# Babylon 5 Wars

## 2ND EDITION

# Wars of the Centauri Republic

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# Chapter 1: History of the Orieni War

After the Earth year 1863, a major war between the Orieni Empire and Centauri Republic was inevitable. With the Minbari and the other older races decreasingly interested in outside entanglements, and the Vorlons silent behind their closed borders, they were the only active major powers in the region. Squabbles over zones of control were made worse by their diametrically opposed ways of life. The Centauri were decentralized hedonists who ruled others because it was fun and profitable, while the Orieni were centralized puritans who ruled others out of a sense of duty. Both were experienced and capable in interstellar warfare, both were extremely large and potent states, both had powerful and skilled fleets of warriors, and both felt victory would inevitably be theirs.

The Centauri combined elements of an Empire, a Republic and an Oligarchy. Though they considered themselves to be a republic, the franchise was basically limited to the point that few outsiders would consider them as such. Power was concentrated in two positions. One was the Centaurum, the legislative body of the Republic, which was led by the great Houses, who used their power and wealth as they desired. The other was the Emperor, who possessed mainly executive power and could delegate some of it to others, notably

## Conditions of the Other Powers of This Age

The galaxy surrounding the Centauri Republic in the years leading up to the Orieni War was one of small powers and isolationist elder races. During this period, the Centauri referred to the races that would come to form the core of the modern League as the "Fringe Worlds." At this time, these powered ha no collective identity, as the League would not be formed for more than a century.

Conflict between the Fringe Worlds was not unknown, and the only unifying force, apart from resistance of the Centauri, was the Vree, who maintained trade ties with almost every race on the Fringe. Vree Guild outposts, precursors to the modern Xeecra Trading Posts, could be found scattered from Torat to Zhabar.

Once strong powers, the Hyach and the Markab were actually contracting during this era, abandoning their outer colonies and focusing their attention inward. The Minbari, while maintaining their holdings, had taken little interested in the affairs of "lessor races" for centuries, maintaining only limited trade ties with the Centauri through the Protectorate. the advanced but chauvinistic Lumati refused to participate in interstellar affairs for philosophical reasons.

The Vorlons remained silent behind their closed borders, with only unsubstantiated rumors tying them to the Orieni.

The Abbai actually enjoyed an era of relative peace and prosperity, maintaining a strong defensive front against the Centauri and Drazi but enjoying a strong economy and stable culture.

The Kor-Lyan kingdoms also enjoyed an era of prosperity, actively expanding into space and enjoying rapid technological development. They did suffer from repeated raids by the aggressive Torata, who were relatively new to space, having only recently established a number of colonies. However, the Torata were too few to represent a series threat.

Some scholars believe that both races only escaped conquest by the Centauri because the ancient Yolu had been drawn out of their centuries of isolation by the Vree. You 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.

The militant Drazi were one of the few Fringe worlds that the Centauri considered worthy of special attention. They had actively expanded into the worlds abandoned by their long-time trade partners, the Hyach, and raids and border disputes between the Centauri and the Drazi were so frequent that the occasional short periods of peace were often considered more worthy of note.

On the Spinward Fringe, the Medushann and Nashani viewed their mighty neighbors with increasing alarm. Reluctantly they put aside their differences and enacted a mutual defense pact. They felt compelled to allow both Orieni and Centauri civilian shipping free passage through their space. They also turned a blind eye to Orieni military advisors transiting to Drazi space. In addition, they quietly devoted considerable resources to expansion spinward and coreward attempting to prepare themselves for the unthinkable.

Towards the rim, the Kilkameshi, contacted by the Orieni in 1987, fervently prayed for conflict between the Orieni and the Centauri. They rightly felt that barring such a distraction and with isolationist neighbors, they would soon be targeted for assimilation by the Orieni Empire.

Caught between the two behemoths, the Rogolons and Usuuth prayed for continued conflict short of outright war. Fatalism began to set in as both nations realized that their destiny was no longer under their controls

chancellors and ministers. Judicial powers were divided between the two. As a consequence, strong Emperors were often able to reign in the Houses, while weak Emperors were controlled by them.

During the last couple of decades of the 20th Century, the Emperor used the Royal Navy to suppress several Houses of greater or lesser import for various activities declared treasonous. Navy/House relations were thus at a low point at the worst possible time. Despite resolute action over the previous decades, Emperor Rafani was in decline, and House influence and prestige was on the rise.

The Orieni Empire was also not quite what it appeared. There was an Imperial family, but it served an almost entirely ceremonial role. One historian of the period maintained that the most important task assigned to them was christening new warships.

Actual power was in the hands of the Blessed, a telepathic caste of priests who functioned as a theocracy. The Council of Heirophants, the ruling body of the Church and leadership of the Blessed, was the actual ruling body of the nation. It was common for this body to be dominated by charismatic and talented leaders, and indeed as the war approached was so led by Rrakra Hie, a spiritual and ruthless, yet not fanatical leader.

The rest of Orieni society was divided into functional castes, each with a dedicated place and role. Unlike the Centauri, who kept assimilated peoples as thralls, the Orieni felt it was important to make their subjects part of society, and as much as possible, they were integrated into the Empire, to the point of full equality in the regular military forces. The Orieni were comfortable with long-term views, which made them concerned about the balance of power between the two rival nations.

# Year 2001

The simmering conflict between these two powers came to a head in 2001, with a request by House Kasto for Royal Navy aid in dealing with a persistent raider problem on the Drazi border. No one anticipated where this routine matter would lead.

From their first contact, skirmishes occurred between Drazi factions—some directly, some through "raider" bands—and the Centauri. The Centauri were focused on internal matters and disputes with the Orieni, the Minbari, the Abbai,

## Status of Raiders of the Era

It is worth noting that the era immediately prior to the Orieni was saw a remarkable amount of stability and peace within the heart of the Centauri Republic and the Orieni Imperium. To the average citizen of either nation, the space lanes could not have been considered safer. However, on the fringes of these great powers, raider activity was rampant, and nowhere more so than along the Centauri-Drazi border.
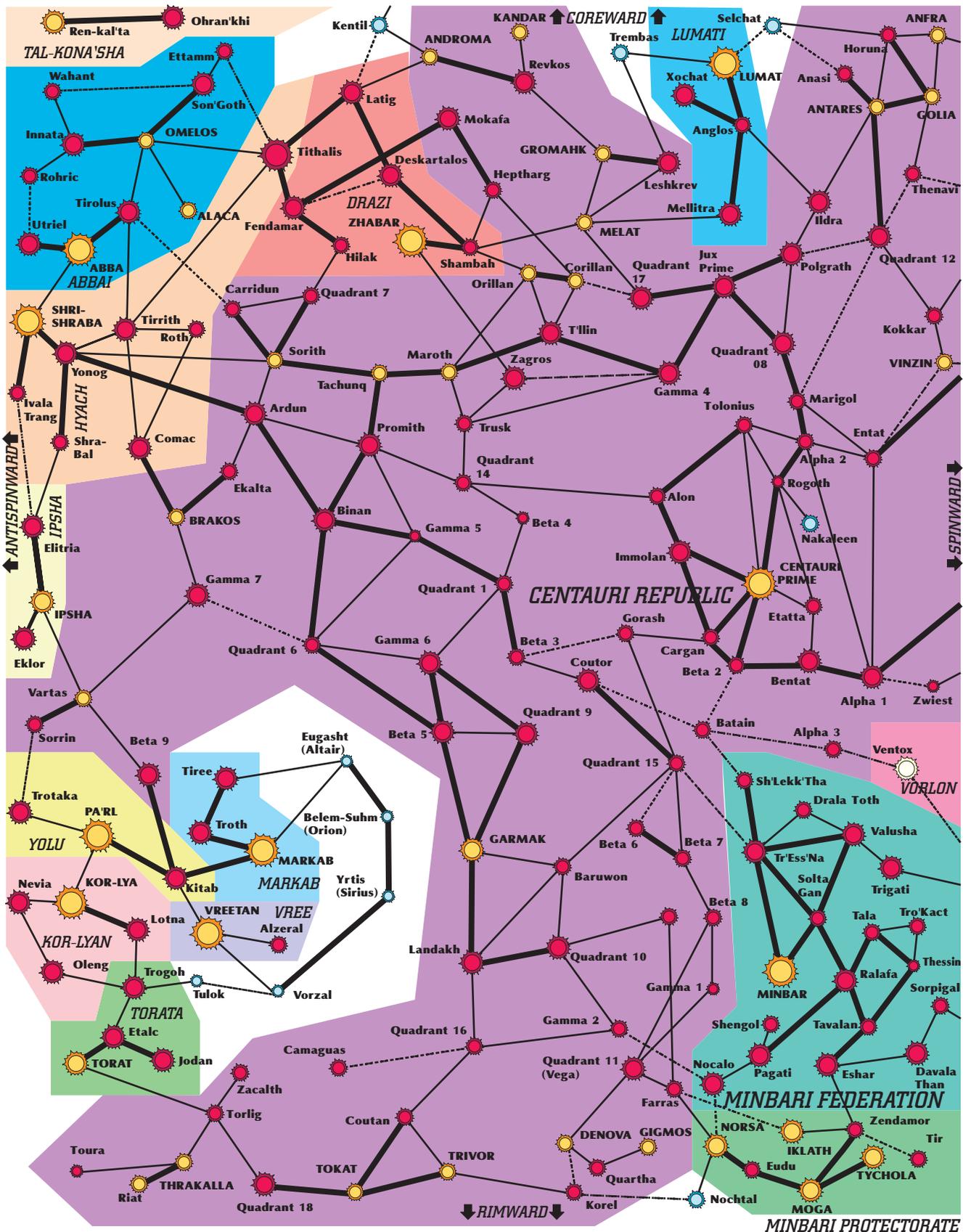
Unlike their modern counterparts, these raiders had a much closer, if still generally unofficial, relationship with their societies. Centauri raiders were most often composed of ships and crews associated with one of the minor Centauri Houses, led by the minor sons of that House. Denied social advancement through marriage alliances because of the low standing, these Centauri pirates sought (and often won) sufficient wealth and prestige to better their position. The Centauri government tacitly condoned these activities.

Drazi raiders are more difficult to classify, since during the late 20th and early 21st centuries, the Drazi had no central military forces. Instead, each major Drazi faction maintained its own small fleet of warships. Elements of these Faction fleets are known to have engaged in regular raiding against the Centauri, or against rival Drazi factions. Such raids were done without official sanction from the factions leaders but also without notable opposition or punishment.

the Hyach, the Markab and almost everyone else, so the Drazi conflicts never escalated and the Hegemony was able to remain. The Drazi simply never managed to cause enough pain or fear to be considered a serious threat, though not for lack of trying.

In the 1930's this began to change. The Orieni made contacts with Drazi factions, intending to use them as a counter-weight, a distraction to keep Centauri forces far away from the Orieni Empire. The Drazi, the Orieni hoped, would become an ally who would join in when the war finally took place, and then take their destined place as members of the Empire. The Drazi had a somewhat different view, of course, but accepted the Orieni aid nevertheless. Neither bothered to ask the Centauri their desires.

## MAJOR SYSTEMS AND BOUNDARIES 2000

Ren-kal'ta • Ohran'khi
TAL-KONA'SHA
Ettamm
Wahant
Son'Goth
Innata • OMELOS
Rohric
Tirolus
Utriel
ABBA
ABBAI
SHRI-SHRABA
Tirrith • Roth
Yonog
HYACH
Ivala • Trang
Shra-Bal • Comac
Ekalta
BRAKOS
Elitria
IPSHA
Eklor
Vartas
Sorrin • Beta 9
Trotaka
PA'RL
YOLU
Nevia • KOR-LYA
Lotna
KOR-LYAN
Oleng • Trogoh
Tulok
TORATA
Etalc
TORAT • Jodan
Zacalth
Torlig
Toura
THRAKALLA
Riat • Quadrant 18

Kentil
ANDROMA • Revkos
Latig • Mokafa
Deskartalos • Heptharg
DRAZI
ZHABAR
Hilak • Shambah
Carridun • Quadrant 7
Sorith • Maroth • Zagros
Tachunq • T'llin
Ardun • Promith • Trusk
Quadrant 14
Binan • Beta 4
Gamma 5
Gamma 7
Quadrant 1
Gamma 6 • Beta 3
Quadrant 6
Eugasht (Altair)
Tiree
Troth • Belem-Suhm (Orion)
MARKAB • Yrtis (Sirius)
Kitab • MARKAB • VREE
VREETAN
Alzeral
Vorzal
Landakh
Quadrant 16
Camaguas
Coutan
TOKAT • TRIVOR

KANDAR ↑COREWARD↑
Trembas • LUMATI
Selchat • ANFRA
Horuna
Xochat • LUMAT • Anasi
Anglos • ANTARES • GOLIA
GROMAHK • Thenavi
Leshkrev • Ildra
Mellitra
MELAT • Quadrant 12
Corillan • Quadrant 17
Jux Prime • Polgrath
Orillan • Kokkar
VINZIN
Quadrant 08
Gamma 4 • Marigol
Tolonius
Entat
Alpha 2
Rogoth
Alon • Nakaleen
Immolan
CENTAURI PRIME
CENTAURI REPUBLIC
Gorash • Etatta
Cargan
Beta 2 • Bentat
Alpha 1 • Zwiest
Batain • Alpha 3
Quadrant 9 • Ventox
Quadrant 15 • VORLON
Beta 5
GARMAK • Beta 6 • Beta 7
Baruwon
Quadrant 10
Gamma 1
Gamma 2
Quadrant 11 (Vega)
Farras
DENOVA • GIGMOS
Quartha
Korel • Nochtal
↓RIMWARD↓

Sh'Lekk'Tha
Drala Toth
Valusha
Tr'Ess'Na
Solta Gan • Trigati
Tala • Tro'Kact
Ralafa • Thessin
MINBAR • Sorpigal
Shengol • Tavalan
Nocalo • Pagati • Eshar • Davala Than
MINBARI FEDERATION
NORSA • Zendamor
IKLATH • Tir
Eudu • TYCHOLA
MOGA
MINBARI PROTECTORATE

←ANTISPINWARD
SPINWARD→

## MAJOR SYSTEMS AND BOUNDARIES 2000

MEDUSHAAN GYNOCRACY

Horuna
Anfra
Bel-Nar
Cestus
Thormast
Arasholan
Lecto
Garra
Anasi
Andat
Shtost
Evelin
Golia
Ostova
Conoripax
Gamma 3
Sivorn
TISIPH
Antares
Thenavi
Taltorum
Fetslak
Rentamn
Quadrant 4
Tuvarn
Idellem
Ushtal
Quadrant 12
Inacha
Xothan
NASHANI
Buvarn
Bethen
Lodira
Quadrant 2
Correntz
Lisuria
NASHAN
Kokkar
Quadrant 13
Bundara
Vinzin
Bukaas
Quadrant 3
Mantukas
Voshtal
Bin-Tor
Lerrust
Mermas
Beta 10
Veil
Entat
Beta 1
Tagarhd
Lokim
Beta 11
Essekyre
Dorak
Urzin
Gazemer
Stannart
Kazat
Varantor
Drusa-Kavask
Quadrant 5
ROGOLA
Phalonak
Lukantha
Darshtentta
Kroth
Prenill
Dithis
Zwiest
Myttin
Kannish
Saleh
Tanjac
Rothir
Alpha 1
Djost
Jaalapent
Thrizza
Feth
Nathshasa
Klanama
Aura
Tashasha
USUUTHIR
Krindar
Otac
Addegau
Natharn
Umur
Ar-Choaka
Lunnus
Ventox
Manipat
Mattren
Shinshasa
Accas
VORLON ENCLAVE
Ventari
Juvikos
Setteros
Shina
Valusha
Usundikar
Gritash
Numarit
Quilren
Petranaam
Trigati
Trosagal
Arkada
Thunat
Dishar
Peltan
Salaki
Tala
Dura
Kateneer
Tro'Kact
D'Grn
Zemnas
Thoras
Spiros
Thessin
Tizino
Seliffe
Leemeri
Ralafa
Exhur
Itino
Lebsos
Friddia
Vultan
Tobuno
Sorpigal
Choranis
Phanos
Vagthusa
Amat
ORIEN
Tanprash
Namaros
Tavalan
Vamani
Lishtonos
Wereng
Hulanok
Mingmer
Eshar
Davala Than
Nanabas
Alaba
Hownata
Morkantost
Fosh
MINBARI FEDERATION
Plutak
Olat
Thanur
Pleddisa
Zendamor
Golthat
Lillittu
Hallibock
Kumenthar
TYCHOLA
Tir
ARNASSIA
KILKAMESH
ORIENI EMPIRE
MINBARI PROTECTORATE
KILKAMESHI

SPINWARD

The Centauri did notice the increasing pressure on that border. As 2001 began, House Kasto requested aid from the Royal Navy to create enough of a demonstration to cow the Drazi and keep them on the correct side of the border for a while. An enterprising and lucky Centauri RN Captain, Shaal Jaddo, discovered the clue that led to the realization that the Orieni were instigating the trouble. During a routine anti-raider operation, the RN contingent of the force captured a Looter class Support Cruiser with an Orieni technician aboard, busily installing state of the art Orieni systems.

Until that point, the Orieni had been restricting themselves to subtle assistance, such as improved computer modeling systems. Drazi arrogance and the lack of Centauri response inevitably led to increased demands for more overt Orieni aid, until a local Drazi leader forced an Orieni technician to do his bidding, ordering him to install undeniably Orieni components into the ship, or die.

The Centauri were infuriated. The perfidious Orieni had attempted to create one of the key Centauri fears: An alliance of nations on their borders to oppose them. The Centauri, House and Royal, noble and citizen, core and marcher, all agreed that this could not be allowed to stand. The Republic mobilized for war. There would be no mercy.

Both sides had spent much time and effort planning for the war they knew would come some day. The Centauri intended a direct assault from Kazat into Djost, to smash the Orieni defenses and move on Orien. They believed the large quantity of forces available and the fact that they expected to set the time of the war would allow the thrust to succeed.

The Orieni knew they were on the short end of the economic stick. It would take a higher degree of risk to set the conditions to win. The Orieni plan started, unlike the Centauri, with a realistic appreciation of the two sides. It was decided that there was no way to succeed in a direct assault. Instead, the neutral Usuuth Coalition would be violated. The defenses opposite Usuuthir, in Lukantha, were orders of magnitude weaker than those in Kazat, and the Republic would be far less prepared to prevent an attack from that direction.

The Orieni felt they were still too weak for an immediate assault on Centauri Prime. Too much force would be left to defend the homeworld and it's approaches, so another angle was required.

Instead of seeking a knock-out blow, the Orieni would seek an improvement in the balance of power. The Eastern half of the Republic would be taken or devastated, and the Orieni would dismember the Republic economically. By destroying the Centauri economy, the Orieni would be able to alter the balance of power over a matter of years, so they would eventually grow strong enough relative to the Centauri for conquest. Breaking the conquest into phases over a matter of years would also allowed the Orieni to incorporate the pieces of the Republic at a rate making the task possible, as opposed to the theoretical task of occupying the entire Republic before pacification programs took hold. The resulting damage to Centauri morale would also make occupation of subsequent sections easier. Perhaps even inspiring other Centauri neighbors to attack the rump of the Republic.

The Orieni kept major portions of the Strike Groups and Elite concentrated at Ventari. This was understood by the Centauri as a place to keep them handy to the major battle sites, yet far enough away to inhibit Centauri intelligence gathering and covert strike operations. The Orieni fed the Centauri what they expected to see, while actually planning to go elsewhere. As the war began, both sides sent short orders to the battle fleets to activate the plans.

The initial Centauri attack proceeded exactly as the Orieni expected. The ready fleet was the 8th Superb Fleet, which moved into a prepared kill zone and died. In this battle, the Centauri learned the lesson learned by so many, that the characteristics needed to advance in rank in a peacetime force aren't necessarily the characteristics needed for that rank in war. Centauri organization at the squadron and fleet level was poor, while the Orieni were well drilled and practiced. The fate of the Centauri fleet was sealed by the failure of the screen commander to properly interdict the waves of Orieni HKs (suicide fighters that attacked by ramming their targets). Major fleet elements began to blow up long before the fleets engaged. Key Centauri leaders failed to issue timely orders, or issued orders that failed to match the situation. Centauri captains began to work as individual ships, rather than as segments of a fleet.

While much of the fleet escaped, losses were high in command units, electronic warfare ships, carriers and other force multipliers. What returned to Kazat was a mob, which would take time to whip into a fleet again. The Orieni were at their best in a

battle with plenty of time for preparations and no surprises, which is exactly what the Centauri gave them.

The combat went much better for the Centauri on the Drazi border. The Drazi were divided among themselves to even a worse degree than the Centauri, and the Royal Navy had forged an unusually close relationship with House Kasto, despite the disdain of some of the older members of the House. A professional series of strikes by the combined force dismembered the pro-Orieni factions, who were decisively discredited. Though combat was to continue on a low level until 2008, for all intents and purposes the war on this front was over. The Centauri even used it for shakedown cruises for new construction. A little combat was useful in preparing the ships for the real war. The Drazi no longer had any chance of being a real factor in the conflict.

Strike Admiral Ahrish Hakei commanded the Strike Groups. The cream of the Orieni nation, the Strike Groups and Elite were the arm of decision. They were intended to spearhead assaults, to break enemy defenses, and then pull out to refit while regular forces handled the less intense pursuit. While there are certain weaknesses in this view, the opening phase of the war shows its strength. The Strike Groups were used exactly as intended by doctrine, for missions planned and rehearsed for years, and everything went exactly as intended. This proved to be a good thing, as Admiral Hakei showed a marked inability later in the war to deal with the unexpected. Though able to carry out tasks with great efficiency, he proved unable to determine what tasks needed to be accomplished in a timely manner. The Usuuth defenses reacted quickly, but were unable to even slow the Orieni assault. By the end of the first day there were no Usuuth ships left in operation. The day after, organized resistance ended on the ground and occupation units began to land.

Admiral Hakei turned to the next objective: Lukantha. This was the first Centauri system hit, and the defenses were at a criminally low level due to neglect, graft, corruption, incompetence, and lack of cooperation between the Royal Navy and the House forces. Nonetheless, the Centauri had a respectable force present, 23rd Standard Fleet. Unfortunately, the 23rd piecemealed into the Orieni and was destroyed one squadron at a time. Each detachment attacked without coordination or assistance, and though great bravery was demonstrated, they accomplished nothing more than the delay of the Orieni spearhead for a few days.

The invasion progressed apace. The occupation of Zwiest was basically an administrative operation, with no noticeable Centauri hindrance. Alpha 1 saw a sharp battle as part of the homeworld defense network, but once again the Centauri force under performed due to command and control weaknesses which had not been overcome. The Royal Navy began unashamedly sacking any commander who failed to make the grade, but House forces refused to make changes, as each felt they were better than those who had been humbled so far. At Alpha 1, the Strike Groups held up and allowed the regular navy to pass through to maintain the advance. The Strike Groups were allowed to rest, against future need. Replacements were allowed to advance, and were integrated into the force, something not done before to avoid the process of learning the temperament of new officers. The regular navy continued the advance into Quadrant 5 and Beta 1, with a powerful House force present to defend Tagarhd.

The First Battle of Tagarhd was decisive out of all proportion to its apparent importance. A House force built around House Varia resolved to fight to defend Tagarhd, the most valuable system in the House Varia sphere of influence. The House forces present were totally outclassed by the Orieni forces, but on top of that, they managed to set a new standard for inept performance. Debriefing of the survivors showed an almost total lack of control of the Centauri forces. They refused to accept the authority of Admiral Eddo Varia, ignoring targeting priorities, movement instructions and anything else desired, they refused to support each other, and even had they perfectly obeyed the admiral, his decisions were poor in any event.

The Orieni hardly noticed the battle, but it shook the Centauri. The Royal Navy had long called for increased influence over the training and procurement of House forces. This battle was humiliating enough that the Emperor was able to ram a decree through the Centaurum requiring Royal Navy liaison officers to approve and observe all House training programs, and to force House procurement to go through a Royal Navy review board. Though some Houses observed this more in the breach, most were chastened enough to give

the programs a chance. A shortage of qualified RN officers meant that most assigned to what was called House-sitting duty were those the fleet didn't want, but slowly, noticeable improvements in House forces were observed.

