Molecular Disruptor
10-11: Jump Drive
12-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-6: Port/Stb Thrust
7-8: Molecular Disruptor
9-12: Fusion Cannon
13-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Molecular Disruptor
9-18: Aft Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-12: Primary Struct
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

<b>SPECIAL NOTES</b>	
Gravitic Drive System	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>HANGAR</b>																																																													
0 Fighters																																																													
3 Shuttles: Thrust: 8																																																													
Armor: 2	Defense: 9/9																																																												
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Destabilizer Beam
	Molecular Disruptor
	Fusion Cannon



# Yolu Yuan Dreadnought

**SPECS**  
 Class: Capital Ship  
 In Service: 2084  
 Point Value: 2100  
 Ramming Factor: 550  
 Jump Delay: 18 Turns

**MANEUVERING**  
 Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 5 Thrust  
 Pivot Cost: 6+6 Thrust  
 Roll Cost: 4+4 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 18  
 Stb/Port Defense: 19  
 Engine Efficiency: 6/1  
 Extra Power: +6  
 Initiative Bonus: +0

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**

**Destabilizer Beam**  
 Class: Molecular  
 Modes: Piercing  
 Damage: 6d10+30  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +6/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Fusion Agitator**  
 Class: Molecular  
 Modes: Raking (6)  
 Damage: 5d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+4/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)*

**Molecular Disruptor**  
 Class: Molecular  
 Modes: R, P  
 Damage: 2d10+30  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: Destroys 1 point of structure armor on facing side*

**HANGAR**

12 Fighters  
 4 Shuttles: Thrust: 8  
 Armor: 2 Defense: 9/9

**SPECIAL NOTES**  
 Restricted Deployment (10%)  
 Gravitic Drive System

**SENSOR DATA**

Defensive EW

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

**FORWARD HITS**

- 1-3: Retro Thrust
- 4-5: Fusion Agitator
- 6: Molecular Flayer
- 7: Fusion Cannon
- 8-9: Destabilizer Beam
- 10-11: Molecular Disruptor
- 12-13: Jump Drive
- 14-18: Forward Struct
- 19-20: PRIMARY HIT