Meanwhile, the Orieni continued the attack, bypassing Kazat, where the Centauri Admiral Tillo Garlan decided that if he stayed on site, he'd be cut off from the rest of the nation and starved out. Reasoning that Quadrant 5 was held too firmly to take, and knowing the poor showing of Centauri forces attacking the Orieni so far this war, he decided to take his mobile units to Lerrust and attempt to hold that system. The fixed defenses would be left alone, commanded by Vir Torr, but were powerful enough that this gamble seemed worthwhile. Once again, the Centauri forces were committed into action in an overly hasty way, and the resulting engagement, while of some concern to the Orieni, resulted in another Orieni victory. It was the most costly so far, but still short of the price they'd expected to pay by this point.

With the fall of Lerrust, the fate of Kazan was sealed. The Orieni forces attacked Quadrant 3 but were noticeably slowing. While few ships had been lost, and damaged ships were within expectations, the attrition to the HK supplies and the stress on key leaders and staff officers was unexpectedly high. The Orieni forces had begun to act sluggishly, and it was decided to go onto a hasty defense and allow the Centauri to demonstrate their inability to attack while the Orieni worked out procedures to deal with their weaknesses. The Orieni used this time to take Urzin, and the Kazat defenses, under attack from multiple directions with no mobile forces to maneuver, were destroyed by Orieni HKs and mass drivers.

The Centauri Houses were incensed with the occupation of Centauri systems, *their* systems, and assembled a mighty armada to retake them under Landis Syma. Uncharacteristically, they sat down and worked out the plan and organization, with a special emphasis on chain of command, before going into battle. The House fleets knew exactly what the Orieni were doing, and resolved to unhinge the Orieni plan. Dual thrusts were planned, one from Quadrant 2 directly into the Orieni bulge, the other from Quadrant 13 into the Orieni spearhead. Surprisingly, both succeeded. Beta 1 was retaken in a fierce battle, whereupon Quadrant 3 fell as forces were pulled out to fight at Beta 1. The House

and Orieni fleets met at Tagarhd, and the resulting battle was deemed to have erased the stain on House honor. While not a resounding success— indeed it was a Pyrrhic victory—, it was notable in that all of the House forces, with token RN personnel to do the staff work, did what they were told to do, when they were told to do it.

The Royal Navy had a different plan. The best place for a war to take place is on somebody else's land. Royal Navy forces attacked in concert with the House fleet towards Usundikar. Alpha 1 was taken in a fierce battle, though the RN was chagrined to learn the Strike Groups had been removed into Orieni space. Seeking battle against the best the enemy had to offer, the RN led fleet pushed on.

Zwiest fell in a set piece battle, while Lukantha was a battle of maneuver in which little actual combat took place, as the Centauri neatly gained superiority of position, forcing the Orieni to withdraw or be destroyed. Usuuthir was the site of the decisive battle of the campaign season, with Orieni regular navy forces and token Strike Group participation in a vicious struggle to keep the Centauri away from Orieni space.

The Royal Navy emerged victorious, but suffered high enough losses to make the attack on Usundikar impossible. Instead of an attempt to take the system, it was raided by light RN forces, who were quickly chased out by the Strike Groups. Captain Shaal Jaddo distinguished himself in this operation, showing that he was a rising star in the Royal Navy. Strike Captain Shrieka Rak also did well in this operation, though it is impossible to tell if they actually faced each other in the raids on Usundikar.

The year ended with both sides reactivating mothballed reserves and marshaling production to wartime needs. Losses had been far higher than production, so neither side was willing to risk everything on an operation if no ships would be left in case of disaster. The new construction and reserve forces activated were kept in safe areas and trained, to employ in mass.

The Centauri began hiring mercenary forces, in some cases Drazi who had fought against them earlier in the year. The Emperor also formally notified the Houses that the Republic needed their aid, and he received pledges enough to have ended the war in days. Some of the Houses actually seemed to mean to keep their promises, and certain Houses began to cooperate with the Royal Navy with a

degree of enthusiasm, or at least, acceptance of the need.

The Centauri had identified their lack of a central chain of command as their biggest weakness, edging out the uneven nature of House forces. This was being hammered out, with some success. While there was still much to learn, the Centauri were on the way towards vast improvements.

The Orieni realized their institutional weakness in fast moving actions, and began a training program to correct this weakness. A series of new staff schools were created to expose as many officers as possible to improved training programs and make meeting engagements the center of the training. This forced the removal of many good and experienced officers from the line to provide cadre, showing the weakness inherent in the excellent and uncompromising Orieni training program: The low output of personnel, even if they were of an excellent standard.

# Year 2002

The Centauri found they had a great many tasks ahead of them. Not only were new ships being built and crewed, but reservists were called up to man reactivated, mothballed ships. These tasks had been planned before the war by the Royal Navy, and were almost working in a rational and professional manner. The integration of mercenary forces was a tried and true process which went very smoothly.

It was, of course, the House fleets which were the major problem. Though they knew they needed Royal Navy help, for the most part, they also believed this was demeaning. Thus, outside aid was avoided until each House cleaned up its own fleet. All that would be needed was Royal Navy recognition that no more assistance was needed, and each House could operate its fleet as required. The Herculean task of cleaning the stables held up the process long enough that the Orieni were able to assemble a fleet and launch an offensive first, while the Centauri were still wrestling with themselves.

Unfortunately, it was worse that a simple loss of initiative. The Orieni, like the Centauri, maintained a standing exploration fleet. While exploration was an important task for each, the primary goals were naval. Each nation expected its explorers to find new routes into enemy territory, or rediscover old ones if beacon routes were

## The Faithful Search/Seeker Combination

Unlike the Benevolent Scout, the Faithful and its Seeker consorts were not designed to provide electronic warfare support to fleet elements. Although reasonably well-armed, and able to provide support on the battlefield, they were much too valuable to be put to this use with any regularity, for their true mission was vital to the racial mission of the Orieni–-bringing Order to the universe.

Built to explore Hyperspace, find and survey new star systems, and build jumpgates in those systems found suitable, these ships excelled at their tasks. While the limited ELINT abilities of the Seeker Corvettes seem, at first glance, to be of dubious value, the small recon vessels performed two important tasks. First, they could datalink their sensors with the mothership, forming a long baseline array which greatly increased the effectiveness both of their sensors and the motherships' for hyperspacial and stellar survey. Secondly, if a star system was deemed interesting, the Seekers could perform close exploration, while the Faithful remained safely on the outskirts of the system. If the exploration team encountered hostile forces, the Seekers were also expected to aid in the defense of the Faithful, sacrificing themselves so that their mothership could escape, if need be.

deliberately severed. No beacons were severed in this war, but plenty of new routes were found. The Orieni Faithful Search/Seeker combination paved the way with the discovery of a link from Phalonak to Quadrant 13. While this route was later allowed to drop, it was integral to the next Orieni offensive.

The Offensive in question was a drive on Taltorum. A surprise Orieni attack through Quadrant 13 cut off Mantukas, defended by the 36th Quality Fleet, which fell to a two-pronged attack by Enlightenment Fleet and Missionary Fleet. While the Strike Groups drove on Taltorum through Lodira and Tuvarn, the Regular Navy held the flanks, took Lisuria and began to occupy the cut off region centered on Beta 10, under the leadership of Nattus Dannan.

Vell and Bundara fell easily to Consecrated Fleet. Lokim and Gazemer were defended with skill

and daring by Admiral Nattus, commanding 36th Quality Fleet, but Varantor was abandoned. Beta 10 and 11 held out, but were cut off from all aid. This attack was designed to continue the economic dismemberment of the Centauri Republic. The Orieni fully intended to keep the systems taken, pacify them, and add them to their economic and other strength. Yet of at least equal importance to them was their removal from the underpinnings of the Republic. As each system was taken or cut off, the resources, taxes and personnel made available from that system ceased to serve the Centauri war machine. The Orieni saw themselves growing progressively more powerful, and the Centauri growing weaker, as they incorporated ex-Centauri regions. Eventually, the raw power of the Orieni Empire would surpass the Centauri Republic, and on that day, the Centauri would be steamrollered all along the front.

In addition, a secondary offensive was pushed through what they called the Center Sector, under Admiral Hrika Shria, commanding Harmonious Fleet, retaking Beta 1 and Tagarhd and taking Quadrant 2. A third offensive, Salvation Fleet, drove through Usuuthir, retaking Lukantha, Zweist and Alpha 1. These attacks were intended to tie up Centauri units, fixing them so they couldn't respond to the main effort. A secondary intent was to maximize Centauri losses, on the theory that the decadent Centauri would suffer enough to make it appear worthwhile to cut their losses and abandon the war. The Orieni greatly underestimated the resolve and anger of the Centauri, as they would continue to do for much of the rest of the war.

Barely noticed by the rest of known space, the cut off Centauri systems of Dorak and Bin-Tor fell. With token defenses, the only reason they hadn't fallen earlier was the inability of the Orieni to spare forces to occupy the systems earlier. While the Strike Groups weren't as powerful as they were at the start of the war, and the Regular Navy still felt unequal to its requirements, the Garrison Fleet was taking virtually no losses, so the small percentage of production assigned to them was actual growth. The Orieni continued to attempt the incorporation of captured Centauri systems into the Empire, with the theory that the permanent occupation and conversion of Centauri citizens and subjects into loyal members of the Empire might as well start now.  It was, after all, inevitable.

The Orieni attack was by no means a steady advance. The Centauri had begun to launch counter-attacks whenever possible. Recognizing the weakness shown by the Orieni in quickly shifting situations, they attempted to keep the battle as fluid as possible. The Centauri recaptured and held Quadrant 2, Beta 1, Tagarhd and Kisuria, and retook but did not hold Lodira. Aside from the initial assault, there was no period where one side was solely on the attack or defense, and no period where all attacks underway at once were by the same side. The Centauri did see benefits in keeping a fluid battle, but not as many as they had expected, much less hoped. The Orieni training program had already shown some results. Centauri planners saw this as a dire omen for the future.
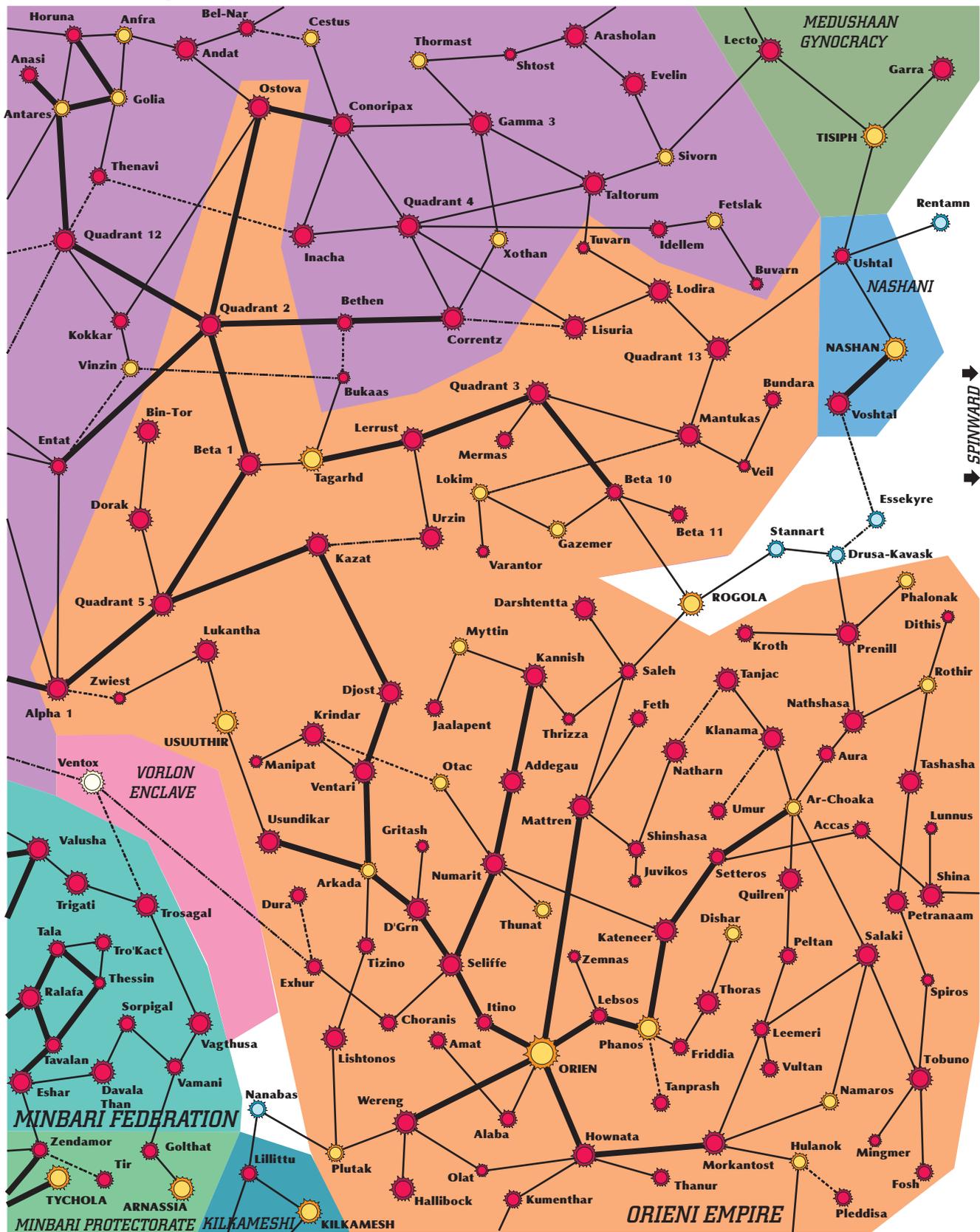
The war was still progressing in spurts and jerks. Periods of inactivity alternated with brief and furious action. Both sides were still losing forces faster than they could be produced once combat was joined. Neither retained any mothball reserves and war production was still rising to meet demand. Few pre-war ships remained by the close of the year except those on other borders. The RN forces along those borders had been stripped and the Centauri were seeking House forces that were underused or which were kept out of the war to preserve a House power base.

Casualties among pre-war ships involved in the fighting were extremely high by the end of the year. Surviving pre-war cadre were carefully organized to run training programs to keep a steady stream of replacements moving to the front. Even the Royal Navy began to feel the pinch of a trained manpower shortage, while the Orieni elite forces were the largest remaining concentration of fully trained manpower remaining to the warring sides. Too precious to waste, they were pulled out of the line whenever possible.

# Year 2003

When the layman considers the war, this phase, the definitive year of the war, is normally what comes to mind. The Orieni war effort peaked in this year, with their fleets as strong as they ever became. A major offensive was planned and carried out in the center and right sectors. The left sector, which the Centauri thought of as the Usuuth front, was to remain an economy of force sector with just enough combat power to prevent a Centauri

## Situation prior to the attack of the 15th Noble Fleet 2003



**MEDUSHAAN GYNOCRACY**

Horuna · Anfra · Bel-Nar · Cestus · Anasi · Andat · Thormast · Arasholan · Lecto · Garra · Golia · Shtost · Evelin · Antares · TISIPH · Thenavi · Conoripax · Gamma 3 · Sivorn · Quadrant 12 · Quadrant 4 · Taltorum · Fetslak · Rentamn · Inacha · Xothan · Tuvaran · Idellem · Ushtal · **NASHANI** · Kokkar · Bethen · Lodira · Buvarn · Vinzin · Correntz · Lisuria · Quadrant 13 · **NASHAN** · Bukaas · Quadrant 3 · Bundara · Voshtal · Bin-Tor · Lerrust · Mantukas · SPINWARD · Entat · Beta 1 · Tagarhd · Mermas · Beta 10 · Veil · Dorak · Lokim · Essekyre · Kazat · Urzin · Gazemer · Beta 11 · Stannart · Drusa-Kavask · Quadrant 5 · Varantor · Phalonak · Lukantha · Darshtentta · ROGOLA · Kroth · Prenill · Dithis · Zwiest · Myttin · Saleh · Tanjac · Rothir · Alpha 1 · **USUUTHIR** · Kannish · Nathshasa · Djost · Jaalapent · Thrizza · Feth · Klanama · Aura · Tashasha · Krindar · Otac · Addegau · Natharn · Umur · Ar-Choaka · Lunnus · Ventox · **VORLON ENCLAVE** · Manipat · Mattren · Shinshasa · Accas · Shina · Valusha · Ventari · Gritash · Juvikos · Setteros · Quilren · Petranaam · Usundikar · Numarit · Dishar · Peltan · Salaki · Trigati · Trosagal · Arkada · Thunat · Kateneer · Zemnas · Leemeri · Spiros · Tala · Dura · D'Grn · Thoras · Vultan · Tro'Kact · Tizino · Seliffe · Lebsos · Friddia · Tobuno · Thessin · Ralafa · Exhur · Itino · Phanos · Tanprash · Namaros · Sorpigal · Choranis · Amat · Tavalan · Vagthusa · Lishtonos · ORIEN · Hownata · Hulanok · Mingmer · Eshar · Vamani · Wereng · Alaba · Morkantost · Fosh · Davala Than · Nanabas · Plutak · Olat · Thanur · Pleddisa · **MINBARI FEDERATION** · Zendamor · Golthat · Lillittu · Hallibock · Kumenthar · **ORIENI EMPIRE** · Tir · **TYCHOLA** · **ARNASSIA** · **KILKAMESHI** · KILKAMESH · **MINBARI PROTECTORATE**

breakthrough. The Centauri fleets, though not yet at the peak of capability, were growing in size and power. Both sides threw themselves into attacks and counter-attacks. Losses were ignored in the attempts to seize and hold key systems.

Fighting was especially fierce for control of the vital Quadrant 4 system, where 23rd Valiant Fleet dueled with Anointed Fleet for dominance, but the Orieni still managed a slow and steady advance. The Orieni were able to take more systems than the Centauri could retake. As the year ended, the Orieni Harmonious Fleet under Admiral Hrika Shria had managed to occupy Quadrant 2 and Ostova, with no Centauri holdouts behind those positions. The staggering Orieni losses, however, were enough to give pause even with production at an all-time high. Further concern was raised because their industrial output had peaked and would inevitably begin to slip from this point.

Realization that there was a limit on the growth of the fleet forced the Orieni to even more fevered efforts. At this point the Orieni intelligence services made a key error. They misread the industrial situation of the Centauri and overestimated the troubles the Centauri continued to have with the House forces. The Orieni thought the Centauri were in slightly worse trouble than they were, and so attrition would work as an Orieni advantage. Constant combat, with the attendant losses, would wear down the Centauri faster than the Orieni. In actual fact, the Centauri war production effort would not peak until 2004. This error, due to acceptance of doctored information sent through House communication channels that was altered to fit what the leaders of the Houses wanted to hear as true, was a critical turning point in the war. The Orieni played into Centauri hands at the worst possible time.

As the struggles to expand the Orieni-occupied zone heated up, the Orieni were forced to the realization that efforts must be made to get the most efficient use possible out of the forces at hand. The massive amounts of new construction as the Orieni war effort peaked provided a window of opportunity and had to be used to the fullest. Devoted Fleet was assembled to take Beta 10 and 11. The cut-off Centauri forces, now organized into 65th Faithful Fleet to recall the holiday celebrating the defeat of the Xon, though tough and well led, could not stand against the force assembled. The fall of these systems allowed the Orieni forces in Gazemer and

Quadrant 2 to be sent to the front, and permitted the Garrison Forces to take over the area. This rationalization of the Orieni zone was greeted by the Orieni as an important step in the conquest, even though the objective results were slim. The orderly Orieni were pleased to see the details cleaned up in any event.

The Royal Navy was still intent on taking the war into Orieni space. The Usuuth front was still the intended route. Once again, as battle raged elsewhere and the tide of battle ebbed and flowed, the Centauri 15th Noble Fleet began to advance towards Usuuth. Once again, Alpha 1, Zwiest, Lukantaha and Usuuthir fell to the Royal Navy and the Houses that supported the Emperor. The Royal Navy managed to take and hold Usundikar, but the assault into Arkada failed to hold that system.

Like the main front, this region saw systems taken and retaken, but unlike the main front, on this one, the Centauri were able to take and hold systems, moving steadily forward as the disputed zones between the secure areas moved towards Orien. The Emperor ordered a national day of celebration as the word arrived that the Royal Navy had successfully defeated a counter-attack into Usundikar, and that after being ejected 4 times, the Centauri 15th, now Victorious Fleet had held onto an Orieni system. The Orieni were incensed, but understood that the effort to knock out the Republic was more important, and that would happen on the approaches to Centauri Prime.

The year ended with the Orieni controlling most of the Spinward half of the Republic, but the Centauri finally on Orieni soil. Both sides intended to continue what they thought was already working. Losses to both sides were high in military and naval forces, and the Centauri had suffered amazing losses to the citizens and subjects in the battle zones. Several races, such as the Usuuth and Xothan were basically exterminated. The Centauri would remember this later.

The Orieni proved able to go wherever they wanted but had trouble staying there once they arrived. The Centauri were more and more able to retake Orieni gains and slow the rate of advance. They also establish a strong lead in electronic warfare, able to ensure that the numbers of Kendari present were enough to outclass the Benevolents opposing them.

## Devastated Zones and Extinction

One tragic and far-reaching consequence of this conflict was the annihilation of several species. Initially, extinctions were due to high intensity battles fought repeatedly over the same world, but towards the end of the war, these extinctions escalated when both sides employed orbital bombardment on a massive scale with no real thought for long-term consequences.

An example of extinction because of intense conflict can be seen in the Usuuth. Repeated planetary invasions by both sides in the conflict caused massive infrastructure damage. By 2003, food and power production and distribution had to all intents and purposes collapsed. Hospitals and other medical facilities had ceased to function at levels above basic first aid. Deprived of these facilities, the population died in droves. Plague, disease and starvation were rampant. The social order broke down. Neither the Orieni nor Centauri were interested in or able to provide assistance; indeed, they worsened  the situation by employing active measures to destroy selected Usuuth populations when patriots or resistance forces fought back. The population was reduced to a fraction of its pre-war size and those few survivors were reduced to squalor.

For an example of extinction duo to the deployment of holocaustic weaponry, we can look to Phalonak in 2207. To ease their conquest of th world and it considerable production and military infrastructure, the Centauri employed saturation nuclear and mass driver bombardment. The results were stark.

At the end of the conflict, the following nations had basically been exterminated: the Usuuth, Xothani, Arkadans, Thormastor, Sivorni, Fetslaka, Phalonaki and Otaki. Many ethnic Centauri and Orieni shirt sleeve colonies suffered similar fates.

The effects can still be seen in the modern era. The prevalence of treaty clauses outlawing the use of holocaustic weaponry such as mass drivers and saturation nuclear bombardment against civilian targets date from this time. The first such treaty stemmed directly from the war. The 2010. *Treaty of Seliffe* stipulated that the Orieni were forbidden to field holocaustic weaponry while the Centauri themselves merely pledged not to employ such weaponry against Orieni worlds with a population greater than one hundred million sentients. The slightly  later *Congress of Tirolus* saw the Abbai and Centauri agreeing not to use holocaustic weaponry against each other. Later treaties also tended to address the issue of such weaponry with many nations including the Centauri and Narns  agreeing to decommission all such weapons with the signing of the 2236 *Treaty of Abba*.

Another equally lasting legacy of the carnage is the presence of major devastated zones spinward of the Centauri Republic replete with ruined homeworlds and former colony planets that are now uninhabitable.

# Year 2004

At this stage, the Orieni had developed mixed feelings about the progress of the war. Large chunks of the Republic were in Orieni hands, severely weakening the economic might of the Centauri. The official read on the war was that the Centauri were hurt more than the Orieni themselves, but perversely they were still showing no signs of collapse. The fight was still too fierce to take Centauri Prime, with known fixed defenses and expected fleet elements, so the Centauri must be further weakened.

As losses increased, it looked increasingly dangerous to continue broad, front wide offensives. Admiral Hrakei decided the solution was a small offensive. An offensive against a target the Centauri couldn't afford to lose, a target that would require the Centauri fleets to come out and fight where they could be killed. The Orieni would attack Quadrant 12 and Polgrath.

Strike Admiral Hrakei intended a Verdun style offensive, one that would bleed the Centauri and wear down their forces. The high tempo of operations in the strike sector forced the other fronts to basically cease operations to supply forces for the main effort. The losses were horrendous, and like Verdun, those who started the attack failed. The small size of the strike sector allowed the Strike Groups to be concentrated there, to break the Centauri. Royal Navy and House forces were also concentrated into the small battle zone.

The increasing production of the Centauri, which peaked in this year, and the growing

professionalism and skill of the House forces, saved the day. The fanatical Centauri sought vengeance for hundreds of millions of their dead. They could finally afford higher losses than the Orieni, and whatever the price to be paid, the Strike Groups would be destroyed.

The Strike Groups, symbol of Orieni power, fought with the skill and daring expected of such a force. Centauri ships and fleets were savaged, but once again, losses were higher than the Strike Groups could replace. Regular Navy and even Garrison forces were sent in to take some of the pressure off of the Strike Groups. Finally, the Orieni suffered a major catastrophe when the flagship, Vorlon Fire, was destroyed, killing Strike Admiral Hrakei on his flag bridge. Within the day, the Strike Group was withdrawn so the remnants could recover from months of constant battle.

The Centauri themselves were not concerned with seizing systems in this campaign. Terrain was secondary. Both sides were force oriented, and the target both sides sought to destroy was the enemy fleet. When the dust cleared, the Centauri had held, and the Orieni fleet had suffered losses which could not be made good. As the Orieni were forced to realize the campaign was lost, saving the fleet became the dominant goal. Without the fleet, the nation would be at the mercy of the Centauri, and the Centauri had no mercy. The Orieni were forced to begin trading space for ships. The 3rd Glorious Fleet held the system when the Orieni pulled out, and was officially cited as the victor by the Emperor.

Sensing the Orieni were shaken, the Centauri began to push hard, and the Orieni fell back. Now, it was the Centauri who began to hold systems that the Orieni could not retake. Centauri forces pushed to Gamma 3, Correntz and Beta 1. As the year ended, the Centauri House and RN forces on the main front were in full advance pushing the Orieni towards the pre-war national borders.

While this unfolded, the Orieni exploration program persevered. A new link from Manipat to Zwiest was discovered. However, they lacked the ability to capitalize on the discovery. The forces that could have done so were instead rushed to the main front to help salvage the situation there and preserve the force. Even at the cost of losing of more Orieni territory, the fleet had to be saved from destruction.

Yet more territory was indeed lost. The Centauri discovered the link to Manipat and launched a two-pronged attack, out of Usundikar and Zwiest. The Centauri occupied Manipat, Krindar, Ventari and Arkada. As a consequence, the link to Quadrant 13 was the sole remaining path to support Orieni forces still in Centauri territory.

The Centauri found advancing in Orieni territory difficult due to the Orieni mania for defenses. Garrison forces with bases, mines, defensive satellites, fighters, HKs and ships were present in every system of any noticeable importance. The Centauri, foreseeing more such advances, accelerated several projects expected to help deal with these challenges.

Hierophant Rrakra Hie, the leader of the Council of Hierophants, was not without rivals. His

### The Coup

Horsh Shrakie is an unusual figure in galactic history. Some credit him with changing the course of the Orieni war, though unfortunately in a direction other than the he had intended. Many have sought to understand what ambition Shrakie sought to fulfill. Certainly, after Hierophant Rrakra's death and Hriha's ascension, he became on of the most powerful individuals in Orieni government.

Remarkably, there is ample evidence to show that achieving such power was, at most, a secondary consideration for him. Sources reveal that Shrakie was totally loyal to Hierophant Hriha and zealously supported his superior. His entire career, from his first meeting Hriha to his untimely death, was directed towards the goal of elevating Hriha to a position of authority. Shrakie was purely content to live his life in the shadow of a great individual. Shrakie appears to have performed a number of illegal actions to advance Hriha, with the assassination of Rrakra being the most spectacular, but actively hid these actions from his superior. It is doubtful Hriha ever suspected the lengths Shrakie's fanatical loyalty took him top, until it was too late.

Many have insisted that the mysterious Kas'Vaka was actually behind Shrakie's actions. However, what scant evidence exists of Kas'Vaka activity support the notion that the Drakh emissary was not in contact with Shrakie until fully 2 standard years after the coup.

chief opponent was Hierophant Aaka Hrhia. The chief disagreement between the two was over the degree of action needed or valuable in the war against the Centauri. Rrakra Hie felt it was necessary to take the fight to the Centauri, while Aaka Hrhia advocated a more passive stance. Hrhia's opinion was that this would allow the Orieni to let the inevitable course of history progress, permitting the forces of order to win at the lowest possible cost.

While this is a vision that requires acceptance of the Orieni worldview to take at face value, to factions within the Empire, it was seductive. One who thought Aaka Hrhia was correct was Minister Horsh Shrakie, who was the chief assistant and troubleshooter for Aaka Hrhia. Acting on his own, Minister Shrakie arranged the assassination of Hierophant Rrakra Hie, allowing Aaka Hrhia to become the de facto leader of the Orieni Empire. He immediately implemented his policy of holding what was in Orieni possession and disallowing any further offensive moves while the issue was studied.

If peace could be arranged, then the Orieni would have managed to hurt the Centauri far more than they themselves had suffered and claim a technical victory. Even if all sides moved back to the pre-war borders, this would still be a net gain for the Orieni. If not, the Orieni could still use powerful defensive fortifications to bleed any Centauri attack until they could no longer maintain the offensive. The Orieni had not only lost the initiative, but also now compounded matters by voluntarily not attempting to regain it.

# Year 2005

The Centauri viewed the new Orieni strategy with some confusion, but mainly relief. Though the lack of offensive action, coupled with the time to get even counter-attacks approved, meant it was much harder to arrange the fluid battles so desired by the Centauri, the ability to set the conditions of

## Centauri House Factions

One of the most bewildering aspects of Centauri society is the ever-shifting collection of formal and informal alliances that characterize House interactions in the Centaurum. Groupings such as the Golden Sun Compact might be formed and dissolved in a matter of weeks. Fortunately, whatever the ostensive goals, these factions can be categorized by their general aims. It is important to realize that these factions often overlapped and that individual houses could be members of more than one faction at once.

Some of the major factions that are always present in the Centaurum are as follows:

*The Imperial Faction*, as might be expected, generally suuports the Emperor and asserts his primacy. Houses aligned with this faction often have close associations with the current Imperial house. In this period, notable houses included Molari, Refa, Jaddo and Kasto.

*The Centarum Faction*, on the other hand, asserts the independent rights of houses and sees the Centaurum as the foremost political organization. As might be supposed, several houses with supremacist leanings see ostensive support from the Centaurum as a route to power. Houses in this group during the war included Syma, Corono, Bleda, Torra and Madrin.

*The War Faction* is in favor of expanding the Republic by any means. In the Orieni war period it saw vigorous prosecution of that war as essential to the Republic's survival. It should be noted that membership of this faction was no guarantee as to the quality of a house's armed forces. Notable members included Torr and Lotoru.

*The consolidationist faction* felt that expanding the Republic was ill advised and that current effort should be directed to securing the Republic's borders and infrastructure. During the Orieni war, this faction was wholeheartedly behind prosecution of the was with all available resources. Members included Varia and Lorriea.

*The trade faction* held that violent conquest was wasteful in these days of Centauri supremacy and that the pre-eminient Centauri economy should be exploited to the full. The foremost such house during the war was house Kiro.

Finally, *Supremacist factions* are those that seek to elevate one or more of its members to supremacy in Centauri society with few other ideological imperatives. This emphasis on the pursuit of power over ideology is the key distinguishing feature. The primary such faction of the era was of course house Syma.

battle—choosing time, place, tempo and scale—was deemed much more valuable. The Centauri thus switched from fluid battles which sought to maximize confusion to methodical, centrally controlled and very large attacks with as much synchronization as could be achieved in practice. Centauri House forces were growing more amenable to obeying orders, at least those who actually showed up when called upon to do so by the Emperor. Commanders with the abilities needed to fight properly in fluid battle situations, where there wasn't enough time to plan and coordinate properly, were rare and required extensive training time to create. A centrally controlled battle required much lower levels of training, making it easier to use the House forces efficiently.

The Centauri wasted little time in beginning a series of limited offensives, each targeted at a single system. These limited goals allowed the most complete examination possible, rather than pushing the plan far enough to outrun the foreseeable circumstances. The Centauri were nonetheless able to run a great many of these attacks over the year. By the end of the year, the Centauri advanced to Lodira, Lerrust, Tizino, Djost and D'Grn. Quadrant 4 was recaptured by the Orieni under Admiral Hrika Shria, but then retaken by the Centauri. In contrast, the Orieni regained and held D'Grn and Lodira.

The Orieni viewed the limited attacks by the Centauri as an excellent way to bleed the Centauri for each system. Careful preparation and construction allowed each such system to be turned into a strongpoint before the next Centauri attack. Even with hindsight, it is unclear who was winning this war of attrition, in terms of losses. However, the fact remained that the Centauri economy was still more robust than that of the Orieni, and thus more forces could be kept in the field. The Orieni were still operating with most of their old possessions, but if the Centauri could keep advancing, the outcome was an inevitable Centauri victory. The only chances the Orieni had were a loss of will by the Centauri or a new plan.

# Year 2006

While the Centauri continued to push the Orieni back, not all of the House forces chose to obey commands. The in the Abbai region, led by House Torra, saw the war of national survival as a wonderful distraction for those forces that would attempt to limit their growth. Since it no longer appeared the war was threatening to destroy the Republic, the Houses in question decided to seek advancement. The new technology they'd received to allow their ships to fight the Orieni would work just as well against someone else. That someone else was the Abbai Matriarchate. The House forces secretly organized an assault on the Abbai, expecting that the Emperor and Royal Navy would be busy long enough to allow conquest, and weak enough after the war to have only the option of accepting the new status quo.

The attack was fast and powerful, but while the Assault Laser proved brutally effective against the Abbai, the powerful Abbai defenses proved very expensive to break. Abbai reinforcements were enough to hold the colony in Tirolus, but the Centauri occupied the rest of the system. Neither side was able to profit from the divided system, as attempts to gather resources were easily disrupted. Indeed, both suffered ongoing losses attempting to hold what they had.

Many of the important decisions in the House attack were made in face to face meetings, for which no records survive. There is some evidence indicating the involvement of Kas'Vaka, a Drakh emissary, in convincing the Houses to attack the Abbai, but no concrete proof exists. As decisions were made, they were distributed, but little is known about why those decisions were made as they were.

Despite this distraction, and the Emperor's furious condemnation of the diversion of ships away from the war, the Centauri continued to push the Orieni back. Over the course of the year, the Centauri managed to regain control of every system the Orieni had taken from them over the course of the war. Fierce battles took place from Thormast to Quadrant 13. Admiral Hrika Shria was killed in action during the defense of Thormast, and the industrious native race of that system joined him in extinction as the battle progressed.

As the Centauri advanced, the Orieni were finally forced to withdraw forces into Quadrant 13, and the battles to take that system were painful enough to cause the Centauri to pause and recover. Forces were reorganized, many were moved to prepare for the next phase of offensives, and the opportunity was taken to shuffle the command structure to move promising officers such as Shaal Jaddo higher up the chain of command.

Nor was this the only success the Centauri enjoyed during 2006. A powerful Orieni attack on Arkada by the Strike Groups, now a shadow of their former selves, was defeated by the Royal Navy. Damage to the Arkadan biosphere was severe, but the Centauri thought of losses suffered by their citizens and subjects, and hardened their hearts.

Buoyed by this victory, the next phase of the assault into Orieni space began. The Royal Navy thrust was directed towards Plutak. Seliffe was too powerfully defended to attack, while a wide sweep through Kateneer was deemed too long. An attack through Plutak would allow the RN to split the Orieni defensive force to face both Seliffe and Wereng, which would force a smaller Orieni force to watch each Centauri attack. The growing Centauri superiority made this seem an appealing goal, and perhaps the Orieni defenses would be less potent deeper into the Empire. As the year ended, D'Grn was seized to provide some depth to the Centauri position and provide a jumping off point for any attack on Seliffe, encouraging the Orieni to keep defenders there instead of repositioning to stop the assault towards Plutak.

# Year 2007

Kas'Vaka, a Drakh emissary, was one of the most capable and resourceful of that breed. He had perhaps been important earlier in the actions of the Abbai Faction of Centauri Houses, but his major goal was to arrange the rebellion of House Syma and convince the Orieni to respond to this as desired. The technique was simple. Each faction, House or nation approached would be offered an alliance on the grounds of mutual benefit. The Drakh would announce that they saw greatness in their prospective allies, and enlightened self interest meant that they should work together to increase their power. House Syma, already a very powerful House, was easy prey for this line.

Tormon Syma, head of House Syma, had once been a vigorous and capable leader, but was now past his prime. A shadow of his former self, Lord Syma had enough pent up grudges to provide Kas'Vaka with fertile ground for his efforts. House Syma had taken only token efforts to support the war. Just enough ships and other combat forces had been sent to provide a cadre of veteran leaders. Landis Syma, the military leader of the House, had distinguished himself leading operations on the main front before he was recalled home. Avorr Syma was Lord Syma's right hand man and chief troubleshooter. These three, with Kas'Vaka, planned a revolt which would ostensibly place House Syma in control of the Republic, making House Syma the Imperial House of the nation, and Lord Syma Emperor Tormon III.

Before everything was in place to carry out the coup, the Emperor, Rafani, died. The death was unexpected, an actual flier accident with no indications of outside involvement. The advantages of attacking a government in transition were extensive enough that the coup was launched as soon as the report reached Lord Syma, with only a delay of a few hours before operations began to ensure key leaders were awakened to hear the word.

The intent was for a lightning strike of Syma forces to seize control of the aerospace over Centauri Prime to force the Centaurum to make House Syma the Imperial House. It is unclear why Lord Syma thought the Royal Navy would stand by and ignore the succession problem, as it certainly was of great importance to the war effort and an heir was available. If the Royal Navy had simply left

## The Magic Bug

In the immediate aftermath of the Syma Rebellion, allegations were made that House Syma had assassinated Emperor Rafani. The suggestion was that "the accident" was too convenient for Syma to be credible. Indeed, for several decades after the war, historians would seek evidence that Syma had been responsible. It became in its way the Centauri "Grassy Knoll."

The Centaurum took these allegations seriously and an investigation was launched. In the end, the Centauri government did not accept these paranoid theories. The investigation of 2011 revealed that a potentially fatal but usually inconsequential software error was prevalent in all fliers of that type and production variant. The final conclusion was that there had been no way to foresee this and create or use this flaw at just the right time and place to assassinate an Emperor.

More recently it had bee suggested that the investigators were not mindful of the fact that the galaxy contained older races that might perhaps have the ability to produce just such a subtle manipulation. But that is a discussion for another time...

the Syma forces deal only with any House forces that were loyal to the existing crown, Lord Syma would have most likely won his bid for the throne. With the RN standing by the legitimate heir, the future Emperor Vitani, there was no chance.

The RN fought a skirmish with the startled House Syma forces, and pursued them back to Landakh. The Syma forces were again shocked to be treated as outlaws, rather than simply defeated and left to act as any other House.  Why they thought they should have the right to rebel against the lawful government without consequences is unclear. The Centauri committed their strategic reserves, 1st Imperial Fleet, to pursuing the Syma forces, then began taking their systems.  While House Syma was a powerful House with skilled leaders, this did not make them capable of fighting the entire Republic's forces. The Royal Navy decided to make an example of House Syma, as it saw the war against the Orieni as a crusade with national survival at stake.  While House Syma was treating this as any other war, taking advantage of whatever came their way, the RN perceived this as a profoundly disloyal act, a blow not against the Royal House, but against the Republic itself.

House Syma attempted to find a way to end the conflict many times, but at no point was the Royal Navy willing to deal.  House Syma forces was pushed back and its bases destroyed. An attempted stand at Quadrant 15 was defeated despite all Landis Syma could do, and after the fall of Landakh, the fleeing House leadership was caught over Garmak.  Their ship destroyed with no survivors.

## The Drakh and House Torra

The Drakh involvement in the uprising of House Syma led to investigations of alien participation in the Abbai conflict. Research has unearthed evidence of secret meetings held between the leadership of House Torra and unidentified allies. Reports confirm the presence of alien ships in Torra space during and after these meetings. The design of these ships appears consistent with Drakh vessels. One partial document of questionable authenticity contains an oblique reference to a mysterious "Casveka." The phonetic similarity to the Drakh emissary "Kas'Vaka" cannot be overlooked. Unfortunately, no other surviving records mention the details of Drakh participation in the fighting along the Abbai border.

## The Drakh, Guardian of the Empire?

Many have speculated as to why Hierophant Aaka Hriha trusted the defense of Orieni space to the Drakh. Unfortunately, the majority of th records on the subject were lost in the final days of the war. Some have speculated that Hriha sought to increase his personal power, though he already held as much as any individual traditionally could. Others believe that, as this point in the war, he was willing to do anything to ensure victory.

What is known is that the Drakh emissary Kas'Vaka approached Hriha through Minister Shrakie and already had the support of several of Hriha's military advisors. Those same miliary advisors disappear from the records shortly after the Drakh fleets abandoned the Orieni, and at least two are known to have died under mysterious circumstances.

None of the House leaders were allowed to surrender, with the odd result that while the Centauri knew of the Drakh involvement in the coup, no surviving Centauri had ever seen a Drakh, or at least would admit to having seen one.

With the distraction to the Centauri forces, the Orieni, promised Drakh aid, attacked. Kas'Vaka assured the Orieni that while Drakh forces wouldn't take part in the offensive, they would be made available to assure the Orieni defenses were in no danger.  This would allow a much larger assault, as fewer forces would be required to stay in reserve or in quiet sectors.  The Orieni intended to win the war on one throw of the dice.  It failed.

The Drakh did show up, and did take their places on the line. They saw no action, and when the Orieni assault was shown to be a failure, the Drakh left, abandoning the Orieni to their fate.

The Orieni attacked through Quadrant 13 again, and made notable progress as the Centauri were still struggling with House Syma, but the growing Centauri power proved able to slow the Orieni advance and still allow sufficient forces to crush House Syma.  As that struggle ended, and the forces were quickly sent into action against the Orieni, the slow advance was stopped, and a Centauri advance began.  Admiral Reshka Ash was killed in action attempting to keep the advance going, but it is not clear that his death had any impact on the campaign.

## The Vision

Though a closely guarded secret at the time, the revelation of the true nature of the Drakh became a part of Orieni religious lore that only now, after the great Shadow War, is clear to outsiders

Several leading members of the Council of Hierophants are said to have received visions, showing the Drakh standing within the circles of Fire and Darkness, the Orieni symbols of Chaos. Rumors persist that these visions were in fact received on a well guarded pilgrimage to Seliffe on the edge of Vorlon space, but no record of this voyage exist.

The Orieni, stunned by the alacrity and power of the Centauri response, were shouldered aside by the vengeful Centauri forces. Phalonak was taken, amid the now typical genocidal bombardment, followed by Prenil and Kroth. The Centauri managed to take and hold Setteros, Kateneer and Ar-Choaka, linking the two enclaves in Orieni territory.

The Orieni has now lost the war. The Centauri had a firm grip on the initiative and did not relinquish it again. The Orieni blamed the Drakh for their misfortune and transferred survey assets to seek the unknown Drakh homeworld. While there was nothing to be done militarily except seek terms, for religious reasons the Orieni felt that service to the Vorlons would be rewarded, and loyal servants to the Gods can do no wrong.

Minister Horsh Shrakie, finding the true scope of the Orieni woe too heavy a burden, ended his own life. Given his complicity in creating the situation, some might consider this a form of justice.

The Houses of the Abbai faction continued to keep the status quo in Tirolus. The sought for quick victory had turned into a tar baby. The tenacious Abbai had proven able to defend what was theirs, denying their opponents the quick victory that would have gained them support from other Houses. The forces available to the initial conspirators proved insufficient to achieve a solution. While attempts were made to construct a new fleet and resume the attack, the Abbai were also building at war rates. The stalemate continued.

# Year 2008

The Orieni believed that service to the Vorlons would be rewarded. Perhaps they were correct. Early in 2008, the Drakh homeworld was found. The Orieni paused only long enough to amass what forces are available for a strike. A very un-Orieni scream and leap attack ensued, with only the most rudimentary planning. Their forces fought with more fanaticism than usual, as they'd finally found their hereditary enemies, and identified them as such. After all, the perfidious Drakh were in league with the ancient enemy of the gods!

The Orieni attack was intended from the beginning to be genocidal, with no thought for occupation or landings. Bombardment began as soon as it was possible to obtain hits and continued until the Drakh forced the surviving Orieni to withdraw. Admiral Reshak Ash was one of the many Orieni casualties, but the Drakh biosphere was broken beyond repair. Admiral Shrieka Rak assumed command of the scratch Crusader Fleet. The Orieni intended from that moment on to end the conflict with the Centauri as soon as possible and return to deal with the Drakh in a final and complete manner.

When the Orieni, and later Centauri, expeditions traveled to the Drakh Homeworld, it was found abandoned. There were no remaining Drakh, most of the surviving plant and animal life were dying as a result of damage caused by the Orieni attack, and the buildings were destroyed. The Drakh apparently destroyed those that survived the Orieni assault themselves during the evacuation.

Despite intensive searches, no record was ever found to suggest the location of the Drakh sanctuary. Sufficient proof was found to ensure that this was indeed the Drakh homeworld, convincing the Orieni expeditions, but the fanatical and methodical destruction ensured this was mainly due to forensic examination of unrecovered Drakh corpses and comparison with native animals. It was believed this sterilization of the Drakh infrastructure was to prevent the Orieni from determining the location of the Drakh refuge for a new round of vengeance. Though more recent events have revealed the location of the Drakh sanctuary, in the period there was a flurry of stories about the Drakh exodus and fictional heroes who find them again.

Then the Centauri attacked, while the Orieni fleet was busy on the other side of the Empire. It was not coincidence, nor was it collusion with the Drakh -- the Centauri timing was simply due to the discovery that the Orieni fleet was distracted by something and many known forces had been withdrawn from the warzone. The Centauri advanced the timetables to take full advantage.

Rogala was violated, and the Rogolons, who had stayed scrupulously neutral for the duration of the war, became the latest victims. Powerful and experienced Centauri forces, spearheaded by 23rd Valiant Fleet under Admiral Shaal Jaddo, poured into the system, quickly smashing the brave but outclassed Rogolon fleet. The Centauri attack poured into the poorly defended Orieni rear, and dozens of Orieni systems were occupied while their fleet was out of position. The returning Orieni forces were hurriedly sent into action, while the Centauri still faced attrition from Orieni fixed defenses and Garrison Commands. The new offensive stalled, but not before tearing the heart out of the Empire. The Centauri were able to fully link the bridgeheads together, allowing greater flexibility in responding to future Orieni attacks.

The Centauri were rebuffed in attempts to take Wereng on the run, and Seliffe was fortified to an inhuman degree. With such defenses between themselves and Orien, the Centauri decided to dismantle the Orieni Empire, inadvertently mirroring the initial Orieni plan. The weakening effect of loss of the Empire, it was hoped, would allow the main defenses to be forced along the way.

The Abbai faction was still caught in the trap they had constructed for themselves. Pulling out would be an admission of defeat, while remaining was an ongoing drain of treasure, blood and will. Not knowing a better solution, they continued to occupy most of Tirolus while hoping for a new variable to apply.

# Year 2009

During this year, the Centauri at last entered the Orien system. Despite several sharp attacks, the homeworld was not suppressed. The Centauri were able to inflict horrible damage to the world, but not enough to destroy the biosphere or break the defenses.

With the failure to destroy Orien itself, the Centauri attempted a new offensive towards Phanos. The intent was to further dismember the Empire and its economy. The Phanop were the first alien race encountered by the Orieni, and had thus long been fully integrated into the Empire. The system was defended almost as heavily as Orien, and the Centauri were sharply rebuffed. Other offensives were more successful, and several actions squandered the remaining Centauri reserves.