**SIDE HITS**

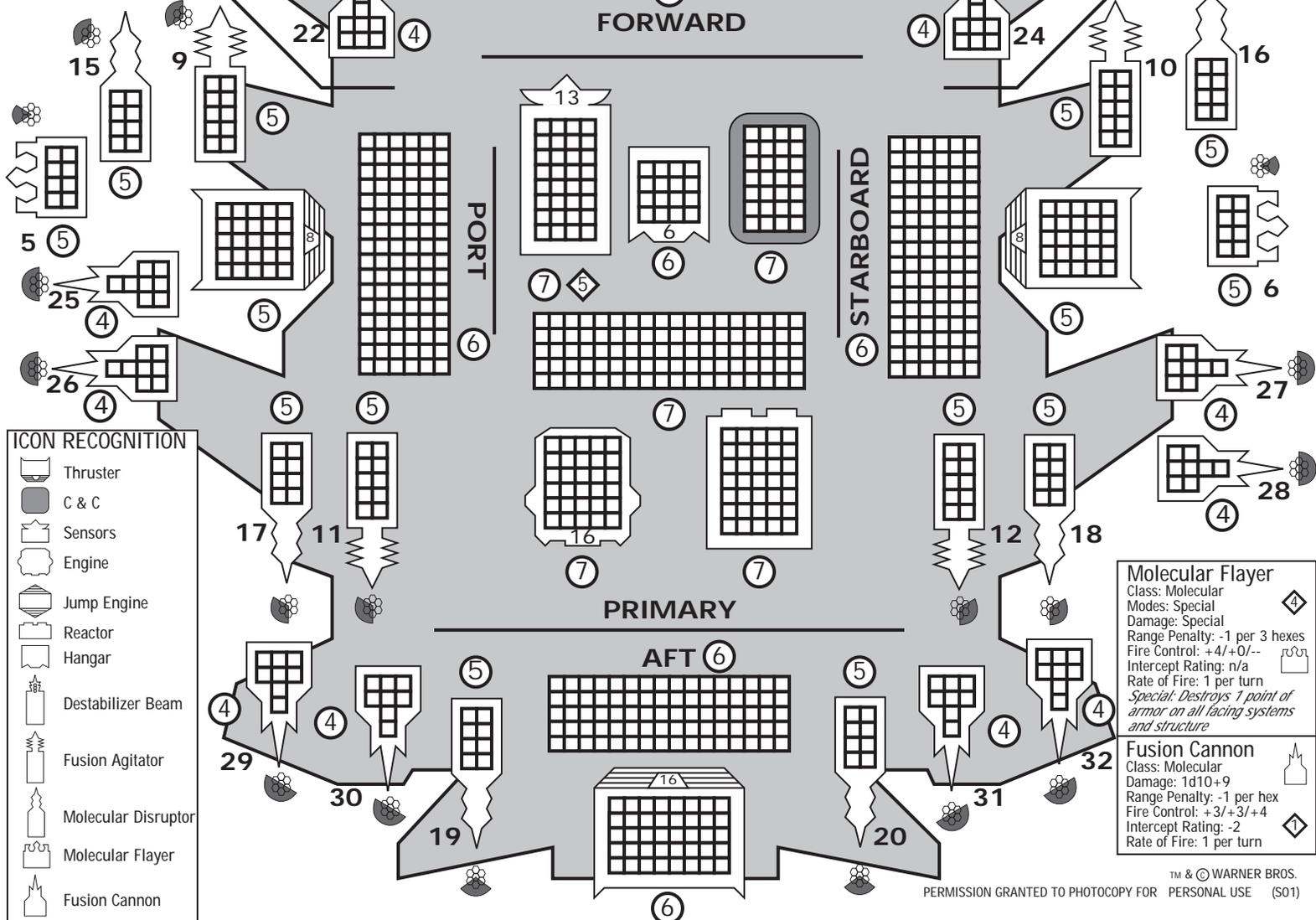
- 1-4: Port/Stb Thrust
- 5-6: Molecular Flayer
- 7-8: Molecular Disruptor
- 9-10: Fusion Agitator
- 11-12: Fusion Cannon
- 13-18: Port/Stb Struct
- 19-20: PRIMARY HIT

**AFT HITS**

- 1-6: Main Thrust
- 7-8: Molecular Disruptor
- 9-11: Fusion Cannon
- 12-18: Aft Struct
- 19-20: PRIMARY HIT

**PRIMARY HITS**

- 1-12: Primary Struct
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Destabilizer Beam
- Fusion Agitator
- Molecular Disruptor
- Molecular Flayer
- Fusion Cannon

**Molecular Flayer**  
 Class: Molecular  
 Modes: Special  
 Damage: Special  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+0/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Destroys 1 point of armor on all facing systems and structure*

**Fusion Cannon**  
 Class: Molecular  
 Damage: 1d10+9  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn



# Yolu Maltra Scout

## SPECS

Class: Capital Ship  
 In Service: 2050  
 Point Value: 900  
 Ramming Factor: 300  
 Jump Delay: 18 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 15  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +0

## WEAPON DATA

**Fusion Cannon**  
 Class: Molecular  
 Damage: 1d10+9  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

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

- FORWARD HITS**  
 1-5: Retro Thrust  
 6-9: Fusion Cannon  
 10-11: Jump Drive  
 12-18: Forward Struct  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-6: Port/Stb Thrust  
 7-8: Fusion Cannon  
 9-18: Port/Stb Struct  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-6: Main Thrust  
 7-8: Fusion Cannon  
 9-18: Aft Struct  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-12: Primary Struct  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