The Orieni fleet was staggered, but the remaining components were still stubbornly carrying out their instructions. One such force was the Exploration Command. A new link was found, Hownata to Shtost, but the fleet was unable to exploit the discovery. While the Orieni were attempting to arrange some sort of raid, the Centauri discovered the explorer and destroyed it, causing the link to be lost as a gate had not been constructed and linked to the new route.

The Abbai faction continued to hold most of Tirolus, but the Abbai fleet was gaining dominance. It was becoming clear that without new allies, the Abbai would chase the Centauri out of their space soon. The Abbai faction courted other Houses, but Emperor Vitani had not wasted his time. The nearby Houses had been threatened, cajoled, courted, bribed and otherwise influenced to stay out of the matter. When needed, fleets of ships pulled out of action for repair and refit, as well as convenient new construction, were diverted to that region before going back to the war. A Centaurum class battleship still retained the power to overawe most Houses.

## Near the End of the War 2010



MEDUSHAAN GYNOCRACY

Horuna · Anfra · Bel-Nar · Cestus · Thormast · Arasholan · Lecto · Garra

Anasi · Andat · Shtost · Evelin · TISIPH

Antares · Golia · Ostova · Conoripax · Gamma 3 · Sivorn · Rentamn

Thenavi · Quadrant 4 · Taltorum · Fetslak · Ushtal

Quadrant 12 · Inacha · Xothan · Tuvarn · Idellem · Buvarn · NASHANI

Quadrant 2 · Bethen · Lodira · NASHAN

Kokkar · Correntz · Lisuria · Quadrant 13 · Voshtal

Vinzin · Bukaas · Quadrant 3 · Bundara · SPINWARD

Bin-Tor · Lerrust · Mantukas · Essekyre

Entat · Beta 1 · Mermas · Veil · Stannart · Drusa-Kavask

Tagarhd · Lokim · Beta 10 · Phalonak

Dorak · Urzin · Gazemer · Beta 11 · Dithis

Kazat · Varantor · ROGOLA · Kroth · Prenill · Rothir

Quadrant 5 · Darshtentta · Myttin · Saleh · Tanjac · Nathshasa

Lukantha · Kannish · Feth · Klanama · Aura · Tashasha

Zwiest · Djost · Jaalapent · Thrizza · Natharn · Umur · Ar-Choaka · Lunnus

Alpha 1 · Krindar · Otac · Addegau · Shinshasa · Accas · Shina

USUUTHIR · Manipat · Ventari · Mattren · Juvikos · Setteros · Quilren · Petranaam

Ventox · VORLON ENCLAVE · Usundikar · Gritash · Numarit · Dishar · Peltan · Salaki

Valusha · Arkada · Thunat · Kateneer · Zemnas · Spiros

Trigati · Trosagal · Dura · D'Grn · Lebsos · Thoras · Leemeri · Tobuno

Tala · Tro'Kact · Tizino · Seliffe · Itino · Phanos · Friddia · Vultan · Namaros

Ralafa · Thessin · Exhur · Choranis · Amat · ORIEN · Tanprash · Tobuno

Sorpigal · Vagthusa · Lishtonos · Wereng · Alaba · Hownata · Morkantost · Hulanok · Mingmer

Tavalan · Vamani · Nanabas · Olat · Thanur · Fosh

Eshar · Davala Than · Lillittu · Plutak · Hallibock · Kumenthar · Pleddisa

MINBARI FEDERATION

Zendamor · Golthat · KILKAMESHI · ORIENI EMPIRE

Tir · TYCHOLA · ARNASSIA · KILKAMESH

MINBARI PROTECTORATE

# Year 2010

The war was over now, for all intents and purposes. The Orieni no longer retained forces to conduct major operations, and while the Centauri could still amass sufficient forces, the Republic no longer possessed the will. Inter-House tensions were increasing and many Houses were becoming likely to obey Imperial commands. Houses were factious and less likely to obey Imperial commands. Both nations were in the middle of economic meltdowns, and the Centauri were growing to believe the Orieni had paid enough for satisfaction over the war provocations. The Orieni still retained the will to pay any price, but lacked the raw power to hurt their enemy any longer.

With neither side able to amass enough force to achieve any worthwhile goal, the value of ending the struggle while it was still possible to recover became obvious. Negotiation began, first by screen and later in face to face meetings. By the terms of the resulting *Treaty of Seliffe*, the Orieni were forced to free their subject peoples, admit responsibility for the war, pay reparations and renounce any future right to war with the Centauri. For their part, the Centauri pledged not to advance into the pre-war territory of the Orieni Empire, and abandon that currently occupied. The Centauri, it would appear, correctly realized the challenge of retaking the remaining now-free subject races and policing the old empire would prove more than the Orieni could now manage, further weakening them. Diaries indicate that at least some of the Centauri negotiators fully expected to eventually violate the Orieni sphere, once sufficient time had passed and a complete recovery had occurred.

With the end of the war, Emperor Vitani was able to send the newly freed forces of the Royal Navy to the Abbai border. Battle was averted, but the Abbai faction was forced to abandon Abbai territory, pay reparations from their own funds and make amends to the Republic. A series of resignations and deaths ensured that all who had been responsible were out of power by the end of 2011. Even this wasn't enough, for the Emperor's grudge was felt for the next 30 years, ending only with the purge of House Torra in 2040.

With the war now over, the Emperor began his last campaign, the attempt to centralize authority and break the power of the Houses. This move seems inevitable, given the troubles caused by House independence during the war, but it also makes the later 2046 Civil War inevitable as well. These two conflicts are the climax of the Centauri Republic, and effectively ended what historians call the First Republic period. One was the penultimate fight against external enemies, the other against internal enemies.

*It must be understood that phases are broken up by year for the convenience of the audience, not as a perfectly correct matter of timing. There is overlap and some phases are more problematic than others in fitting to a period. Those with a deeper interest in the course of the war are encouraged to wait for the translations of the definitive histories of the war, from both the Centauri and Orieni points of view, which are expected to be complete within the decade. Preorder available from: Historical Research & Translation Press Ltd, Birmingham, UK, Earth.*

# Chapter 2: New Rules and Systems

## Unprofessional Squadrons

Some nations have been known to field squadrons with commanders selected by a criteria other than professional competence. In some circumstances, this can happen to several layers of command, creating an effect far worse than the sum of the handicaps present. For scenarios (rather then ordinary pick-up games) representing these extreme circumstances, the following rule is presented:

All or part of a force can be selected as being an unprofessional squadron. All ships so designated have a -2 initiative modifier in addition to any other penalty. All ships so designated must roll a D6 between the Hangar Operations and Initiative Roll phases of the Initiative Segment, and on a 1, have committed a serious error of some type.

Squadrons with especially horrid commanders may be required to roll 2 dice per ship, and if so, will keep both results. This double penalty is reserved for the most heinous commanders, would represent the nadir of performance for the worst, and would not be the normal state of any unit. In a campaign, it would remain a rare and temporary condition. Squadrons can, on the other hand, remain at the one roll level permanently if not corrected.

To determine which type of error has been committed, roll a D10 and consult the Unprofessional Failure Classification Chart. Then roll a d6 on the table indicated.

### CLASSIFICATION CHART
1-2 EW CHART
3-6 WEAPON CHART
7-10 THRUST CHART

### EW CHART
1 All EW must be defensive.
2 All EW must be CCEW.
3 At least half of all EW must be offensive on the closest enemy capital ship, or the largest ship if no capital ship is present.
4 As many enemy units as possible must be targeted. If more EW points are available than enemy units, the player may allocate excess as desired.
5 At least half of all EW must be used defensively, with the rest allocated offensively as the player desires. Ships with an odd number of EW points may use the odd point as desired. CCEW may not be used.
6 All EW must be offensive, but may be allocated among targets as desired.

### WEAPON CHART
1 All weapons must hold fire this turn.
2 All weapons that bear must fire on the closest enemy unit.
3 All weapons that bear must fire on the closest enemy ship.
4 Only defensive fire is allowed this turn.
5 Each weapon possible must fire on a different enemy ship, to the largest number of enemy ships that can be legally fired on. If the chance to hit is less than 1 on a D20, the fire can be held, but that weapon may not fire this turn. Weapons in excess of the number of ships that may be targeted, or where the weapons outnumber the ships in arc, may combine on the target, provided all ships possible are fired upon.
6 All weapons that bear must fire on the phasing players choice of targets, no other targets may be fired upon. Weapons that do not bear on the target may fire defensively.

Note: All such fire is required regardless of the EW status, so a wise player will conduct his EW Segment accordingly.

### THRUST CHART
1-2 No thrust may be used this turn, for any Reason. If this results in a ship leaving the board on a fixed map, it is treated as any other ship that disengages in this manner. A ship that will otherwise ram an immobile object, such as a planet, may still maneuver To avoid collision.

3    The ship must conduct a port turn, of at least 60 degrees.

4    The ship must conduct a starboard turn, of at least 60 degrees.

5    The ship must accelerate by the highest possible amount that does not require overthrusting, unless overthrust is required to accelerate by one, in which case overthrust must be used.

6    The ship must decelerate by the highest possible amount that does not require overthrusting, unless overthrust is required to decelerate by one, in which case overthrust must be used.

Note: If a ship cannot conduct the requ0ired move, such as one that has lost the appropriate lateral thruster, it may not use thrust for any purpose this turn as #1 above.

# Poor Crews

Poor Crews exist for many reasons. Some are simply crews that lack the time required to properly shake down on ships rushed into combat too early. Others have commanders with more political connections than competence. This can ruin even good crews if allowed by circumstances and higher authorities. The following rule covers these situations.

Ships that have poor crews possess the following list of flaws:

Initiative has a -1 penalty on top of any other modifiers.

The engine produces 1 less point of thrust than its listed rating.

Each Thruster can safely channel one less point of thrust than what it is rated for. (Not recommended, but included for completeness.)

Sensor rating is one point less than the class would normally produce.

The Defense rating is increased by one for all directions and purposes.

After the turn rate is calculated, one is added to the result.

Launch, recovery and rearming of any fighters or armed small craft takes twice as long as normal. Essentially, this also means the hangar rating is cut in half. In the case of carriers, of the resulting value is less than that required to launch a full flight, the ship does not launch partial flights; instead, it must wait an extra turn until all fighters are ready to go.

Specialized shuttles, to include armed shuttles, are not allowed unless they are normal to the class or nation, and then only the least capable alternative is allowed.

The ship always suffers from a -2 penalty to power produced on top of any other such condition.

The fire control of all weapons is reduced by one for each category for all purposes.

All critical damage rolls treat damage as if it were one point higher than the actual number, provided at least one point of damage exists or a weapon is used that forces an otherwise undamaged system to make a critical hit roll.

Jump delays are increased by 20% rounded to the next higher whole number.

The ship is treated as having a point cost of 75% of normal. An additional level of poor crew can be purchased only if the scenario specifically authorizes or requires it. A ship with 2 levels of poor crew would have a point cost of 60% of normal.

# Refits

During the course of the Orieni war, both navies went through a series of refits as they responded to the conflict against a power nearly as great as their own. Armor levels, sensor ratings and weapon loadouts were improved as lessons were learned and new technology incorporated. To incorporate these refits, the SCSs for ships of the Orieni era have several additions to the standard SCS.

## Blank Armor Circles

Several system icons on the SCS have a blank circle next to them rather the usual armor value. Before play, check the table on the SCS labeled ARMOR REFITS. Match the system to the time period being played and write the appropriate armor value in the blank armor circle. For example, the Retro Thrusters on the Astur (shown in the example on the next page) would have an armor rating of 4 if played in year 1985 and beyond, otherwise it would be a 3.

Be sure to use the cost given in the REFIT box for that year. If playing in a pick-up game or free-for-all battle, players can select any year they wish, but the year specified must apply to all units in use by any given player. If playing as part of a team, the team must use the same year for all its units and refits. If playing a pre-defined scenario, the year will apply to all units on the game map.

## Blank Sensor Rating

Certain ships have a blank Sensor Rating in their sensor icon. Before play, check the table on the SCS labeled SENSOR REFITS. Match the sensor rating to the time period being played and write the appropriate sensor value in the blank sensor space. For example, the Astur would have a sensor rating of 5 from year 1860 to 2004 and a 6 rating from 2005 and beyond.

Be sure to use the cost given in the REFIT box for that year. The same time frame rules discussed in the previous section apply.

## Replacement Weapons

As ships were refitted, weapons were often replaced with newer more advanced systems. The Atur, for example, saw its early particle projectors replaced by the light particle beams over the course of two separate refits, as shown in the sample charts below.



The weapon replacements and the new point value of the refitted ship are shown in large REFIT Tables. For example, the Astur's 1985 refit replaces two particle projector with four light particle beams, while the 2005 refit replaces the remaining projectors with LPBs. Simply cross out the replaced weapons on the ship silhouette and use the systems in the REFIT table.

In some cases, altered weapons include changes in arc, icon, or armor value. In such cases, the replacement item always appear in the REFIT box. However, if no change is necessary, no replacement is shown. Thus, on the Astur's 1985 refit, it's clear that the firing arcs of the new LPBs have changed from those of the original particle projectors, but in the 2005 refit, the new weapons use the same arcs as the old. Similarly, in both refits shown, armor values remain the same regardless of year.

Whenever an item is replaced on the ship, use the hit location chart for the original item to determine when the new weapons are struck by incoming fire. On the Astur, for example, a hit on a particle projector would damage any LPB that replaced such a weapon, provided all other conditions (direction of fire, etc.) were met.

Note that each weapon refit includes the armor increase and sensor rating increase shown in the ARMOR REFITS and SENSOR REFITS tables. The point value shown in the REFIT table includes the armor and sensor rating changes. There is NO partial refit that would include just the armor or only the weapons or just a sensor rating increase.

In the case of multiple refits, the later refits should include the older refitted weapons, armor and sensor rating. Thus the Astur's 2005 refit replaces all of the particle projectors, not just the two listed in that chart. A reminder notice to this effect is included on the SCS.

# Chapter 3: The Orieni Imperium

Order will rise out of Chaos. To Strike Captain Shrieka Rak, that belief was more than a religious axiom. It was a fundamental Law of the Universe, commanding the behavior of atoms and galaxies, individuals and nations. It did not, however, mean that one could be complacent. Every being had to serve their role, to the best of their ability. That was the nature of Order. Too many officers took their inevitable victory over the Centauri as a dictate of faith. They became complacent and failed to serve their role to the best of their ability. The expanding fireball off the port bow of *Steadfast Honor* marked, for a brief moment, the passing of one such officer.

Some of the Centauri had learned to use Order, even if they did not understand it. That Order had allowed them to defeat the Orieni at Usuuthir, and now they had the audacity to strike into Orieni space. Usundikar had become a battlefield, torn by the Chaos of war. The Centauri could not hope to win here, and they did not try. Their goal was simply Chaos. In that Chaos, Shrieka Rak held to Order and served his role.

"The Third Noble Strike Wing has been destroyed," reported his sensor officer. "The Centauri warships are breaking away."

Wise, thought Rak. They avoid being drawn into the range of our command ships. "Bring us into the Twenty-Third attack posture and have the Second Pious Strike Group cut across their path of retreat." A simple maneuver, he thought, but it would force the Centauri to choose between his weapons or the command ship's.

They would choose his, he was certain.

The Centauri ships did neither. Instead, they came smoothly about, bringing their guns to bear on the Second Pious Strike Group and mauling the lighter frigates in a deadly hail of plasma. It was a clever move and one that spoke of more discipline and control than the Centauri had traditionally shown. It took Rak a moment to realize that Centauri were still turning, towards his own group.

"Break off," he ordered suddenly and was pleased when his own Third Honorable Strike Group disengaged without hesitation. This Centauri commander was both clever and disciplined. He kept his ships close together in an ordered formation, each ship protecting the others. They completed their turn and came back to their original course, obviously seeking to rejoin the main Centauri fleet.

However, Rak observed, they were still heavier and less maneuverable than the ships of his Strike Group. Order taught him patience, and faith gave him the conviction that the Centauri would falter. For a long heartbeat, he watched the Centauri ships. As the Centauri ships moved behind his own. Rak saw his opening.

"Sensor officer, confirm reading on Enemy Escort 2."

"Checking." Errant particle fire from the more distant Centauri warships seared past without disturbing the officer's disciplined response. "Confirmed, the enemy's maneuvering thrusters have been damaged. They will be out of formation when they complete their turn.

"Calculate their location and intercept." As the G forces of the hard turn pushed him back into his acceleration couch, Rak felt a fierce glee. The Centauri ships were too large and cumbersome. They lacked his maneuverability and would not be able to respond in time. The escort would be destroyed and the other ships would be vulnerable.

The Third Honorable Strike Group fell upon their foe. Explosive shells ripped through the Centauri warship, crippling the larger vessel in a hail of fire. Only when explosions began to shudder throughout the *Steadfast Honor* did Rak realize that he had once again underestimated this Centauri. The change in formation had been subtle and skillfully masked by their turn, but it had been enough to bring *Steadfast Honor* under the Centauri's main guns.

Even as damage reports flooded in, Rak ordered his ship to disengage while remaining ships of the Third Honorable Strike Group covered their retreat. It was a testament to his crew and their devotion to Order that, even as their ship burned around them, they continued at their stations with the same calm discipline they had shown throughout.

As his ships withdrew back to the shelter of their Command Ships, Rak considered the engagement and suddenly understood his error.

Order will rise out of Chaos. It was a fundamental Law of the Universe, commanding the behavior of atoms and galaxies, individuals and nations. The Centauri would come to understand this, whether the Orieni brought it to them or they learned it themselves. The Centauri commander proved it. He had not merely used order, Rak realized. He had understood Order. It was, for Strike Commander Shrieka Rak, a disturbing epiphany.

In the end, Order would be victorious, even if the Orieni were not.

### Excerpt from *"Warriors Amongst the Stars"* by the Centauri historian Rhanis Madrin:

Strike Captain Shrieka Rak was a distinguished leader in the Orieni Strike Groups. Starting the war commanding a Steadfast, the *Blessed Are Amongst Us*, after the first withdrawal of the Strike Groups, he assumed command of a squadron of Steadfasts, which may have been involved in the action in which Shaal Jaddo's Balciron was crippled, though this has never been proved. As the Strike Groups were reorganized for the attack on Quadrant 12, Shrieka Rak was removed from his beloved Steadfast, assuming command of a Paragon. By the end of that action, he was commanding not only the Paragon, but its surviving escort group, serving as a Commodore due to the losses taken by the Orieni command structure.

Shrieka Rak spent the next 4 years as commander of a fire brigade, a small but powerful force used to quickly reinforce areas that needed help. The skill and fanaticism displayed by the very orthodox Shrieka Rak made his squadron appear to be an excellent force to rapidly move from crisis to crisis. The growing reputation for excellence made his presence inevitable in the attack on the Drakh homeworld, where once again losses in the command structure required Shrieka Rak to assume a higher command, this time of his surviving fleet. Shrieka Rak ended the war having been made responsible for the fleet forces defending Seliffe, the Gateway to Heaven.

## Order From Chaos

The Orieni evolved from neo-avian ancestors, who traded the power of flight for sentience. They expanded to all parts of their arid world, and began building a civilization. By the Earth year 4000 BC, they had achieved that goal, by any reasonable standard. Their fortunes rose and fell, as is normal for any people, but then things began to shift from their old matrix.

Around the Earth year 1000 AD, a new caste of Orieni appeared: The Blessed. They were gifted by the Gods with the power to see thoughts, move small objects, and peer into the souls of their believers. A series of religious wars began, and by 1200, the Orieni Empire was supreme and solitary.

All of their rivals had been defeated, and incorporated into the Empire.

The Blessed commanded that the planetary system be fully explored and occupied, so a space program was created slightly sooner than was technically feasible, reaching their moon in 1403.

In 1415, a massive outpouring of radio waves occurred in the vicinity of the small icy world on the outskirts of their system. The Blessed targeted this new mystery for immediate investigation by its growing space force, now known as the Hand of the Blessed. The resulting exploration found a massive construct tucked away in the shadow of the distant planet. The object was quickly identified as a gate, buts its builders remained a mystery.

In 1497 the Hand of the Blessed began its first mission into the Jump Gate. Quickly realizing the gate's enormous potential, the Orieni began setting up installations to service further exploration in their region. Unexpectedly, signs of potential intelligent life were soon discovered. Forewarned is forearmed, and the Orieni responded by arming and enlarging the Hand of the Blessed. Given a very small supply of Quantium-40, it was reasoned that any ship equipped with a jump drive must be fully capable of self defense, and the first Mother Ship was born.

## Peace Through Strength

First Contact occurred to the Orieni in 1525. The discovered the Phanop. These people were still conducting their first missions into space, and were demonstrating the ability to conduct multiple orbits of their homeworld when the Orieni arrived.

The Phanop homeworld was heavily balkanized, with several important nations, all more or less hostile to one another. Shifting alliances had thus far prevented what was feared to be the final war, when fate dealt them a wild card.

The Orieni explorers found themselves lost as to what to do with this new race. They had become used to unity, and had to relearn several hard lessons their ancestors had known instinctively about such a chaotic political situation. Meanwhile, the Blessed discussed the matter. The holy books were consulted, seers sought inspiration and means not yet fully understood were used to seek enlightenment. Finally, the word came down from on high. One of the local nations, whose name translated into "Union of Economic Committees," was deemed to be orderly enough to be granted aid.

Orieni "help" eventually led to the other nations deciding the upstart, already a pariah for its economic policy, was too dangerous to be allowed to exist. Provocations led to skirmishes, which led to proxy wars and then to open warfare.  The Orieni committed the Elite, their highest caliber ground forces, into the war. The Elite, Orieni technology, and a surprising resilience from their local allies led to victory. The Union of Committees discovered, to their shock and dismay, it was the Orieni who won. All of the planet was brought into the Orieni Empire, regardless of their previous status.

The Orieni had found their niche in the galaxy. They appeared to be born for this role. They acted quickly and efficiently to bring newly encountered races into the growing Empire, and incorporated the best of the locals into their subject forces or bureaucracy. Order would be brought to the universe, as the gift of the Orieni.

## Walking the Path

The Orieni faced their first real challenge in 1618. The Choaka proved to be interstellar and of approximately the same level of technology as the Orieni. Intelligence gleaned from the first skirmishes showed the Orieni possessed a clear superiority in numbers, but not an overwhelming one. War began.

The Choaka used a conventional cruiser-based fleet, with rather poor armor.  The Orieni ended the war with a full conquest of the Choaka and learned the lesson that their way was better than the galactic norms. Motherships, medium sized consorts and hunter killers were all seen as success stories.

## Truth and Consequences

The Vorlons, identified as the builders of the ancient gate, were encountered in 1767. The gate was not the only truth discovered. The Blessed were the result of Vorlon genetic tampering, to aid them in a war against their old enemies called Shadows. The Orieni were stunned to realize that the Vorlons were, in fact, the Gods. Yet, inexplicably, their newly discovered deities rebuffed contact and made is painfully clear that they were to be left alone. Acceding their god's wishes, the Orieni continued as they were, secure in the knowledge that their benefactors would tell them if they were doing wrong.

Almost a century later, in 1863, the Centauri Republic was encountered. hostilities began almost at once.  The Orieni found the Centauri to be almost their evil twin. The Orieni valued order and structure. The Centauri lived in Machiavellian chaos, with shifting powers and hidden schemes making life worth living. The Orieni were contemplative, the Centauri decadent. Yet they had much in common. Both were Empires with subject peoples held in thrall, both were expansionist, and both hated the other almost on sight.

The growing cold war with the Centauri forced a new growth to occur, as both sides feared the other would find a new path to a vital system. By 1900, the Orieni controlled almost 60 worlds and over a dozen sentient species were part of the Empire. They possessed perhaps two-thirds the raw military and financial power of their rival.

## Shadows of War

But the Blessed were nothing if not farsighted. Without the threat of the Republic hanging over their heads the Orieni would have had a difficult time deciding whether or not the newly encountered Drazi Freehold was too powerful to conquer. Instead, they were immediately seen as natural allies against the Centauri. The Orieni sought closer relations with the Drazi, despite very disparate world views.  Politics make strange bedfellows, and none stranger was to be found in the eyes of the uneasy partners.

The Orieni supplied technology to the Drazi Freehold in return for a blind eye towards Drazi factional raiders who preyed on Centauri shipping. The plan was to use the tension on that border to draw Centauri forces away, and fix them. Then, when the time was right, the Drazi and Orieni forces would fall on the Centauri, wiping them from existence. As the Drazi would begin the operation, and were considerably less powerful than the Orieni, the Blessed knew who would survive the war.

But the best laid plans gang aft aglay. The Centauri discovered the Orieni aid to the Drazi in 2001, and a quick and decisive response by the Royal Navy convinced the Drazi to remain on their side of the border, though conflict occurred at a small scale until 2012. Realizing the plan had been blown, the Orieni decided to put the war plan into action and trust to fate.

# Orieni Armed Forces

The Hand of the Blessed, known to other nations as the Orieni Armed Forces, were considered the embodiment of the Nation. They were to epitomize the best the nation had to offer. Like the Orieni people, the Armed Forces were prioritized and organized as if by caste. Both the ground and naval forces had priority forces for important tasks, the Elite and Strike Force, with normal forces for ordinary activities. The fleet had defensive garrison forces in the form of bases, fixed defenses and small ships assigned to police matters, while the ground forces also had a large garrison force for such matters on land.

The naval forces are relatively homogeneous, relying more on personnel quality than differences in ships for this distinction, but the Strike Forces did have a more capable mothership than the standard, and the garrison forces have sole possession of fixed defenses. The real difference is in the personnel quality and priority for supply, replacement or upgrades. Strike Forces have exceptional and elite officers and crews far more often than normal forces. Garrison Forces have them less. Strike Forces get the highest priority for ship upgrades to new technology, they get first call on personnel, accepting only volunteers who pass rigorous tests, and first call for supplies, or only call if shortages appear. The Strike Force is intended to maximize shock action, breaking the enemy wherever it was needed. They sacrifice some endurance in the Paragon class motherships for more combat power, so Regular forces are sent through for the exploitation while Garrison forces were then sent to secure the new conquest.

Operating in vital support roles for the combat forces were the Exploration and Logistics Commands. The highly trained specialists of the exploration arm were changed and exploring hyperspace and new star systems, and the expansion and maintenance of the Orieni Jumpgate web. During wartime, in addition to their prosaic duties, they also sought out and developed new routes into enemy territory. Exploration Command operated a mixture of huge, specialized explorer ships, small reconnaissance vessels, and a variety of cargo, maintenance and construction ships.

Though probably the least glamorous, Logistics Command's mission was the most important to the success of a war. Without the constant resupply of fighters, missiles, and Hunter-Killers, not to mention parts and consumables, the navy would quickly become overextended and incapable of supporting the offensive. The common ships in Logistics service were Resolute and Vigilant auxiliaries, along with escort vessels (mostly Steadfast and Obedient class), and a variety of modified civilian hulls.

The Orieni stood for order, organization, and regularization. They allowed other species to join their forces; indeed, they even encouraged it. These were, in practice, not allowed into the highest priority forces, but integrating those exceptional members of lesser peoples into the correct structure was part of the process of life. A more cynical mind would note the Orieni were very experienced in ensuring no member of the forces was required to suppress his own species, and the presence of aliens not only freed Orieni for other tasks, but placed the aliens where they were most likely to be killed for the greater good. As many of these aliens were aggressive types who would cause trouble in the colonies if they were to remain, the Orieni benefitted on many levels.

Orieni naval doctrine of the era didn't change much. They believed it wasn't flaws in doctrine so much as lack of resources that were the root of the problems they faced. A refusal to compromise in the quality of future officers was laudable, but resulted in shortages of key leaders as the war continued. The Orieni felt the HKs were the proper long ranged weapon of the fleet and so concentrated on increasing the damage caused by their weapons, especially the powerful Laser Lances and Gauss Cannons, rather than the increases in range contemporary analysts find appealing.

## Prophet Command Ship
### Base Hull (Limited Deployment 33%)

These fearsome warships were the backbone of Orieni naval might. Bigger than some Capital Bases, Prophets formed the core of every Navy task force not only in the role of combatants, but providing Jump, logistic, and planetary assault support. Each command ship could dock three MCV simultaneously for resupply, minor repairs, and improved medical and recreational facilities for the crews. In addition to parts and supplies for MCV consorts, the Prophet's capacious cargo bays

contained disassembled missiles, fighters, hunter-killers, and assault shuttles to replace combat losses. On extended deployments each command ship generally supported six MCV, whereas on shorter deployments, or missions with less lengthy supply lines, as many as twelve MCV could be assigned.

In 2003, the Prophet's Laser Lances and Gauss Cannon were replaced by Heavy Laser Lances and Heavy Gauss Cannon, respectively. At this time the Sensors were upgraded to 7 EW, as well. In 2007 another upgrade takes place, replacing the Gatling Railguns with Rapid Gatling Railguns, and the SO-racks with S-racks.

## Paragon class Strike Force Command Ship
### Prophet Variant ( Rare)

The elite Strike Force used these modified command ships exclusively. Optimized for shock combat, they brought overwhelming firepower to the battlefield, at the cost of reduced endurance. As the regular naval forces were tasked with exploitation operations, the loss of range was considered unimportant.

Paragons follow the same course of upgrades as the Prophets, and were always upgraded at the earliest opportunity.

## Benevolent Heavy Scout
### Base Hull (Limited Deployment 33%)

Designed to provide combat EW support to Orieni formations, the Benevolent (like all Orieni Jump ships) was well able to defend itself, and could absorb considerable punishment.

The only wartime upgrade to this hull was in 2007, but it was comprehensive. Laser Lances are replaced by Heavy Laser Lances, the missile rack is upgraded to Type S, the Gatling Railguns are replaced with Rapid Gatling Railguns, and sensor strength is increased to 9.

## Vigilant Combat Support Ship
### Base Hull (Restricted Deployment 10%)

This extremely flexible auxiliary filled a wide variety of roles. Depending upon how it was outfitted, it was a Minesweeper, Military Freighter, H-K Conveyor, Assault Ship, or deployment vessel for OSATs (these will be presented as variants in a future product). The design was very popular due

to this flexibility, so there were never enough of them as was desired. As an auxiliary, it was a low priority for refit, and received both the Missile Rack and Gatling Railgun replacements in 2008.

## Enlightenment Invader
### Base Hull (Unlimited Deployment)

Planetary invasions are enormous undertakings, and few empires have ever been as experienced at them as the Orieni and Centauri. Once the beachheads were secured, and control of space established by the Prophets and Paragons, these gargantuan assault ships moved in to land the necessary follow-on troops. The only upgrade to the Enlightenment is the replacement of its Gatlings with Rapid Gatlings, in 2007.

## Steadfast Escort Corvette
### Base Hull (Unlimited Deployment)

This effective multi-role vessel was probably the most common Orieni ship of the war. Thousands were built, thousands were destroyed, but the Steadfast usually gave at least as good as it got. It was operated by both the Strike Force and Regular Navy in support of motherships, as well as independently by Garrison Command.

In 2004, the Steadfast's EW was improved to 6, and in 2007 the Gatling Railguns were replaced with Rapid models.

## Storm Front Missile Corvette
### Steadfast Variant (Uncommon)

Designed as a missile attack ship, this variant was intended to hammer Capital ships at close range. To this purpose, it's ordnance loadout typically favored Heavy missiles. Due to the added logistic load on any mothership a Storm Front was assigned to, it was unusual to see more than one of these ships accompanying any given Prophet or Paragon.

In 2007 the missile racks were upgraded to Type S, and the Gatling Railguns to Rapid Gatling Railguns.

## Vengeful Laser Frigate
### Base Hull (Unlimited Deployment)

A dedicated ship-killer, the Vengeful FF was met with mixed reviews in service. Any doubts were laid to rest however, after a 2003 redesign traded the Laser Lance and both Light Laser Cannon for a

Heavy Laser Lance and an additional Gatling Railgun forward. In 2007, a further upgrade replaced the GRs with RGRs, and improved the Sensors to 6EW.

## Obedient Patrol Frigate
### Base Hull (Unlimited Deployment)

The standard patrol and anti-piracy ship of the Orieni Empire, the Obedient was ubiquitous throughout Orieni space. Though most common in Garrison service, it wasn't at all unusual to see them attached to Command Ships.

In 2003, a new Sensor array gave the Obedient 5 EW, and in 2007 it received Rapid Gatling Railguns.

## Devout Escort Frigate
### Obedient Variant (Common)

Early in the war, it was seen that the Obedient fared poorly in attacks on Centauri ships, and that it's limited number of Gatlings still left it vulnerable to fighter strikes. As a result, a dedicated anti-fighter variant was commissioned, retaining only a single Light Laser cannon for defense against ships. In service, the devout proved popular, often operating closely with fighter and H-K formations.

In 2003, it's sensor was increased to 5 EW, and in 2007 it received the GR upgrade.

## Commune Battle Leader
### Base Hull (Limited Deployment 33%)

This expensive and powerful Medium ship was inspired by the success of mixed packs of MCV, fighters, and H-Ks in the early war. Along with its powerful anti-ship weapons array (the largest on any Orieni MCV of the war), it also had an elaborate Command & Control system, and was capable of controlling a flight of H-Ks launched from another ship. their introduction caused great consternation amongst the Centauri, and they were priority targets for the remainder of the conflict.

In 2007, the Storm Front's effectiveness is enhanced by the Rapid Gatling railgun upgrade.

# Bases & Defenses

## Penitent Station

Unlike many races, the Orieni only operated one size of base, depending on OSATs and minefields to defend anything not deemed important enough for a Penitent. Those planets defended by one were a very difficult target, as the Penitent was a dangerous opponent, and was always supported by mines, OSATs, and ground-based H-Ks.

These bases were always upgraded as soon as new technology became available: (2003) Laser Lances and Gauss Cannons to Hvy Laser Lances and Hvy Gauss Cannons, (2007) Gatling Railgun & SO-Rack to Rapid Gatling & S-Rack and 8+8 EW.

## Highguard OSAT

This satellite came in two variants, one armed with missiles, and one with Laser Lances. Both versions are upgraded as technology becomes available, like the Penitent.

## Skywatch Heavy OSAT

This huge manned satellite was basically a tiny base. In addition to a comprehensive weapons suite, it also operated a flight of H-Ks.

Upgrades follow the same course as the Penitent and Highguard.

# Fighters & Shuttles

## Templar Interceptor

This excellent interceptor served through the entire war, and the Centauri were unable to match it. The Templar compares favorably even with some fighters of today.

## Shining Light Hunter-Killer

The Standard Hunter-Killer of the early war. Although slated for replacement at the outbreak of the war, the hurried pace of the initial offensive found many examples of this obsolescent weapon in the front lines. Indeed, the Orieni Empire had so many Shining Lights in inventory that they were seen

in defensive positions and low priority operations until the closing days of the conflict.

### Shining Star Hunter-Killer

Even as the War began, the Orieni were fielding the next generation of H-K. Although the vast supply of the older Shining Light ensured their presence on the battlefield, the Shining Star was preferred for all purposes.

# Orieni Technology

## Laser Lance
### Class: Laser    Modes: Raking, Piercing

The Laser Lance, while relatively short ranged by modern standards, was the primary laser weapon for the Orieni. A highly advanced weapon for its day, the Laser Lance used the Orieni's early understanding of gravitic technology to create a powerfully focused laser capable penetrating completely through an enemy ship.

## Heavy Laser Lance
### Class: Laser    Modes: Raking, Piercing

As the war progressed the Orieni worked rapidly to improve their direct offensive power. The Heavy Laser Lance represented an improvement in firepower, able to significantly damage the Centauri's more numerous capital ships. A slower rate of fire was seen as an acceptable compromise for the weapons greater strength.

## Light Laser Cannon
### Class: Laser    Modes: Raking

The precursor to almost every laser weapon known today, this low-tech device was a common weapon on Orieni warships. It scores more damage than the gauss cannon, but does so in raking mode.

## Gauss Cannon
### Class: Matter    Mode: Standard

Orieni technology was focused on both laser and matter lines, and the Gauss Cannon was a common example of the latter category. It is a large and powerful weapon but suffers from poor fire control.

## Heavy Gauss Cannon
### Class: Matter    Mode: Standard

The Heavy Gauss Cannon was already in the early stages of development when the war broke out. Research was accelerated on the project and fleet vessels were refit with it early in the war. The Heavy Gauss Cannon was a significant improvement in both damage and fire control over the already formidable Gauss Cannon. However, as with the Heavy Laser Lance, the Orieni were forced to sacrifice rate of fire for fire power.

## Gatling Railgun
### Class: Matter    Mode: Standard

A matter-based defensive weapon, this light railgun fires a blast of "pellets" into space at short-ranged targets. Its main advantage is its high rate of fire. The weapon can be used as an interceptor, but only against ballistic weapons.

## Rapid Gatling Railgun
### Class: Matter    Mode: Standard

The Rapid Gatling Railgun was developed later in the war to reinforce the Orieni's already impressive anti-fighter defense. Unlike previous advances the RGR focuses on speed rather then strength. Improvements in tracking, target acquisition, allow the Rapid Gatling Railgun to engage two targets in the time its predecessor could engage one. It has been speculated that this weapon served as inspiration for the Centauri's eventual development of the Twin Array.

## Light Gatling Cannon
### Class: Matter    Mode: Standard

A smaller version of the Gatling Railgun, used as the primary weapon by Orieni fighters. As a matter weapon the Light Gatling Cannon is remarkably effective against enemy ships. However, its limited ammunition track requires constant resupply.

## Missile Racks
### Class: Ballistic    Mode: Varies

In addition to the Laser Lance and the Hunter Killers, the Orieni relied heavily in missiles for long range firepower. During the course of the war the Orieni improved the missile technology, eventually developing a launch system equivalent to the modern S Missile Rack.

## Missiles

In the years leading up to the war, the Orieni fleet used Basic, Anti-Fighter, Heavy and Kinetic missiles. Long Range and Chaff missiles were developed during the war, becoming widely available by 2005.

## Kinetic (Type-KK) Missiles

The Kinetic, or Kinetic Kill (KK) missile was a unique development of the Orieni. Rather then using a conventional explosive payload these missiles used advanced tracking and maneuvering systems to literally ram their targets. The KK's advanced guidance systems allows it to potentially engage targets are greater ranges then the Basic Missile, but limitations on fuel for maneuvering caused it to become less accurate, suffer a -1 per hex to hit penalty beyond 15 hexes. While technically a ballistic weapon, the KK Missile scores damage as if it were a Matter weapon in standard mode.

Class: KK, Cost: 8, Warhead: 18, Range: -1 penalty per hex beyond 15, Available: 1976, Special: Does matter damage.

# Other Weapons

## Hunter-Killer Remote Fighters

The Orieni used Hunter-Killer Remote Fighters as the most flexible long ranged weapons on their ships. They were treated, not as fighters, but as controllable missiles. The cost inherent was something the Orieni were willing to bear due to the moral effect of the ramming attack and the power of a successful strike.

The Orieni War ended up taking place as a newer generation of HKs was placed into service, and the Orieni placed great faith in massed strikes of HKs, something the Centauri had not faced in previous skirmishing. Despite their early effectiveness of the HK, the Centauri did not pursue development of Hunter Killers of their own. The suicide fighters were seen as far too expensive in terms of development and maintenance. Instead the Centauri focused on developing highly effective anti-fighter defenses and agile interception fighters.

Special Rules: Hunter-Killer flights are operated according to the normal rules for fighters, with the following exceptions.

1) H-K flights must begin all games in the Hangar.

2) Upon launch, a default target size (Enormous, Capital, HCV, MCV, LCV, Fighter) and a default jinking level must be written down for each flight, in case control is lost. If an H-K flight is uncontrolled it must move towards (and attempt to ram, if possible) the nearest enemy ship of it's default target size. It must jink at its default jinking level, suffers an initiative penalty of -3 and may only use half of its remaining thrust for acceleration or deceleration. Control of a flight of H-Ks may be lost through damage to, or destruction of H-K control or through Command-link Jamming by an enemy ELINT vessel. H-Ks may also be launched in autonomous mode.

3) Hunter-Killers only cause damage through Ramming, and obey all of the standard ramming rules. Each H-K in a flight resolves it's attempt separately.

4) A range penalty of -1/3 (-1/2 if uncontrolled) is applied to the ramming roll. The range in this case is determined by the number of hexes the H-K moved that turn to bring it into the ramming hex. This penalty represents the decreased time available for the onboard computers to develop a firing solution before committing to the attack run.

## Hunter Killer Control System

These extremely specialized sensor and communication systems allowed Orieni warships to remotely pilot flights of the dead Hunter-Killer Remote fighters. The number on the H-K Control icon indicates the number of flights that can be controlled. Control of a Hunter-killer flight does not have to be by the launching unit, but can be by any ship with an operational H-K Control system. Control is transferred in the Adjust Systems (before Critical Hits) phase of the turn.

For critical hits on H-K Control System, use the following:

| Roll | Result |
|---|---|
| 1-14 | No critical |
| 15-16 | Control loss - no flights may be controlled by this ship next turn, but control can be transferred normally. |
| 16-18 | -2 initiative for controlled flights |
| 19-20 | -1 control rating |
| 21+ | both the 16-18 and the 19-20 results |

## HK Command Link Jamming

An ELINT ship may allocate EW points to H-K flights in an attempt to jam their command-link guidance from the H-K Control Unit. The target flight must be within 30 hexes of the ELINT ship during both the EW phase and the critical hits phase of the turn. Each flight of H-K's with at least one point of Jamming applied to it must roll on the following table, with a +1 modifier for each additional point of EW applied to Jamming. The roll is made in the Critical hits phase.

| Roll | Effect |
|------|--------|
| 1-14 | No Effect |
| 15-16 | -2 Initiative Next Turn |
| 17-18 | -4 Initiative Next Turn |
| 19-20 | Control Lost for 1 Turn (H-K's Switch to Automatic at -4 Initiative Penalty |
| 20-21 | Control Lost for 1 Turn PLUS 1 H-K Drops Out |
| 22+ | Control Lost for 1 Turn PLUS 2 H-K's Drops Out |

Jamming is affected in the same was as OEW by disrupting ELINT.

Note that if the targeted H-K flight impacts its target, no EW allocated against it on that turn will have any effect. Thus, it is advisable to use this defense during the approach, limiting its effectiveness somewhat.

## Minesweeping Shuttle

The Orieni used remotely piloted shuttles to detect mines, a natural evolution of the controller technology developed for the HKs. It risked the smallest possible force to the mines, allowing the actual minesweeping ships present to stand off and fire from a great enough range to be safe. These were greatly appreciated by the Orieni forces.

These are treated as minesweeping shuttles with a dedicated 4 point detection ability but with the requirement that they be controlled by the same procedure as HKs, with control points allocated to that purpose and counting against the HK control limits. Minesweeper Drones are operated as individual units, not flights. A single HK control point can control six independent shuttles. The sweepers need to have a course and speed recorded, and if control is lost, they must follow this heading. Alternately, they can have a speed and location recorded, and must move to that location at that speed until it is reached and motion stops. If uncontrolled they will not report mine locations detected while following their instructions.

# Orieni Mines

The Orieni believed in a complex, integrated defensive system. Every force multiplier possible was to be brought to bear to protect the Empire and its region of stability. Mines were seen as a needed component in that integrated defense system. They were used to keep enemy forces away from costly bases where massed HK strikes could tear an enemy to ribbons. They were used to ensure that any enemy closing on an Orieni base would be hit from all directions by fire from as many sources as possible. They were used to ensure that in the unlikely event an Orieni system was taken, the enemy would be denied the safe use of the key locations.

Claw Captor Mine: Cost 15, Range 5, Accuracy +4, Damage 20, Signature 4.

Talon Captor Mine: Cost 16, Range 12, Accuracy +3, Damage 14, Signature 4.

Archer Dew Mine: Cost 20, Range 6, Accuracy +4, Signature 2(1), Armor 2, Structure 4, Fires as a Gatling Railgun with 15 shots available.

Balista DEW Mine: Cost 40, Range 12, Accuracy +4, Signature 0(-3), Armor 4, Structure 15, Fires as a Laser Lance.

# Chapter 4: The Centauri Republic

Captain Shaal Jaddo of the Centauri Royal Navy issued a particularly virulent curse as the task force emerged from the jump point. The raider outpost was still well outside of weapons range, and would be for long enough to allow the enemy plenty of time to power up their ships.

Colu Vantari, his XO, confirmed Jaddo's assessment, adding, "The Idiot brought us out of hyperspace too far from the target. Maybe he would rather we sent someone ahead to announce him?"

"Probably," Jaddo smiled despite himself. The idiot in question was Ebar Kasto, scion of House Kasto and nominal commander of this task force. In Jaddo's assessment the man epitomized everything that was wrong with the House fleets. In his less charitable moments, Jaddo was willing to blame Ebar Kasto and his ilk for everything else that was wrong with the Republic as well.

Ahead he could see the *Kestara's Glory*, the antiquated flagship of House Kasto's fleet, surrounded by a haphazard deployment of smaller Kasto warships. Comparison to the ordered formations of his own, smaller, force was not favorable. Between their poor information and ample warning they had given the raiders by jumping in so far from their base, Jaddo suddenly thought he understood why House Kasto was having so much trouble with these raiders.

With effort, Jaddo reminded himself that he was not in command here. It was not his place to order the ships into formation. They might be here at the request of the elder Lord Kasto, but Ebar had made it clear that he did not appreciate their presence.

Jaddo shook off his musings. "What do we have, Vantari?"

"I read eight ships as well as the base. Looks like a Looter, three attack ships and come corsairs. All are powering up engines and weapons now. The base itself appears to be a converted ore refinery. I'm not reading any weapons. Looks like Kasto's intel might actually have gotten this one right.

"Don't count on it," Jaddo muttered, "Weapons status?"

"All weapons ready. The House forces are bringing their online now."

Jaddo cringed again. The Idiot hadn't even had his weapons online when he came out of hyperspace. He was once again glad the Drazi didn't have the organization to actually mount a serious invasion of House Kasto.

"Sir," Vantari added suddenly, "The corsairs are advancing. Looter is launching fighters but it seems to be turning away from us."

"Move to —" A communication from *Kestara's Glory* cut him off.

"All ships target the base and destroy it. This scum will break without it!" Ebar Kasto shouted.

"Sir?" Vantari inquired.

"Order our escorts to protect *Kestara*. The man may be an idiot but he is still a lord of the Republic. Bring us into engagement range with those corsairs.

Jaddo turned his gaze to the tactical sensors when something caught his eye. The Looter was moving away from the battle. Not surprising in itself. The base was nothing but a support outpost, whatever Ebar thought. The leaders would be on the Looter and making a run for it in hopes of rebuilding their operation elsewhere. There was little Jaddo could do about it, however, if the Idiot was intent on destroying the base. Something was wrong though.

"Vantari. Show me the latest intelligence scans of Looter class support cruiser."

Vantari looked shocked for a moment before his training took over."Yes, sir. Searching now. We'll be in weapons range to the nearest raider ship in thirty seconds, sir. House forces are launching fighters," he added as if to remind Jaddo that hey were in battle.

The intelligence reports appeared on Jaddo's monitor. "The power curve is worng. Where have I seen it before?"

"Sir?"

"Break off and mover to engage the Looter. Maximum acceleration. Order the gunners to disable, not destroy."

"Yes sir." In the time he had served as Shaal Jaddo's second, Colu Vantari had learned to trust his captain's instincts. There will be repercussions for this, Vantari thought as they broke formation.

Years later, as the galaxy burned, he would remember that moment and wonder at how prophetic that thought had proven...

**Excerpt from** *"Warriors Amongst the Stars"* **by Centauri Historian Rhanis Madrin:**

Shaal Jaddo, officer in the Royal Navy, was involved in the war from before it began. He was the quick-thinking officer who first discovered Orieni involvement with the Drazi, and his Balciron was always in the thick of the fighter while the RN and House Kasto convinced the Drazi to be quiet. After the Orieni attacked, Shaal Jaddo and his ship, the *Kutai of Glory*, were withdrawn to take part in the initial RN counter-attack, now that his exploits against the Drazi were reviewed. Again, during the drive towards Usuuth and raids into Orieni space, CPT Jaddo continued to show himself as a brave, intelligent and energetic officer.