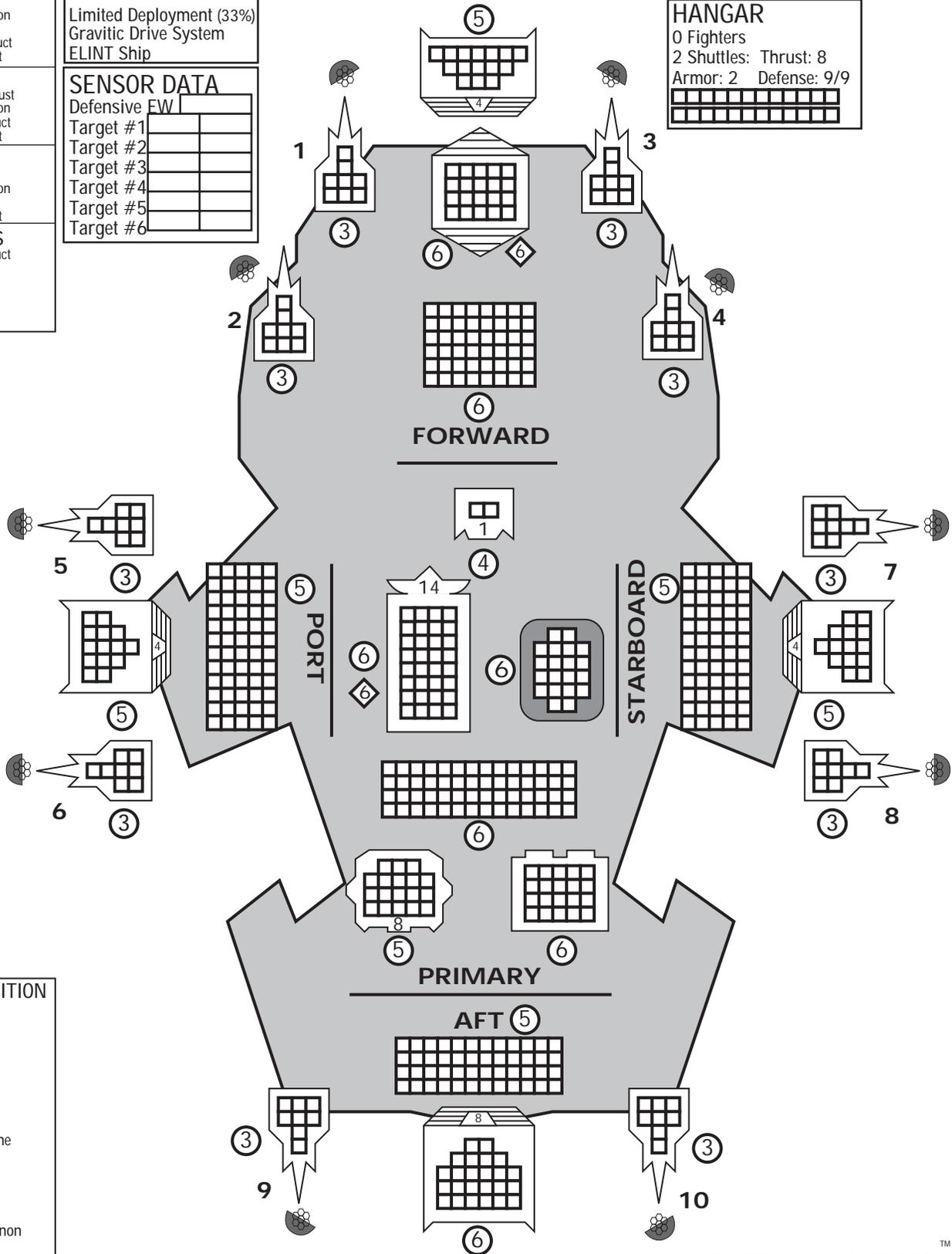
**SPECIAL NOTES**  
 Limited Deployment (33%)  
 Gravitic Drive System  
 ELINT Ship

**SENSOR DATA**

Defensive EW

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

**HANGAR**  
 0 Fighters  
 2 Shuttles: Thrust: 8  
 Armor: 2 Defense: 9/9

- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - Fusion Cannon



# Yolu Notali Carrier

### SPECS

Class: Capital Ship  
 In Service: 2096  
 Point Value: 1000  
 Ramming Factor: 300  
 Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 17  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +0

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	1	2	2	3	3	4	4	5	5	6	6

### WEAPON DATA

**Molecular Flyer**  
 Class: Molecular  
 Modes: Special  
 Damage: Special  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+0/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Destroys 1 point of armor on all facing systems and structure*

**Fusion Agitator**  
 Class: Molecular  
 Modes: Raking (6)  
 Damage: 5d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+4/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
*Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)*