During the initial raids into Orieni space, his ship was heavily damaged during an encounter with a more powerful than expected Orieni response. The opportunity was taken to promote CPT Jaddo to a larger ship, the *Splendor of Entat*, a Talvan-class ship which would ordinarily have gone to a more senior captain. Jaddo became a captain by rank, as well as title.

By 2003, the *Splendor of Entat* found itself part of the 23rd Valiant Fleet, and once again Shaal Jaddo's name was on the public mind. The young commander was elevated to control of a small squadron which he lead with enough dash and elan to become the darling of the Centauri news services. His fame was secured by the presence of his squadron at the destruction of the *Vorlon Fire*. His growing force fought at the Battle of Arkada, and by 2008 he commanded the entire 23rd Valiant Fleet. It was this fleet that destroyed the Rogolon defenses and drove yet another spearhead into Orieni space.

While he didn't take part in every major offensive or campaign of the war, Jaddo managed to provide a fine example of Centauri leaders rising to the top through a combination of luck and skill.

# Centauri Republic Fleets

The Orieni War was a critical point in the struggle between the forces of the Centauri Republic and the forces of the Centauri Houses. The Republic's naval forces were the Royal Navy. This force was intended to be loyal to the nation as a whole, and was supported by the strong economy of the entire Republic. They were deployed along every border and in every sector. The Royal Navy was to provide leadership, organization, professionalism, expeditions and discipline.

The House fleets, on the other hand, were to garrison their possessions, provide numbers and support the state when needed. From the creation of the Royal Navy to the contemporary era, the struggle for dominance between these two forces raged. At times one or the other was of greater importance, but the trend has been for greater control by the Royal Navy and for a higher proportion of the total Centauri forces to be Royal Navy. The Orieni War showed the dangers of allowing Houses, typically more lax with readiness than the RN, to provide such a high proportion of the forces of the nation.

In theory, the House forces were supposed to picket and guard the national borders, garrison their systems and provide the defenses of the nation while other Houses and the RN could be rallied to the afflicted site. The Royal Navy was to be organized to lead counter-offensives and offensives into enemy territory. In practice, the Houses built whatever forces they could afford while the RN reached the conclusion that if it wasn't under RN control, it couldn't be counted on. The war led to the worst excesses of House forces being regulated by the RN, who gained the ability to oversee and grade the training of House units.

Centauri naval doctrine of the era was tending away from crunch power towards flexibility. The influence of struggles with the Orieni was moving the fleet away from assault fighters mounted on dedicated carriers towards interception fighters for protection from HKs mounted on dispersed hulls, so each force would have such protection. Batteries of Imperial and Tactical Lasers were replaced in this period by Assault Lasers, which had the best features of both.

## Astur Class Assault Ship
**Base Hull (Unlimited Deployment)**

The role of the Astur Assault Ship was simple: get into orbit over hostile worlds to deliver planetary assault forces. It was a big, slow, ungainly ship that was never intended to be involved in the main battle, but rather to follow up and penetrate to the target planet of the assault. A significant amount of structure and a heavy forward punch with its plasma batteries were its only saving graces if it was forced into a confrontation, and it was particularly vulnerable to fighters.

Traditional Centauri strategy called for this ship to sit in hyperspace until a system was pacified sufficiently to permit safe passage to the target worlds. For this reason, updating the weaponry of the Astur was given a low priority until 1985 when the escalating tensions with the Orieni made it apparent that the ship could very well be facing tougher situations than ever before.

## Balciron Class Destroyer
**Base Hull (Unlimited Deployment)**

This destroyer was introduced into service at the peak of the Republic's glory. It was a small, fast vessel that fulfilled several roles in the fleet. The armament was designed to balance with the ship's nimbleness to make it useful operating as a supplement in police or garrison situations, anti-raider duty, and in large fleet actions. It saw a refit in 1985 to improve its anti-fighter armament with the Light Particle Beams, and then again during the Orieni War with the last Particle Projectors being dropped in favor of the Particle Beams to increase its utility in defending against the Orieni Hunter-Killers.

## Balcirax Class Strike Destroyer
**Balciron Variant (Uncommon)**

The increasing tensions with the Orieni forced a number of subtle shifts in the doctrine of the Centauri forces. One such shift was to improve the anti-ship offensive punch on some of the smaller vessels. The Balcirax variant was introduced, using a heavier Plasma Cannon battery to provide slightly longer range, better capability of dealing with more heavily armored warships, and improved chances of killing an Orieni MCV with a single volley. This limited the role of the Balcirax to operating with assault and battle fleets rather than the more general duties assigned to the Balciron.

## Celerian Class Warcruiser
**Base Hull (Unlimited Deployment)**

The vast volume of space covered by the Republic made cruisers indispensable, with their hard hitting power balanced with speed. The Celerian was the backbone of the taskforces, which responded to regional situations requiring a rapid deployment of significant firepower. They were available in significant quantities within House forces as well as the Royal Navy and proved to be a popular vessel.

By the later part of the war, Celerians had been largely supplanted in production by the newer Talvan. Some House shipyards continued building them though, and this combined with the huge supply of in service hulls, made the Celerian a common sight well into the 21st century.

The Celerians were subject to a refit in 1975 that replaced some of the Particle Projectors with Light Particle Beams. Then again in 2007, the remainder of the Particle Projectors were swapped out, the Imperial Lasers were replaced with Heavy Plasma Cannon, and the Tactical Lasers were swapped out for Assault Lasers.

## Centaurum Class Battleship
**Base Hull (Limited Deployment 33%)**

The Centaurum Battleship was designed with a single goal in mind: to be the core of any battle fleet and be capable of going toe-to-toe with any ship fielded by the Republics enemies. This mobile fortress boasted heavy structure and excellent heavy weapon coverage in all directions, making it the ideal ship for simply wading into massed fleet actions. Lacking any significant enemies after the Republic peaked in the 1700s, the Centaurum went nearly two centuries before finally receiving a significant refit with the addition of heavy plasma batteries and light particle beams in 1966. During the interim, these monstrous ships had primarily been show pieces, making appearances solely for the purpose of touting the Republic's greatness.

## Falenna Class Garrison Ship
**Base Hull (Unlimited Deployment)**

This ship was actually based on a heavily modified Balciron Destroyer hull, sacrificing some of the speed and maneuverability for a significant

hangar capacity. The weapon load-out relied on a combination of particle and plasma weapons, resulting in a lack of long-ranged effectiveness yet still providing a significant close ranged punch. The Hangers carried a split force of fighters and assault shuttles, which saw extensive use putting down revolts amongst troublesome slave worlds. This vessel was equally well suited for anti-raider activities in some of the fringe systems where a quick response and possibly assaults on minor bases was required.

Because its role often involved anti-raider activities and occasionally saw action against enemy fighters in the more remote colony systems, the Falenna was given a higher priority for updating its armament to incorporate the Light Particle Beams. than its destroyer class siblings. The Mark III Falenna began making appearances with the updated armament in 1975.

## Jenas Class Attack Frigate
### Base Hull (Unlimited Deployment)

The Jenas marked a break with past fleet doctrine for the Centauri. Prior to their conflict with the Orieni, the Centauri mentality had been geared towards bigger and grander ships to proudly display their economic and military might. But after the early years of the Orieni War proved the effectiveness of wolfpacks of small warships, the Centauri began to introduce some smaller vessels of their own.

The Jenas Attack Frigate was designed with anti-ship duty in mind, mounting a forward medium plasma cannon as well as several light particle beams. In group attacks, the agility, small size, and punch of the plasma batteries made these very effective at dealing with enemy ships.

Early in the war, the Centauri commanders were unaccustomed to the wolfpack tactics, and often made poor use of their capabilities in poorly coordinated attacks or had insufficient numbers of these vessels to make adequate use of them. By the end of the war, however, these ships had proven their worth and the fleet doctrine of the Republic grew to encompass the use of small ship wolfpacks.

## Kasta Class Support Carrier
### Celerian Variant (Mk-I Rare / Mk-II Uncommon)

Built upon the common Celerian Warcruiser hull, the Kasta traded some of the firepower for a moderate fighter capacity.  Introduced in 1973, this class was designed specifically to counter the Orieni reliance on Hunter-Killers. The Imperial lasers were maintained, giving it a significant long range kick, but the secondary armament consisted entirely of light particle beams, and a compliment of Glave Light Fighters rounded out its anti-Hunter-Killer capacity. The Jump Drive allowed the ship to provide jump support for small task forces and added to its popularity on hunting missions into Orieni territory.

The Kasta was refitted to the Mk-II version with Assault Lasers, an extra pair of Light Particle Beams, and a boost to its EW late in the war.

## Kendari Class Fleet Scout
### Base Hull (Limited Deployment)

The Centauri scout ships were amongst the most advanced ELINT vessels of their time. The Kendari class was first introduced in the mid-18th Century, and provided the Centauri fleets with a decided advantage over everyone they faced. Their lack of both offensive and defensive firepower, however, forced them to rely on their meager fighter complement and escorting ships for defense.

In 1912, the Kendari Mark III began to make use of the new Sentinel Point Defense Suite, which greatly improved its utility as an escort in the rear echelons during fleet engagements. The Mark IV was introduced in 1966 with improved EW sensors and Light Particle Beams replacing the Particle Projectors, providing a further boost in its rear line defensive escort capabilities by improving to its anti-fighter armaments.

## Leevan Class Minesweeper
### Navask Variant (Uncommon)

The Leevan class Mine Sweeper was an adaptation of the Navask Escort Destroyer hull, with the Sentinel Point Defense systems exchanged for Particle Projectors and the sensor arrays adapted for hunting mines. The hangar was expanded to hold an additional three minesweeping shuttles.

### Nalor Class Armored Cruiser
### Celerian Variant (Uncommon)

The Nalor was based on the popular Celerian hull, but it traded all long-ranged laser weaponry and the jump drive for significant quantities of plasma weaponry. This ship was fully capable of wreaking havoc on any warships it managed to close with, but was haunted by the Centauri tradition

for cruisers being lightweights in the forward structure.

Prior to the sweeping refits during the period of heightened tension with the Orieni, the last significant refit took place in 1857. In 1975, the Mk-III came into service with improved sensor arrays and several of the Particle Projectors being swapped out in favor of the Light Particle Beams. Even with these improvements, however, the lack of fighter support and anti-fighter weaponry combined with its short-range offensive power made the Nalor-class ships a popular target and frequent victim of the Orieni Hunter-Killers. Unfortunately, its silhouette was easily recognizable as it lacked the distinctive "tail" housing the jump drive in its Celerian and Kasta siblings.

## Navask Class Escort Destroyer
### Base Hull (Unlimited Deployment)

The Navask Escort Destroyer introduced a new concept in defense to the Centauri fleets. The Point Defense Suite allowed this ship to provide interception coverage for other vessels, making it ideal for escorting many of the larger, poorly defended larger Centauri vessels. It was a quick ship, making it quite capable of intervening on behalf of the ships it was tasked with protecting. However, the Navask was lacking in offensive capability and had weak anti-fighter weaponry. This made it a rather unpopular ship in the fleet from the crews' perspectives, as their job was primarily offensive with little opportunity to deal out damage to opponents.

Ships of the Navask class were typically found escorting supply ships, transports, and carriers. It also saw action in assault fleets as an escort to the Astur Assault ships and Orto Troop Transports, but rarely was found in the middle of major fleet battles as its lack of offensive punch relegated it to sticking with the carriers outside of the heat of battle.

## Optine Class Battlecruiser
### Base Hull (Unlimited Deployment)

Known as the spearhead of the Republic, the Optine balanced the hard hitting effectiveness of the Centaurum Battleship with the speed needed to be effective in assault fleets. It lacked the staying power of the Centaurum as well as the heavy rearward weaponry, but there was no doubt that this ship would form the core of any major assault force.

The 1973 refit to the Mk-III saw an improvement in sensor arrays and the replacement of several Particle Projectors with Light Particle Beams.

## Orto Class Troop Transport
### Base Hull (Unlimited Deployment)

Planetary invasion is a massive operation involving every element of the military. Yet, once the space battles are over, the orbital bombardments complete and any key resistances crushed, the final actual of invasion must fall to the lowly foot soldier. To control an entire planet, even a technologically inferior one, requires a massive troop deployment. The Orto troop transport was the default vessel throughout the war. Lightly armed but equipped with a large gravity positive, rotating troop barracks, the Orto generally was held in reserve until space superiority was achieved.

## Sakar Class Carrier
### Base Hull (Limited Deployment 33%)

Slow, ponderous, poorly defended - the Sakar was typical of fleet carriers of the time period. Its sole objective was to transport fighters to where they were needed, and it relied heavily on escorts for protection. What it lacked in mobility and defenses, however, it almost made up for with its massive capacity for 48 fighters. These carriers were updated late in the sweeping refits prior to the Orieni War, with the Mk-III becoming available with all Particle Projectors replaced with Light Particle Beams in 1980.

## Strela Class Light Jump Ship
### Base Hull (Limited Deployment)

The Strela was an intriguing design for the Centauri Navy. It was the smallest ship of its time to carry a jump drive, and carried respectable armament for its size along with six fighters or assault shuttles. Part of an Admiralty plan to reduce the power of House fleets, it was a less aggressive design than the Falenna that it was intended to replace, but had greater strategic and tactical flexibility. The ship was a cheap centerpiece for light taskforces of smaller, and more affordable, ships. The Houses were taken in, and prized it for its good points, not realizing this was part of the intent.

## Tacit Class Police Cruiser
### Base Hull (Unlimited Deployment)

With the sheer size of the Republic, policing the space-lanes was a full time job. The primary patrolling of the inner systems, where raider activity was light and smuggling was of a more significant concern, fell to this craft. The speed of the Tacit was its primary strength in responding to emergencies or chasing down smugglers. Its armament was light, but more than sufficient for the task it generally faced. The Tacit occasionally saw activity in anti-raider sweeps, relying on its speed to work as an outrider for the striking forces. Due to its predominantly domestic tasking, this class had very low on the priority for refits to the Light Particle Beams, and did not see those weapons mounted in place of the Particle Projectors until 1990 on the Mk-II revision.

## Talvan Class Attack Cruiser
### Base Hull (Unlimited Deployment)

Introduced in 1860 to provide a fast strike cruiser for the Centauri battle fleets, thus replacing the Celerian, the Talvan quickly became the preferred frontline cruiser of the Orieni War. Careful observers will note the Talvan's similarity to the later Centurion Attack Cruiser. The Talvan's war record, coupled with its ease of refit resulted in the Centurion's design borrowing heavily from its basic design.

## Tatros Class Escort Frigate
### Jenas Variant (Common)

The Tatros Escort Frigate took the increasingly popular Jenas Frigate and shifted the focus of the weaponry to a defensive role, dropping the Plasma Cannon and adding two Sentinel Point Defense systems. This small ship relied on numbers and manuver to provide a proper level of defense. The Ships must be used in groups or they can't provide enough protection to matter.

## Tavor Class Siege Ship
### Base Hull (Unlimited Deployment)

As the war mercilessly ground down both Empires involved, each began looking for means to end the war quickly. The Tavor Siege Ship was created to aid in reducing planetary defenses and population centers quickly and effectively, without a high expense in ground forces. This ship, and the actions of both sides, were important factors in the massive destruction of the war and the decades to recover, for those able to recover. Other races were simply destroyed during the war. When this happened, Tavors were likely to have been involved.

## Valtor Class Strike Cruiser
### Optine Variant (Rare)

The Valtor was the armored cruiser version of the Optine Battlecruiser, built in direct response of the Orieni Prophet Command Cruisers. The Valtor swaps out its long ranged Imperial Lasers for Heavy Plasma Cannon. Because of their likelihood to be involved in forays into Orieni territory should war erupt, these ships were given priority in being refit to use the Light Particle Beams in 1966. These powerful ships were nonetheless often destroyed in action due to the requirement to close with the powerful Orieni forces. Service on these ships was used to remove some unpopular officers and less desirable crewmen. The status of serving on such a powerful ship masked the likelihood of death.

# Bases & Defenses

## Daverous Civilian Base
### Base Hull (Unlimited Deployment)

The Daverous Civilian Base are found throughout the Centauri Empire acting as a center of commerce for inner worlds or as a jumping off point for further expansion in the border worlds. Typical of most Centauri civilian base designs, the Daverous is significantly smaller than the its contemporary military equivalent, the Worthus Starbase. However, with its tactical lasers and numerous light particle beams, the Daverous was quite capable of fending off the occasional raider.

## Legion Class Orbital Satellite
### Base Hull (Unlimited Deployment)

The Legion series of orbital defense satellites are a welcome addition to any planet or base. Mounting either the long range Imperial Laser or a pair of fast firing Tactical Lasers, a line of Legion Osats are quite capable of standing off powerful opponents for protracted periods of time. Orieni incursions early in the war resulted in a massive

call for Legion Osats by every planet that considered itself a potential Orieni target. As a result early Legion deployments by the Centauri were conducted in a haphazard and scattered manner in an attempt to satisfy all of the Houses.

## Worthus Class Starbase
### Base Hull (Unlimited Deployment)

For the status driven Centauri, the presence of Worthus Starbase is the crowning jewel of system's development. Huge, heavily armed and armored, the Worthus was the center of planetary defense for any system deemed a strategic or vital asset. Touted as the penultimate defense by its designers, the Worthus is considered by many to be virtually indestructible. The Orieni, with their hulking command ship-lead fleets would prove otherwise.

# Fighters & Shuttles

## Glaive Light Fighter
### (Unlimited Deployment)

The Centauri Glaive Light fighter was introduced in 1995, second in a line of interceptors developed to counter the perceived threat of the Orieni Hunter-Killers. Nimble and speedy, these fighters were very exceptional interceptors of the time, despite their lack of endurance and firepower.

## Phalan Assault Fighter
### (Unlimited Deployment)

Centauri fighter doctrine had emphasized anti-shipping strikes and the Phalan was a prime example of this. The Orieni superiority fighters were more than Phalans could handle, however. Even when the Phalans were able to survive the enemy fighters, they encountered withering fire from Orieni Gatling Railguns. The Centauri gradually decided to concentrate fighter capacity on Glaive class interceptors and forego offensive fighter strikes.

## Phalan-M Missile Fighter
### (Unlimited Deployment)

Much like the plasma armed Phalan, the missile armed version was intended to kill ships. It proved slightly more survivable than the plasma version due to stand-off ranges, and became slightly more

common in the combat zones as a consequence. It was still considered preferable to replace the limited supply of Phalans with Glaives by the late war.

# Centauri Technology

## Imperial Laser
### Class: Laser    Modes: Raking

The Imperial Laser served as the Republic's primary heavy weapon during the height of the Republic. For it's era it was considered a powerful, long range weapon.

## Tactical Lance
### Class: Laser    Modes: Raking

An intermediate range, quick firing weapon, it and the longer ranged Imperial Laser served for hundreds of years as a standard laser weapons of the Republic.

## Assault Lance
### Class: Laser    Modes: Raking

As the war progressed the Centauri used captured samples of the Orieni Laser Lance to develop their own advanced laser weapon, a precursor to the modern Battle Laser. The Assault Laser proved to be a powerful, flexible weapon combining the best features of the Imperial and Tactical Lasers. Centauri capital ships were quickly refit with this new weapon.

## Particle Projector
### Class: Particle    Mode: Standard

Conceived as a dual-purpose (anti-fighter & anti-ship) weapon, the Particle Projector was a significant improvement on earlier Centauri secondary weapons. It was a flexible, if large weapon, trading rate of fire for range, firepower, and the first serious interception capability available to the Centauri. It served well for more than a century, until contact with the Orieni and their superior fighter and anti-fighter technologies showed it's weaknesses. Ingrained doctrine dies hard however, and reduced numbers of Particle Projectors soldiered on well into the Centauri-Orieni War.

## Light Particle Beam
**Class: Particle   Modes: Standard**

While considered a weak and primitive weapon today, the Light Particle Beam was a major technological development for it's time. Compared to the Particle Projector the Light Particle Beam's improved fire control and higher rate of fire more then compensated for it's shorter range when faced with the deadly Orieni fighters and Hunter Killers.

## Sentinel Point Defense
**Class: Particle   Modes: Defensive Only**

The Sentinel Point Defense system is the precursor to the modern Guardian Array. The system was originally developed based on observations of the Hyach Interdictors. The Sentinel is a purely defensive system, lacking any offensive mode. Like Hyach Interdictors, Sentinels cannot combine their effects, so if more then one are used against an incoming shot, only one is effective.

The Sentinel Point Defense can be used to intercept fire targeting nearby friendly ships. To do so the follow conditions must be met. First, the defending ship must be between the firing vessel and its target. Second the Sentinel must be in arc and ready to fire.

To qualify as being between the firing vessel and its target the defending ship must be within the same arc as that being fired upon. The defending unit must also be closer to the firing ship then the target. If the defender is in the same hex as either the firing or targeted ship, use the same-hex positioning rules to determine their relative position.

## Mass Driver

These fearful weapons of mass destruction saw widespread use during the latter stages of the Orieni war. In fact it was the massive destruction wrought by these and other deadly weapons during this time that led many of the major powers to later form treaties outlawing their use. Many worlds in what was once Orieni space still, centuries later, still struggle to recover.

## Light Particle Beam
**Class: Plasma   Modes: Standard**

The plasma blaster is a short ranged, but relatively powerful, light plasma weapon typically used by the early Centauri Republic on their fighters and armed shuttles. While an effective weapon, its short effective range and poor fire control caused it to fall into disfavor following the Orieni war.

## Plasma Gun
**Class: Plasma   Modes: Standard**

A more powerful version of the Plasma Blaster, used by Centauri assault fighters to against enemy warships. Like the Plasma Blaster this weapon's shorter effective range and poor fire control, especially when faced with the deadly anti-fighter defenses of Orieni capital ships, caused it to fall into disfavor and eventually be removed from service.

## Fighter Missiles

The Phalan-M Missile Fighter was used in this period as a fighter missile attack platform. These missiles are statistically the same as standard fighter missiles.

# Centauri Mines

The Centauri Republic was well aware it had a great deal of territory to protect. Mines were seen as a way to cheaply supplement meager defensive forces to allow relatively small forces to protect this myriad of installations. Using small forces allowed Houses to guard some of their own installations without using precious RN units, and allowed the RN to use the smallest possible forces in fixed garrisons. To this end, the Centauri operated a small but versatile selection of mines with Proximity, Captor and DEW mines represented. The Acar-B DEW Mine gradually replaced the earlier Acar-A DEW Mine over the course of the Orieni War, though they could still be found in remote parts of the Republic for many years afterwards, not replaced until they needed servicing.

Rakir Proximity Mine, Cost 10, Damage 16, Signature 4

Karan Captor Mine, Cost 14, Range 6, Accuracy +4, Damage 16, Signature 4.

Kota Captor Mine, Cost 18, Range 10, Accuracy +4, Damage 12, Signature 4.

Acar-A DEW Mine, Cost 15, Range 5, Accuracy +3, Signature 2(1), Armor 2, Structure 4, Fires as a Particle Projector.

Acar-B DEW Mine, Cost 20, Range 6, Accuracy +4, Signature 3(1), Armor 2, Structure 4, Fires as a Light Particle Beam

# Afterword

## Who Are We and Why Did We Do This?

The "History Group" or more accurately, the "Historical Repair Team (HRT)," was begun in the winter of 1998. A couple of the future members of the team met on the B5Wars mailing list and began a series of off-list discussions on many things. One of the major discussions was on the historical and doctrinal underpinning of the fleets of the four major nations in the first edition rules. One of the people in these discussions suggested that when conclusions were finally reached, we should send them off to Agents of Gaming. When we did, AoG professed interest in our work, and the prospects of future results.

Buoyed by the positive feedback, additional members were recruited and we became a regular organization, complete with an internal mailing list and archived and sorted data to manipulate. Agents of Gaming became an active member of the discussions and brought us in on a number of projects. In return they requested that the size of the team be fixed, and that certain additional constraints be applied.