**Molecular Disruptor**  
 Class: Molecular  
 Modes: R, P  
 Damage: 2d10+30  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
*Special: Destroys 1 point of structure armor on facing side*

**Fusion Cannon**  
 Class: Molecular  
 Damage: 1d10+9  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

### MAIN HANGAR

0 Fighters  
 2 Breaching Pods  
 2 Shuttles: Thrust: 8  
 Armor: 2 Defense: 9/9

### SIDE HANGARS

12 Fighters Each  
 0 Shuttles

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Fusion Agitator  
 7: Molecular Flyer  
 8-9: Fusion Cannon  
 10-18: Forward Struct  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-6: Port/Stb Thrust  
 7-8: Molecular Disruptor  
 9-10: Fusion Cannon  
 11-12: Port/Stb Hangar  
 13-18: Port/Stb Struct  
 19-20: PRIMARY Hit

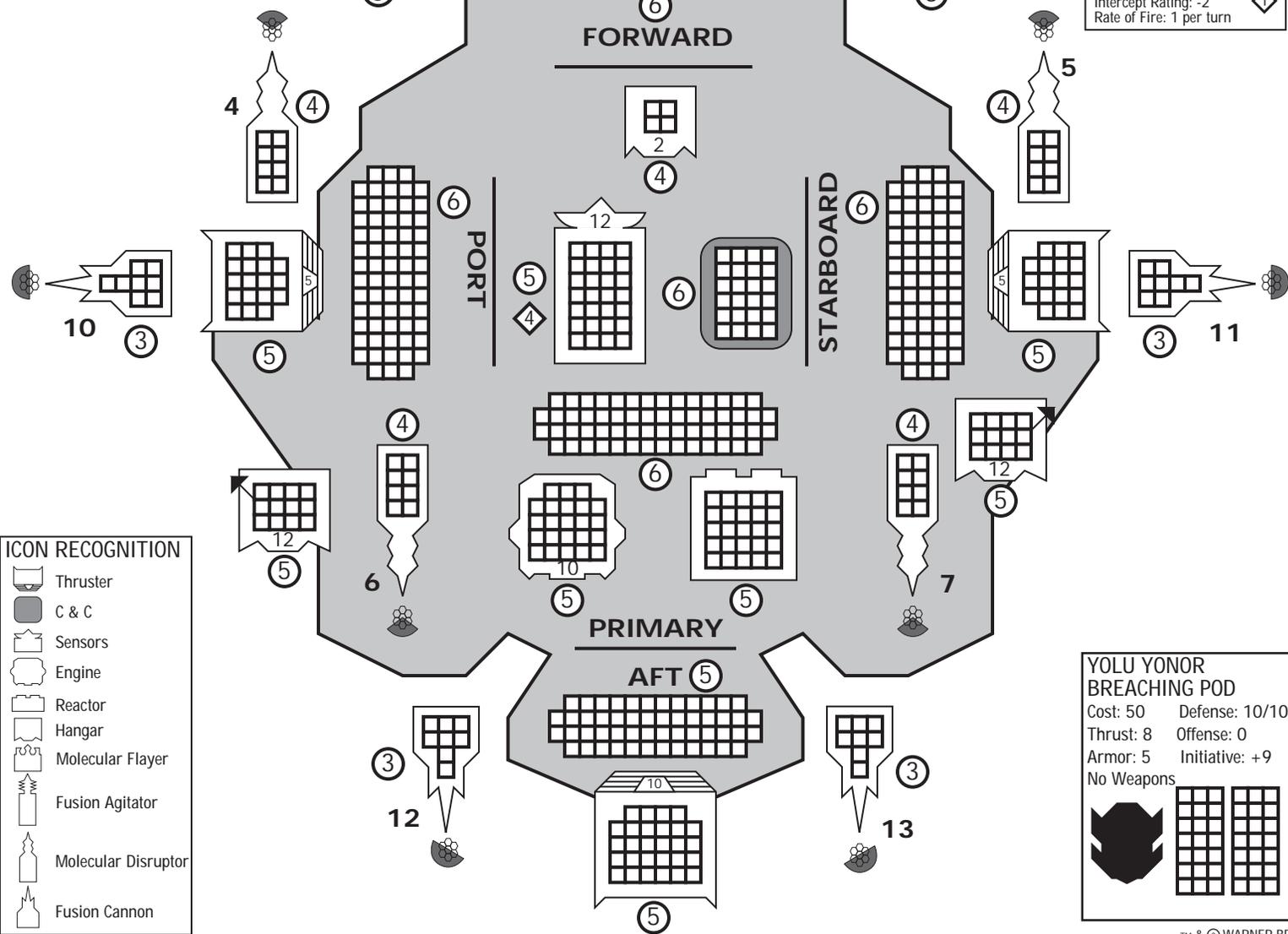
**AFT HITS**  
 1-6: Main Thrust  
 7-8: Fusion Cannon  
 9-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-12: Primary Struct  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

**SPECIAL NOTES**  
 Limited Deployment (33%)  
 Gravitic Drive System

**SENSOR DATA**

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

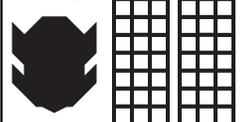


**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Molecular Flyer
- Fusion Agitator
- Molecular Disruptor
- Fusion Cannon

### YOLU YONOR BREACHING POD

Cost: 50 Defense: 10/10  
 Thrust: 8 Offense: 0  
 Armor: 5 Initiative: +9  
 No Weapons





# Yolu Maitau Pursuit Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2106	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value: 600	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 70	Pivot Cost: 2+2 Thrust	Extra Power: +4
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +12
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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
<b>Fusion Agitator</b>	
Class: Molecular	
Modes: Raking (6)	
Damage: 5d10+10	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+4/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<i>Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)</i>	
<b>Fusion Cannon</b>	
Class: Molecular	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS
1-4: Retro Thrust
5-6: Fusion Agitator
7-9: Fusion Cannon 4 or 5
10-17: Structure
18-20: PRIMARY Hit

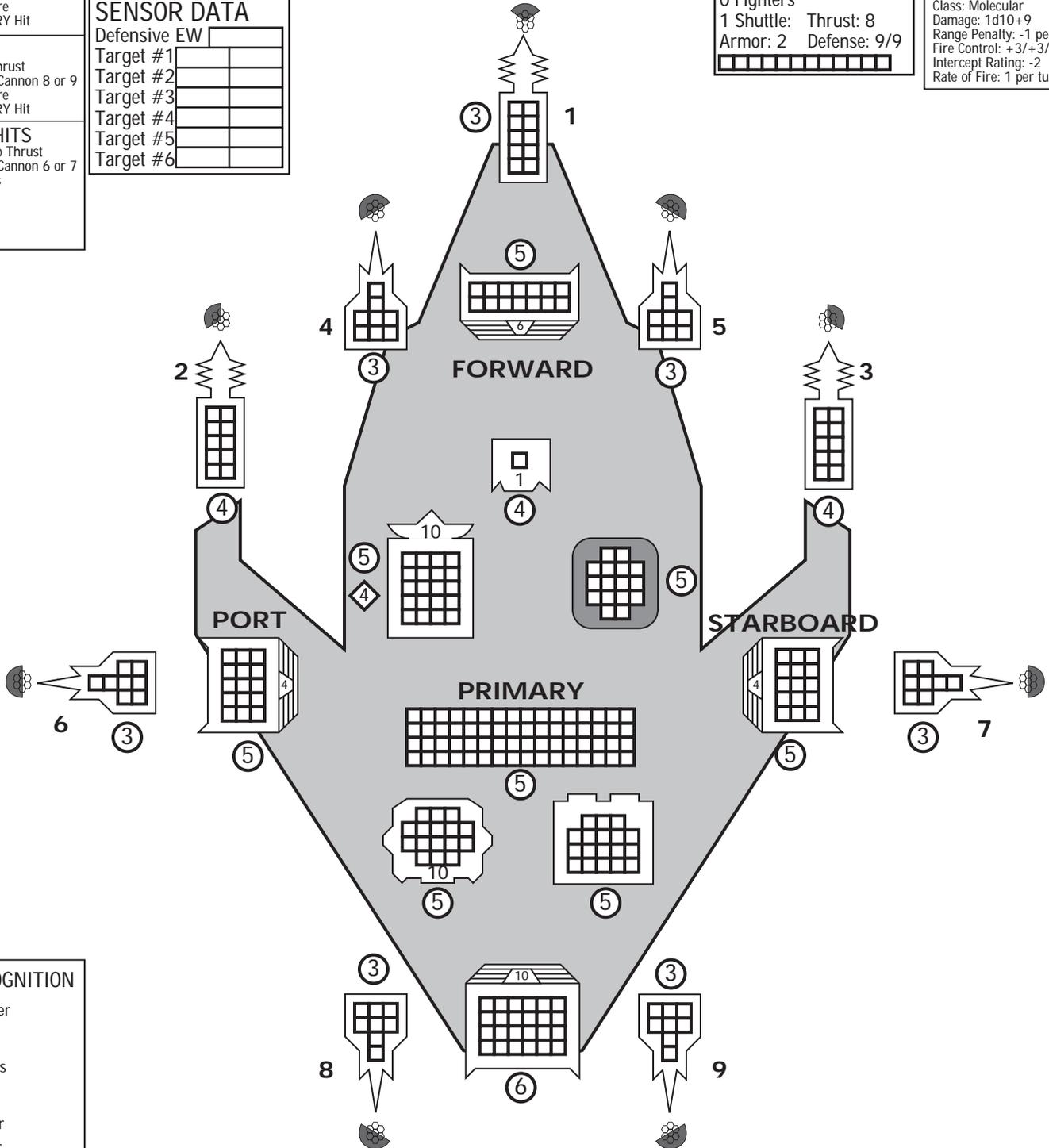
AFT HITS
1-6: Main Thrust
7-8: Fusion Cannon 8 or 9
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10: Port/Stb Thrust
11-12: Fusion Cannon 6 or 7
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Gravitic Drive System	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
0 Fighters	
1 Shuttle: Thrust: 8	
Armor: 2 Defense: 9/9	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Fusion Agitator
	Fusion Cannon