While many subjects have been discussed and some of the results published, the cornerstone was always the attempt to work out the history of the various fleets and why they appeared as they do in B5Wars. To date, the greatest impact made by the Historical Repair Team was in the Rules Compendium (where we wrote all of the racial histories), the Ships of the Fleet (where we redid a number of In-Service Dates and Ship Descriptions) and Dilgar Wars (where we created the maps and made a number of significant changes to the course and history of the war itself). The development of racial histories unfolded into a number of working ideas. When our work became detailed enough, it was suggested that we submit them for publication in our own products. The first product has finally been revealed as the Wars of the Centauri Republic.

## Why Wars of the Centauri Republic?

From the outset of our discussions, the Centauri quickly became the stickiest race to define, for in many ways they are the most different from the others. They have little visible reason to do things in such odd ways, unlike the other nations in the 1st Edition. The subsequent releases of the War of Retribution Update Pack, Variant-1 and Showdowns-1 tended to cloud the water even more leading to more detailed discussions. The result was a detailed history of the Centauri republic, which included events, technology and military units. The Orieni War became the centerpiece of that discussion and quickly unfolded into the first product the HRT would release.

A second reason is that there is a school of thought in gaming that believes that only things that take place in the future with ever-newer weapons and ever-bigger ships can seize the imagination of the public. We are hoping to prove that this is not the case—that quality and interesting products can be set even before the show, to fill in blanks that the casual viewer might not even suspect were present. We have faith that we will succeed.

## What's Next?

Much more actually exists than fits in the Wars of the Centauri Republic, so hopefully we can eventually get the rest published. Additional products may include a supplement showing the initial expansion of the Republic and its initial cold war with the Garmak, and a supplement showing the climactic 2046 Civil War and its aftermath. Even shorn of the beginning and ending of the heyday of the Republic, the Orieni War didn't all fit, so we're already attempting to get a supplement to fill in the things we designed and weren't able to shoehorn in, such as the ships of the minor powers in the conflict and Raiders of the era. Other racial historical products, such as the Minbari and the rise of the Earth Alliance, are being explored as well as current topics. The key to further historical products will be in the success, or failure of the Wars of the Centauri Republic.

## The Effects of Real Life and A Few Words from the HRT

The exigencies of real life forced some specialization, and most of the playtests conducted before the official playtest pack was produced were conducted by one of our members and his regular group. Another of our members, who conducted a series of different playtests aimed at determining

CPVs by fighting selected ships from the show era expressed relief that the Orieni motherships could indeed be killed. They are fearsome beasties. One created graphic SCSs, others designed and debated weapons, history, known facts that had bearing. And of course everyone critiqued everyone else's works/opinions spawning debates, which covered an amazing amount of territory. It was fun. We hope you will enjoy it as much as we enjoyed creating it, though that will take some doing.

While doing this product we faced computer hardware and software failures, opposition from on high and even a marriage. The support of the B5Wars mailing list, which received advanced notice of some of our products and intentions, has been a big help in making this product possible. For those who desire it, there is still a vast amount of room left to explore and fill in the blanks in the Babylon 5 universe; we've barely begun to scratch the surface. If the sales allow, we'll explore some of these together.

# Product Credits

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**Spelgillet Sweden:** Rickard Ekholm, Tommy Ekkolm, Anders Holmstrom, Peter Nilsson, Christer Oberg, Niklas Pettersson.

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**Others:** David Hurd, Nathan Spencer, Andrew Shein.

## Special Thanks

**Jacob and Vicki Jett** for staging huge point cost battles.

**Renaud Gagne** for his additional reading and testing.

**Marc Remy**, our most experienced Orieni commander.

## HRT Playtesting Mailing List

At our request Matthew Seidl has created a special mailing list for playtest reports on this, and subsequent HRT created products. This list will allow reports and discussion to reach the HRT without overburdening AoG. It can also be used to present thoughts and opinions on the products or proposals to fix real or perceived problems. The HRT will be monitoring, but intends to lurk and allow the public the most possible range to discuss what needs coverage. It is possible that some solutions presented by the public will not work in conjunction with facts not presented in the playtest pack. This means it is possible that some suggestions will be rejected with little or no supporting evidence provided. This should not be taken as a personal rejection or attack. Additionally, the members of the HRT are all bound by non-disclosure agreements and some subjects simply cannot be discussed by the HRT, while some questions cannot be answered.

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hrt-report@csua.berkeley.edu

Name:_____ Counter:_____

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

# Orieni Benevolent Heavy Scout

## SPECS
Class: Capital Ship
In Service: 1791
Point Value: 600
Ramming Value: 260
Jump Delay: 25 Turns

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

| 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 |

## COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

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

## WEAPON DATA

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Heavy Laser Lance
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

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

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

## PRIMARY HANGAR
6 Light Fighters
6 Medium Fighters
3 Shuttles  Thrust: 3
Armor: 0   Defense: 11/11

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

## FORWARD HITS
1-4: Retro Thrust
5-8: Laser Lance
9-12: Gatling Railgun
13-18: Forward Structure
19-20: PRIMARY HIT

## SIDE HITS
1-5: Port/Stb Thrust
6-9: Gatling Railgun
10-18: Port/Stb Structure
19-20: PRIMARY HIT

## AFT HITS
1-6: Main Thrust
7-9: Gatling Railgun
10-18: Aft Structure
19-20: PRIMARY HIT

## PRIMARY HITS
1-7: Primary Structure
8-9: Jump Engine
10-12: Sensors
13-14: Engine
15-16: Hangar
17: Missile Rack
18-19: Reactor
20: C & C

## MISSILES ➤
Rack #1



**FORWARD**

**PORT**

**STARBOARD**

All Gatling Railguns

All Gatling Railguns

**PRIMARY**

**AFT**

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser Lance
- Class-SO/S Missile Rack
- Gatling Railgun

## 2007 Refit
Point Value: 660

### Class-S Missile Rack
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

### Heavy Laser Lance
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

## ARMOR REFIT

| System | 1791 | 2007 |
|---|---|---|
| Laser Lances | 2 | 3 |
| Fwd Gatling Railguns | 1 | 2 |
| Port/Stb Gatling Railguns | 1 | 2 |
| Main Thrust | 2 | 3 |

## SENSOR REFIT

| | | |
|---|---|---|
| Sensor Rating | 8 | 9 |

Name:_____  Counter:_____

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

# Orieni Commune Battle Leader

## SPECS
Class: Medium Ship
In Service: 1983
Point Value: 400
Ramming Value: 55
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +13

| 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 |

## HANGAR
0 Fighters
2 Shuttle    Thrust: 3
Armor: 0    Defense: 11/11
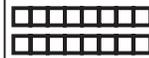
## ARMOR REFIT
| System | 1983 | 2007 |
|---|---|---|
| Laser Lance | 2 | 3 |
| Gatling Railguns | 1 | 2 |

## FORWARD HITS
1-5: Retro Thrust
6-8: Laser Lance
9-10: Gatling Railgun
11-12: HK Control System
13-17: Structure
18-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-9: Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

## PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

## SPECIAL NOTES
Atmospheric Capable

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

PORT

STARBOARD

FORWARD

PRIMARY

AFT
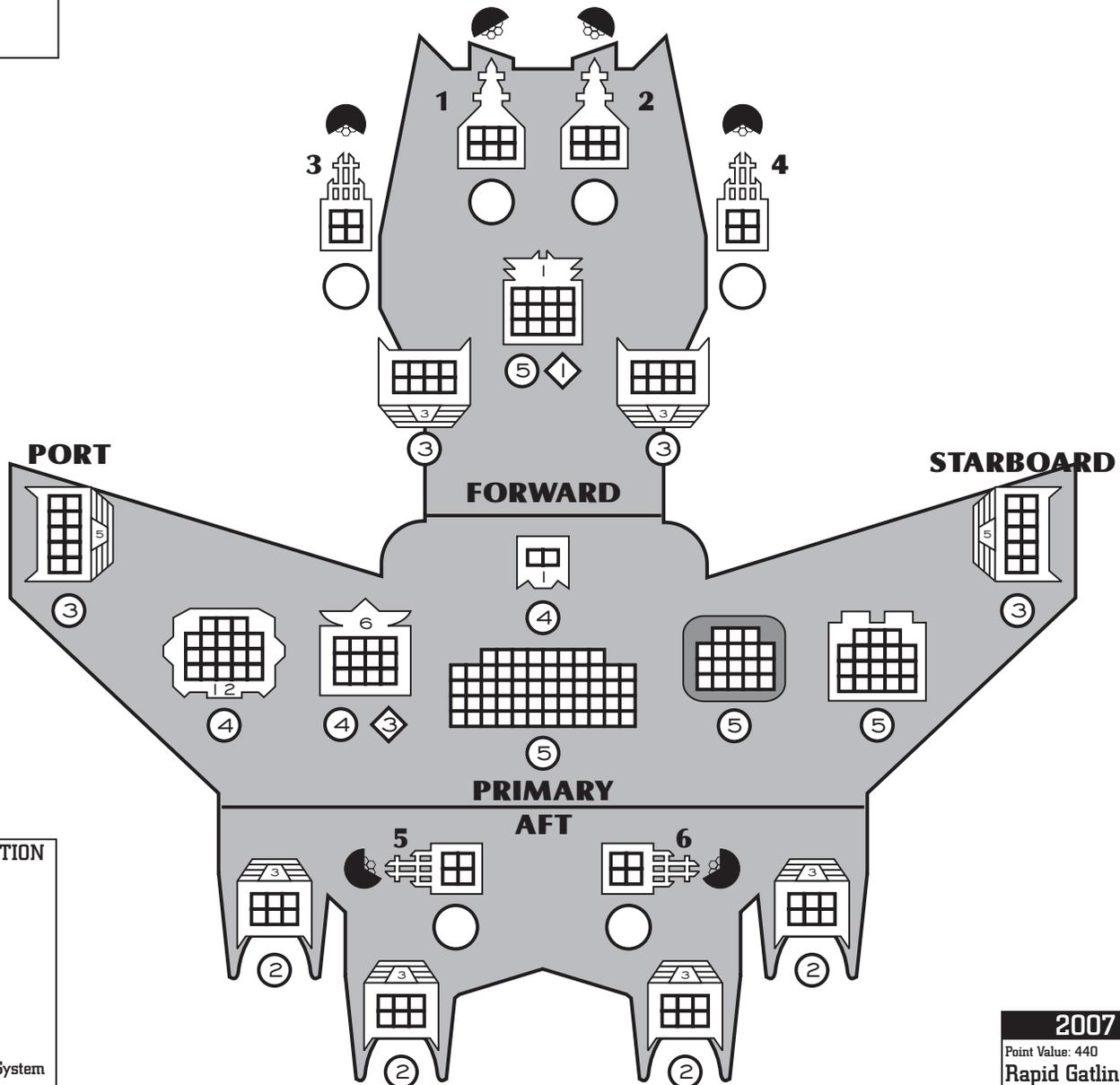
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
HK Control System
Laser Lance
Gatling Railgun

### 2007 Refit
Point Value: 440
**Rapid Gatling Railgun**
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Obedient Variant (Common)

Version 2: 2E/WCR          Name:_____  Counter:_____

# Orieni Devout Escort Frigate

## SPECS
Class: Medium Ship
In Service: 2002
Point Value: 260
Ramming Value: 40
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +2
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## HANGAR
0 Fighters
1 Shuttle      Thrust: 3
Armor: 0      Defense: 11/11

## WEAPON DATA

### Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

## FORWARD HITS
1-5:  Retro Thrust
6:  Lt Laser Cannon
7-9:  Gatling Railgun
10-17:  Structure
18-20:  PRIMARY Hit

## AFT HITS
1-7:  Main Thrust
8-9:  Gatling Railgun
10-17:  Structure
18-20:  PRIMARY Hit

## PRIMARY HITS
1-8:  Port/Stb Thrust
9-11:  Sensors
12-15:  Engine
16-17:  Hangar
18-19:  Reactor
20:  C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

## ARMOR REFIT

| System | 2002 | 2003 | 2007 |
|---|---|---|---|
| Fwd Gatling Railgun | 1 | 1 | 2 |
| Retro Thrust | 1 | 2 | 2 |
| Center Main Thrust | 1 | 2 | 2 |
| Lt/Rt Main Thrust | 1 | 1 | 2 |

## SENSOR REFIT

| | 2002 | 2003 | 2007 |
|---|---|---|---|
| Sensor Rating | 4 | 5 | 5 |



FORWARD

PORT                                    STARBOARD

PRIMARY

AFT
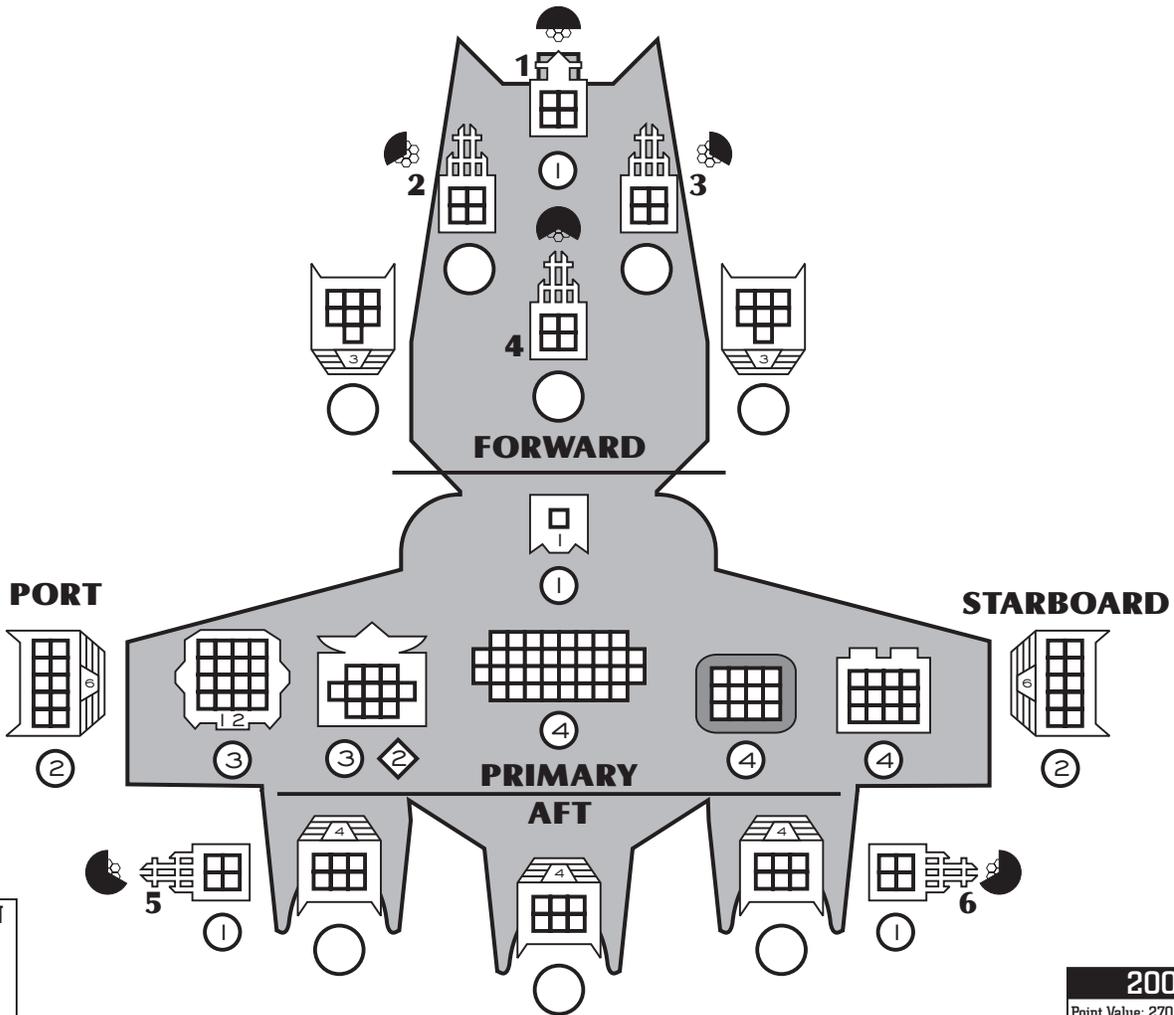
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Lt Laser Cannon
Gatling Railgun

### 2003 Refit
Point Value: 270

### 2007 Refit
(includes 2003 Refit)
Point Value: 310

**Rapid Gatling Railgun**
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Version 2: 2E/WCR          Name:_____          Counter:_____

# Orieni Enlightenment Invader

## SPECS
Class: Capital Ship
In Service: 1712
Point Value: 600
Ramming Value: 290
Jump Delay: N/A

## MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

## COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

## WEAPON DATA

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*Rapid Gatling Railgun*
*Rate of Fire: 2 per turn*

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

## ARMOR REFIT
| System | 1712 | 2007 |
|---|---|---|
| Fwd Gatling Railguns | 1 | 2 |
| Port/Stb Gatling Railguns | 1 | 2 |
| Main Thrust | 2 | 3 |

## SPECIAL NOTES
May not substitute H-K's for Assault Shuttles

## FORWARD HITS
1-6: Retro Thrust
7-8: Laser Lance
9-11: Gatling Railgun
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Class-SO Missile Rack
7-8: Gatling Railgun
9-10: Port/Stb Hangar
11-12: Port/Stb Cargo
13-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-8: Main Thrust
9-10: Gatling Railgun
11-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-11: Sensors
12-13: Engine
14-15: Primary Hangar
16-17: Cargo
18: Reload Rack
19: Reactor
20: C & C

## MISSILES
Rack #3
Rack #4
Rack #5
Rack #6
Reload Rack

## PRIMARY HANGAR
12 Light Fighters
3 Shuttles    Thrust: 3
Armor: 0    Defense: 11/11

## SIDE HANGARS
12 Assault Shuttles Each
2 Cargo Shuttles Each
No Weapons Thrust: 3
Armor: 0    Defense: 12/13

## UPLIFT ASSAULT SHUTTLES
Cost: 20        Defense: 9/10
Thrust: 6       Offense: +2
Armor: 1        Initiative: +9
1 Lt. Gatling Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d6
Firing Arc:
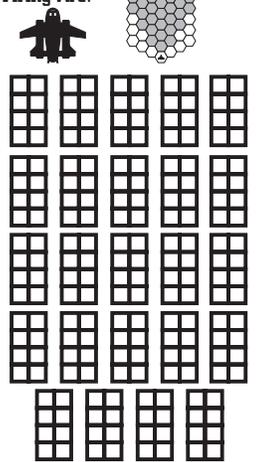
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Reload Rack
Class-SO Missile Rack
Laser Lance
Gatling Railgun

**FORWARD**

**PORT**

**STARBOARD**

All Gatling Railguns

All Gatling Railguns

**PRIMARY**
**AFT**

## 2007 Refit
Point Value: 650

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Version 2: 2E/WCR

Name:_____ Counter:_____

# Orieni Highguard Orbital Satellites [4]

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

## SPECS
Class: OSAT
In Service: 1780/1803 (A/B)
Point Value: 165/140 (A/B)
Ramming Value: 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: 9
Stb/Port Defense: 9
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: +12

## PRIMARY HITS
1-9: Structure
10-11: Thruster
12-14: Missile Rack/Laser Lance
15-16: Gatling Railgun
17-18: Sensors
19-20: Reactor

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

## ARMOR REFIT
| System | 1780/1803 | 2003 | 2007 |
|---|---|---|---|
| Laser Lance | 3 | 4 | 5 |
| Missile Rack | 3 | 4 | 5 |
| Gatling Railguns | 1 | 1 | 2 |

## SENSOR REFIT
| | | | |
|---|---|---|---|
| Sensor Rating | 4 | 4 | 5 |

## WEAPON DATA

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

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

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

### Heavy Laser Lance
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

## MISSILES ➤
Rack #1
Rack #2

## MISSILES ➤
Rack #1
Rack #2
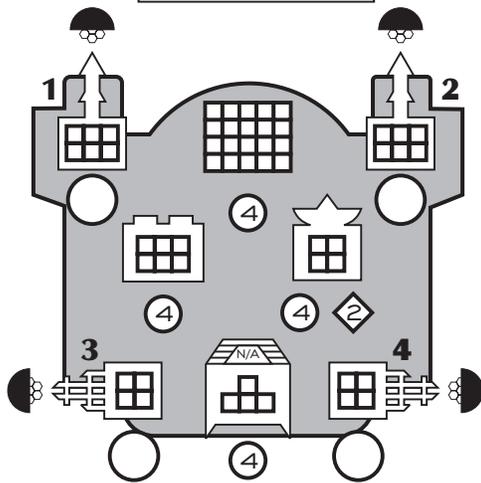
HighGuard-A
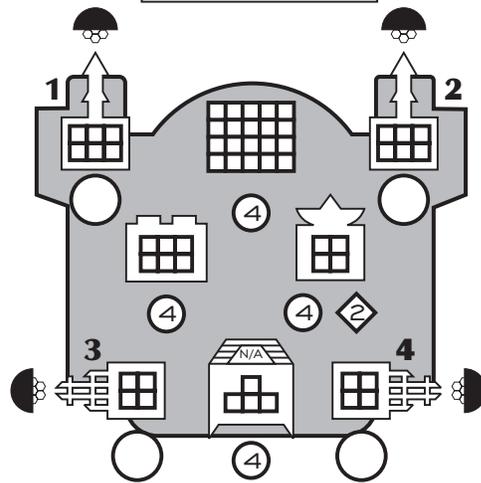
HighGuard-A
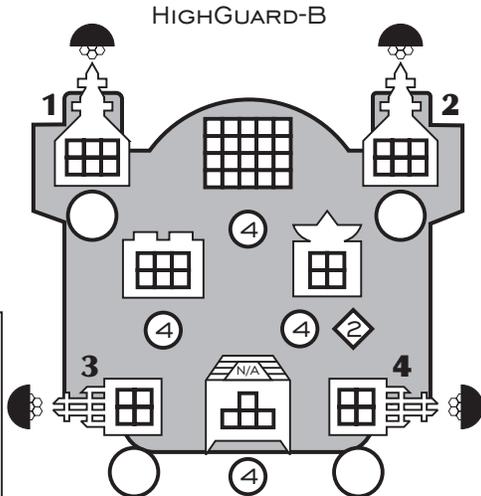
HighGuard-B
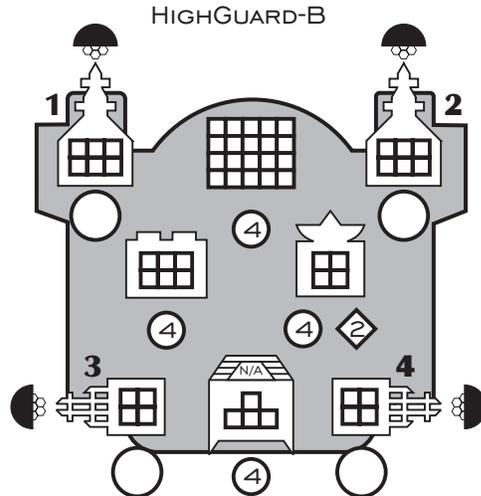
HighGuard-B

## ICON RECOGNITION
Thruster
Sensors
Reactor
Class-SO/S Missile Rack
Laser Lance
Gatling Railgun

Version 2: 2E/WCR    Name:_____    Counter:_____

**BABYLON 5 WARS 2ND EDITION**

# Orieni Obedient Patrol Frigate

## SPECS
Class: Medium Ship
In Service: 1780
Point Value: 270
Ramming Value: 40
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +0
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 11/11
☐☐☐☐☐☐☐

## ARMOR REFIT
| System | 1780 | 2003 | 2007 |
|---|---|---|---|
| Fwd Gatling Railgun | 1 | 1 | 2 |
| Gauss Cannon | 1 | 2 | 3 |
| Retro Thrust | 1 | 2 | 2 |
| Center Main Thrust | 1 | 2 | 2 |
| Lt/Rt Main Thrust | 1 | 1 | 2 |

## SENSOR REFIT
| Sensor Rating | 4 | 5 | 5 |
|---|---|---|---|

## FORWARD HITS
1-5:   Retro Thrust
6-7:   Gauss Cannon
8:   Lt Laser Cannon
9:   Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