# Yolu Utan Heavy Fighters

**SPECS**  
 Class: Heavy Fighters  
 In Service: 2050  
 Point Value: 110 each  
 Ramming Factor: 30  
 Jinking Limit: 6 Levels

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

**COMBAT STATS**  
 Fwd/Aft Defense: 7  
 Stb/Port Defense: 9  
 Free Thrust: 8  
 Offensive Bonus: +5  
 Initiative Bonus: +16

**WEAPON DATA**  
**Lt Fusion Cannon**  
 Number of Guns: 2 (Linked)  
 Damage: 1d6+4  
 Range Penalty: -2 per hex  
 Fire Control: n/a  
 Rate of Fire: Once per turn  
**Lt Molecular Disruptor**  
 Number of Guns: 1  
 Damage: 2d10+15 (Raking)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+0/-4  
 Rate of Fire: 1 per 3 turns  
*Special: Destroys 1 point of armor if at least 3 fighters hit*

**SPECIAL NOTES**  
 Gravitic Drive  
 -2 Dropout Bonus  
 +6 Pilot Ejection Bonus



Cannot fire the light fusion cannons and light molecular disruptors in the same turn

**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

**Flight #1**

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>					
<input type="checkbox"/>					
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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

1  Irokai Kar Hyach	2  Irokai Kar Hyach	3  Irokai Kar Hyach	1  Senchlat Kam Hyach	2  Senchlat Kam Hyach	3  Senchlat Kam Hyach	4  Senchlat Kam Hyach	5  Senchlat Kam Hyach
1  Evirol Tek Hyach	2  Evirol Tek Hyach	3  Evirol Tek Hyach	1  Utara Tor Hyach	1  Takalti Kam Hyach	2  Takalti Kam Hyach	3  Takalti Kam Hyach	4  Takalti Kam Hyach
5  Takalti Kam Hyach	6  Takalti Kam Hyach	1  Takalti Kal Hyach	2  Takalti Kal Hyach	3  Takalti Kal Hyach	4  Takalti Kal Hyach	1  Qoccata Cascor	2  Qoccata Cascor
3  Qoccata Cascor	1  Coqari Cascor	2  Coqari Cascor	3  Coqari Cascor	1  Traqintor Cascor	1  Ruqacc Cascor	2  Ruqacc Cascor	3  Ruqacc Cascor
4  Ruqacc Cascor	5  Ruqacc Cascor	6  Ruqacc Cascor	1  Scout Wheel Ipscha	2  Scout Wheel Ipscha	1  Ring Base Ipscha	1  Starsphere Ipscha	2  Starsphere Ipscha
3  Starsphere Ipscha	4  Starsphere Ipscha	5  Starsphere Ipscha	6  Starsphere Ipscha	1  Raklavi Kor-Lyan	2  Raklavi Kor-Lyan	3  Raklavi Kor-Lyan	4  Raklavi Kor-Lyan
5  Raklavi Kor-Lyan	1  Taloki Kor-Lyan	1  Kalavar Kor-Lyan	2  Kalavar Kor-Lyan	3  Kalavar Kor-Lyan	4  Kalavar Kor-Lyan	5  Kalavar Kor-Lyan	6  Kalavar Kor-Lyan
1  Colotnar Torata	1  Tumal Torata	2  Tumal Torata	3  Tumal Torata	4  Tumal Torata	5  Tumal Torata	6  Tumal Torata	1  Mahkgar Grome
1  Gormok Grome	2  Gormok Grome	3  Gormok Grome	4  Gormok Grome	5  Gormok Grome	6  Gormok Grome	1  Roskor Hurr	1  Missile Sat Hurr
2  Missile Sat Hurr	3  Missile Sat Hurr	4  Missile Sat Hurr	5  Missile Sat Hurr	6  Missile Sat Hurr	1  Uana Yainu	2  Uana Yainu	3  Uana Yainu

4  Uiana	5  Uiana	1  Aluin	2  Aluin	3  Aluin	4  Aluin	5  Aluin	1  Yuan
2  Yuan	1  Maltra	2  Maltra	3  Maltra	1  Notali	2  Notali	3  Notali	1  Maitau
2  Maitau	3  Maitau	4  Maitau	5  Maitau	1  Yonor	2  Yonor	3  Yonor	4  Yonor
5  Yonor	6  Yonor	7  Yonor	8  Yonor	1  Utan	2  Utan	3  Utan	4  Utan
5  Utan	6  Utan	7  Utan	8  Utan	1  Falaren	1  Hastan	2  Hastan	3  Hastan
4  Hastan	5  Hastan	1  Maishan	2  Maishan	3  Maishan	4  Maishan	1  Nashana	2  Nashana
3  Nashana	4  Nashana	5  Nashana	1  Notai	2  Notai	3  Notai	1  Udran	2  Udran
1  Lanta	2  Lanta	3  Lanta	4  Lanta	5  Lanta	5  Lanta	1  Narthor	2  Narthor
3  Narthor	4  Narthor	5  Narthor	6  Narthor	7  Narthor	8  Narthor	9  Narthor	10  Narthor
11  Narthor	12  Narthor	13  Narthor	14  Narthor	15  Narthor	16  Narthor	17  Narthor	18  Narthor

**CAPTAIN ERTUL WATCHED THE BROWN SURFACE OF THE PLANET ROLL BY UNDER HIS FLEET. IT WAS A DEVASTATED WORLD, MADE SO BY DILGAR ATROCITIES, BUT IT WAS A YOLU WORLD, AND HE MEANT IT TO BE SO AGAIN.**

**TO ONE SIDE, THE KOR-LYAN INVADERS WERE MASSING FOR ANOTHER PASS, FIGHTERS LED THE CHARGE, AND FLIGHTS OF HIS FLEET'S UTANS MOVED TO ENGAGE THEM. A SALVO OF MISSILES BROKE OVER ERTUL'S FLEET AND WAS SWEEP AWAY BY DEFENSIVE FIRE. A SECOND SALVO SCORED A FEW HITS, BUT NOT ENOUGH TO BE SIGNIFICANT. THE KOR-LYANS CONTINUED TO APPROACH, NO DOUBT EXPECTING THE YOLU TO TURN AND RUN.**

**ERTUL SMILED AS HE ORDERED HIS SHIP TO TURN AND FACE THE ENEMY, THE TIME FOR RUNNING WAS PAST...**

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(s02)