## AFT HITS
1-7:   Main Thrust
8-9:   Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

## PRIMARY HITS
1-8:   Port/Stb Thrust
9-11:  Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20:   C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

## WEAPON DATA

### Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: –1 per hex
Fire Control: +2/+1/–3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: –1 per hex
Fire Control: +2/+1/–2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: –2 per hex
Fire Control: +0/+2/+4
Intercept Rating: –1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*



FORWARD

PORT    STARBOARD

PRIMARY

AFT
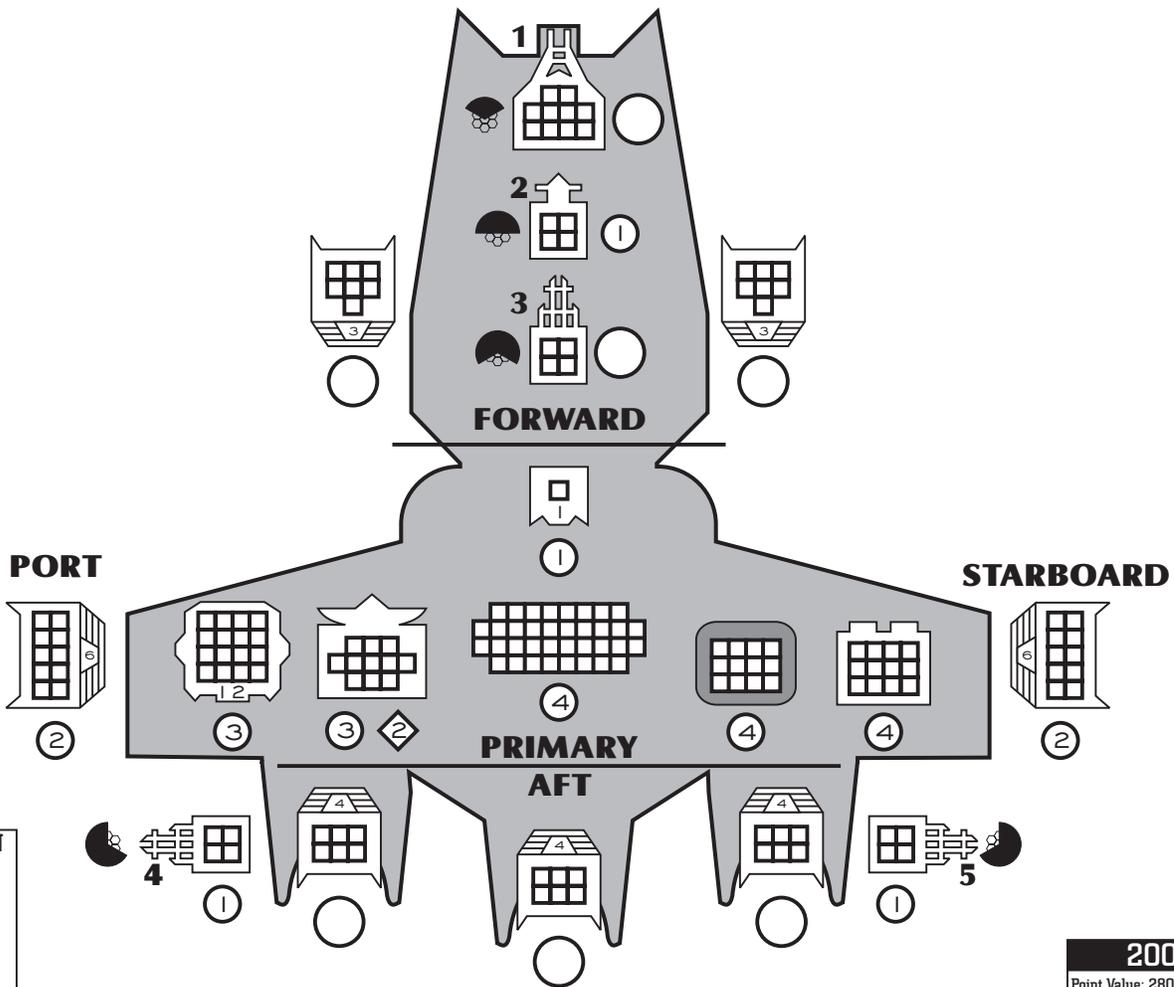
## ICON RECOGNITION
⊔ Thruster
▢ C & C
☖ Sensors
⬡ Engine
⊓ Reactor
⊔ Hangar
⌂ Gauss Cannon
⊓ Lt Laser Cannon
⛫ Gatling Railgun

**2003 Refit**
Point Value: 280

**2007 Refit**
(includes 2003 Refit)
Point Value: 310

**Rapid Gatling Railgun**
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Prophet Variant (Rare)

Version 2: 2E/WCR     Name:_____   Counter:_____

# Orieni Paragon Strike Force Command Ship

BABYLON 5 WARS 2ND EDITION

## SPECS
Class: Capital Ship
In Service: 1782
Point Value: 950
Ramming Value: 470
Jump Delay: 25 Turns

## MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

## COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## WEAPON DATA

**Heavy Laser Lance**
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

**Laser Lance**
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

**Heavy Gauss Cannon**
Class: Matter
Modes: Standard
Damage: 3d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

**Gauss Cannon**
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

**Gatling Railgun**
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

## HANGAR
12 Light Fighters
18 Medium Fighters
6 Assault Shuttles
1 Shuttle       Thrust: 3
Armor: 0        Defense: 10/11

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

## FORWARD HITS
1-4: Retro Thrust
5-6: Missile Rack
7-9: Gauss Cannon
10-11: Gatling Railgun
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-3: Port/Stb Thrust
4-5: Laser Lance
6-8: Gauss Cannon
9: Missile Rack
10-11: Gatling Railgun
12-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-5: Main Thrust
6: Missile Rack
7-9: Gauss Cannon
10-11: Gatling Railgun
12-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-6: Primary Structure
7: Laser Lance
8: Missile Rack
9-10: Jump Engine
11-12: Sensors
13-14: Engine
15-16: Hangar
17-18: HK Control System
19: Reactor
20: C & C

FORWARD

PORT

STARBOARD

PRIMARY

AFT

ALL GATLING RAILGUNS

ALL GATLING RAILGUNS

ALL LASER LANCES

ALL LASER LANCES

## MISSILES
Rack #15
Rack #16
Rack #17
Rack #18
Rack #19
Rack #20

## 2003 Refit
Point Value: 1050

**Heavy Laser Lance**
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

**Heavy Gauss Cannon**
Replace all gauss cannons with heavy gauss cannons. Armor and firing arcs remain unchanged.

## 2007 Refit
(includes 2003 Refit)
Point Value: 1160

**Rapid Gatling Railgun**
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

**Class-S Missile Rack**
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

## ARMOR REFIT

| System | 1782 | 2003 | 2007 |
|---|---|---|---|
| F/P/S Gatling Railguns | 1 | 1 | 2 |
| Fwd Gauss Cannon | 2 | 3 | 4 |
| Port/Stb Gauss Cannons | 2 | 3 | 3 |
| Primary Laser Lances | 3 | 4 | 5 |
| Laser Lances | 2 | 3 | 3 |
| Center Retro Thrust | 2 | 3 | 3 |
| Left/Rt Retro Thrust | 2 | 2 | 3 |
| Main Thrust | 2 | 3 | 3 |

## SENSOR REFIT
| Sensor Rating | 7 | 8 | 8 |
|---|---|---|---|

## UPLIFT ASSAULT SHUTTLES
Cost: 20        Defense: 9/10
Thrust: 6       Offense: +2
Armor: 1        Initiative: +9
1 Lt. Gatling Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d6
Firing Arc:

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
HK Control System
Hangar
Reactor
Jump Engine
Class-SO/S Missile Rack
Laser Lance
Gatling Railgun
Gauss Cannon

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Version 2: 2E/WCR

Name:_____ Counter:_____

# Orieni Penitent Station

BABYLON 5 WARS
2ND EDITION

## SPECS
Class: Enormous Base
In Service: 1782
Point Value: 2000
Ramming Value: 710
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

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

### Heavy Laser Lance
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Heavy Gauss Cannon
Class: Matter
Modes: Standard
Damage: 3d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

## PRIMARY HANGARS
12 Lt. Fighters Each
2 Shuttles Each   Thrust: 3
Armor: 0     Defense: 11/11
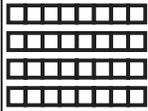
## SECTION HANGARS
0 Fighters
6 Hunter-Killers Each

## SENSOR DATA

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

## SECTION HITS
1-2:   Missile Rack
3-4:   Gauss Cannon
5-7:   Gatling Railgun
8-9:   Cargo
10:    Reactor
11:    Hangar
12-18: Section Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9:   Primary Structure
10-11: Laser Lance
12-13: HK Control System
14-16: Sensors
17:    Primary Hangar
18:    Primary Reactor
19-20: C & C
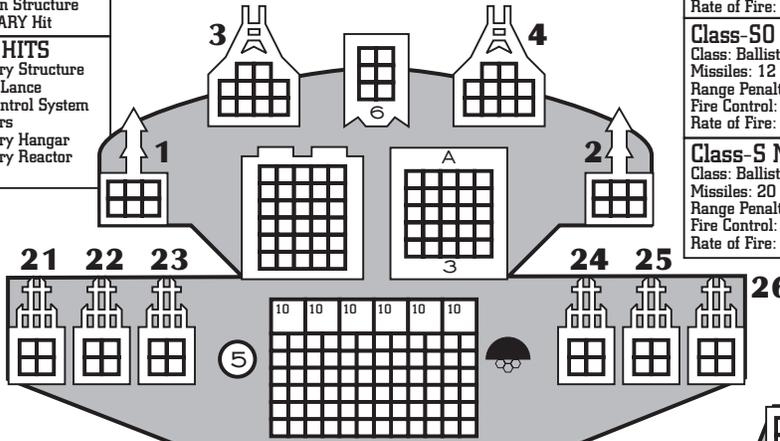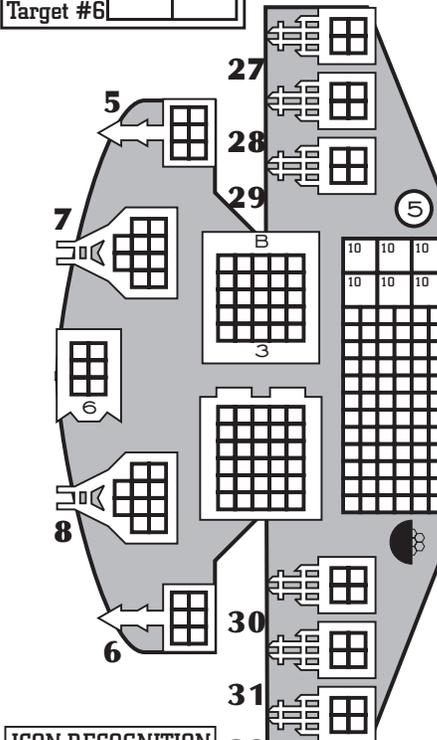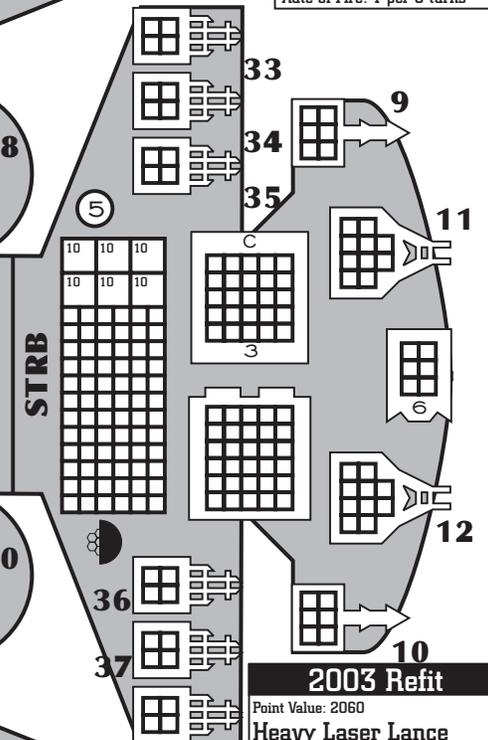
## SENSOR REFIT

| System | 1782 | 2003 | 2007 |
|---|---|---|---|
| Sensor Rating | 7 | 7 | 8 |

FORWARD

PORT

STRB

PRIMARY

AFT

## ICON RECOGNITION
C & C
Sensors
Reactor
Hangar
Cargo
HK Control System
Class-SO/S Missile Rack
Laser Lance
Gauss Cannon
Gatling Railgun

## MISSILES
Before 2007, each Class-SO Rack holds 12 missiles. From 2007 and beyond the Class-S Rack Holds 20. There 8 such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

## 2003 Refit
Point Value: 2060

### Heavy Laser Lance
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

### Heavy Gauss Cannon
Replace all gauss cannons with heavy gauss cannons. Armor and firing arcs remain unchanged.

## 2007 Refit
(includes 2003 Refit)
Point Value: 2270

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

### Class-S Missile Rack
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

Version 2: 2E/WCR   Name:_____   Counter:_____

# Orieni Prophet Command Ship

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Capital Ship
In Service: 1780
Point Value: 725
Ramming Value: 440
Jump Delay: 25 Turns

## MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

## COMBAT STATS
Fwd/Aft Defense: 19
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## WEAPON DATA

**Heavy Laser Lance**
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

**Laser Lance**
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

**Heavy Gauss Cannon**
Class: Matter
Modes: Standard
Damage: 3d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

**Gauss Cannon**
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

**Gatling Railgun**
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
Rate of Fire: 2 per turn

## MISSILES
Rack #9
Rack #10
Rack #11
Rack #12
Rack #13

## SPECIAL NOTES
Limited Deployment (33%)

## HANGAR
12 Light Fighters
18 Medium Fighters
6  Assault Shuttles
1 Shuttle    Thrust: 3
Armor: 0    Defense: 10/11

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

## FORWARD HITS
1-3:   Retro Thrust
4-5:   Missile Rack
6-7:   Gauss Cannon
8-9:   Gatling Railgun
10-12: Forward Cargo
13-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-3:   Port/Stb Thrust
4-5:   Laser Lance
6-7:   Gauss Cannon
8:     Missile Rack
9-10:  Gatling Railgun
11-12: Port/Stb Cargo
13-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-5:   Main Thrust
6:     Missile Rack
7-8:   Gauss Cannon
9-10:  Gatling Railgun
11-12: Aft Cargo
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-7:   Primary Structure
8-9:   Jump Engine
10-11: Sensors
12-13: Engine
14-16: Hangar
17-18: HK Control System
19:    Reactor
20:    C & C

## ARMOR REFIT
| System | 1780 | 2003 | 2007 |
|---|---|---|---|
| F/P/S Gatling Railguns | 1 | 1 | 2 |
| Fwd Gauss Cannon | 2 | 3 | 4 |
| Port/Stb Gauss Cannons | 2 | 3 | 3 |
| Laser Lances | 2 | 3 | 3 |
| Center Retro Thrust | 2 | 3 | 3 |
| Left/Rt Retro Thrust | 2 | 2 | 3 |
| Main Thrust | 2 | 3 | 3 |

## SENSOR REFIT
| Sensor Rating | 6 | 7 | 7 |
|---|---|---|---|

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Cargo
HK Control System
Hangar
Reactor
Jump Engine
Class-SO/S Missile Rack
Laser Lance
Gauss Cannon
Gatling Railgun

FORWARD
PORT
STARBOARD
PRIMARY
AFT

All Gatling Railguns
All Gatling Railguns
All Laser Lances
All Laser Lances

### 2003 Refit
Point Value: 790
**Heavy Laser Lance**
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.
**Heavy Gauss Cannon**
Replace all gauss cannons with heavy gauss cannons. Armor and firing arcs remain unchanged.

### 2007 Refit
(includes 2003 Refit)
Point Value: 880
**Rapid Gatling Railgun**
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.
**Class-S Missile Rack**
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

## UPLIFT ASSAULT SHUTTLES
Cost: 20    Defense: 9/10
Thrust: 6    Offense: +2
Armor: 1    Initiative: +9
1 Lt. Gatling Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d6
Firing Arc:

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

# Orieni Shining Light Hunter-Killer Fighter

## SPECS
Class: Medium Fighter
In Service: 1778
Point Value: 32 each
Ramming Value: 60
Jinking Limit: 4 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: 8
Stb/Port Defense: 8
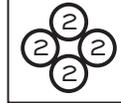Free Thrust: 9
Offensive Bonus: n/a
Initiative Bonus: +6

## Ramming Attempt Modifiers
+4 if target is ship
+6 if target is of enormous size
+1 if target is moving speed 4 or 5
+2 if target is moving speed 2 or 3
+3 if target is moving speed 1
+5 if target is not moving
-1 for each 5 points of speed the
   target is moving in excess of 5
-1 per level of jinking by the target
   or the ramming unit.

### Ramming Results
1-6:    25% of Ramming Value
7-12:   50% of Ramming Value
13-16:  75% of Ramming Value
17+:    100% of Ramming Value

## UNCONTOLLED PENALTIES
-3 to Initiative Bonus
May only use half of free thust for
acceleration or deceleration

## SPECIAL NOTES
No weapons
May not use Ramming Prow enhancement
Ram Attempt Penalty of -1 per 2 hexes
   traveled during ram attempt
+1 Ramming Bonus to Ram Attempt

## ARMOR

**Flight #1**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #2**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #3**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #4**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #5**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #6**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #7**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #8**

Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**BABYLON 5 WARS 2ND EDITION**

# Orieni Shining Star Improoved Hunter-Killer Fighter

## SPECS
Class: Medium Fighter
In Service: 1998
Point Value: 45 each
Ramming Value: 80
Jinking Limit: 4 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: 8
Stb/Port Defense: 7
Free Thrust: 10
Offensive Bonus: n/a
Initiative Bonus: +6

## Ramming Attempt Modifiers
+4 if target is ship
+6 if target is of enormous size
+1 if target is moving speed 4 or 5
+2 if target is moving speed 2 or 3
+3 if target is moving speed 1
+5 if target is not moving
−1 for each 5 points of speed the
   target is moving in excess of 5
−1 per level of jinking by the target
   or the ramming unit.

### Ramming Results
| | |
|---|---|
| 1-6: | 25% of Ramming Value |
| 7-12: | 50% of Ramming Value |
| 13-16: | 75% of Ramming Value |
| 17+: | 100% of Ramming Value |

## UNCONTOLLED PENALTIES
−3 to Initiative Bonus
May only use half of free thust for
acceleration or deceleration

## SPECIAL NOTES
No weapons
May not use Ramming Prow enhancement
Ram Attempt Penalty of −1 per 3 hexes
   traveled during ram attempt
+2 Ramming Bonus to Ram Attempt

### ARMOR
2
2   2
2

---

**Flight #1**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #2**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #3**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #4**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #5**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #6**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #7**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

**Flight #8**

Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

Initative | Speed | Thrust Used | Jinking | Notes

Version 2: 2E/WCR

Name:_____ Counter:_____

# Orieni Skywatch Heavy Orbital Satellite [2]

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

## SPECS
Class: OSAT
In Service: 1810
Point Value: 540
Ramming Value: 80
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

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: –1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: –2 per hex
Fire Control: +0/+2/+4
Intercept Rating: –1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

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

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

### Heavy Laser Lance
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: –1 per 2 hexes
Fire Control: +3/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

## PRIMARY HITS
1-8: Structure
9-10: Thruster
11-13: Missile Rack
14-15: Laser Lance
16-17: Gatling Railgun
18: Sensors
19: Reactor
20: HK Control System

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

## FIGHTER RAILS
6 H-K Fighters Per Osat

## ARMOR REFIT

| System | 1810 | 2003 | 2007 |
|---|---|---|---|
| Laser Lance | 3 | 4 | 4 |
| Gatling Railguns | 1 | 1 | 2 |

## SENSOR REFIT

| | 1810 | 2003 | 2007 |
|---|---|---|---|
| Sensor Rating | 5 | 5 | 6 |

## MISSILES ➤
Rack #1
Rack #2
Rack #3
Rack #4
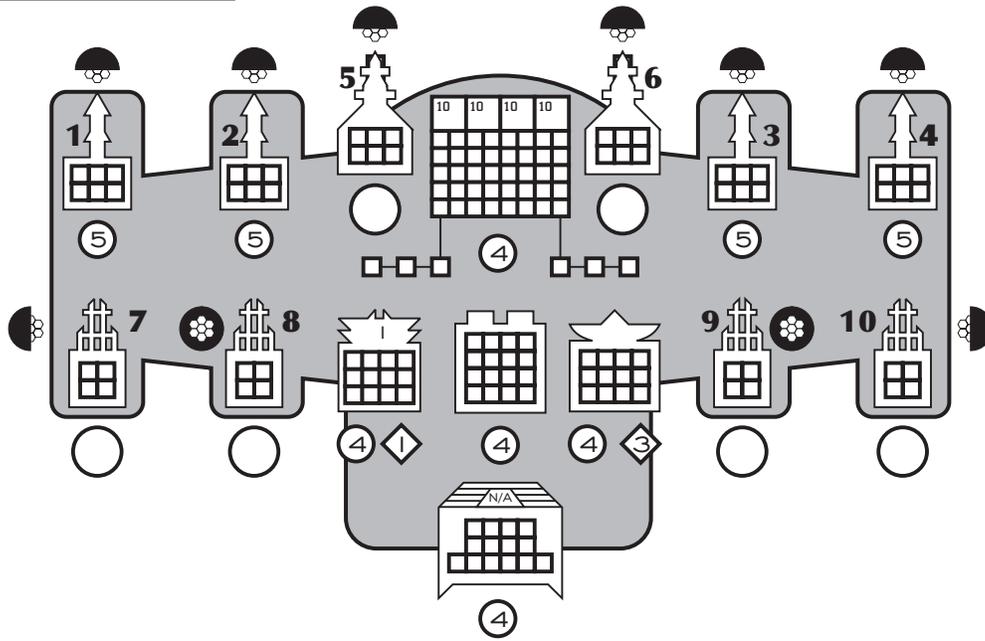
## MISSILES ➤
Rack #1
Rack #2
Rack #3
Rack #4
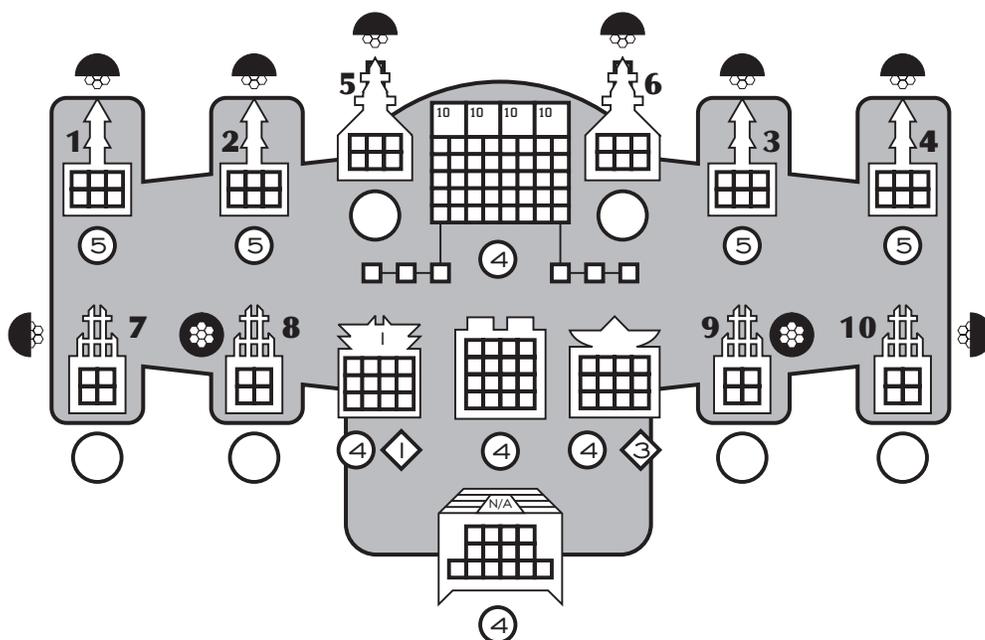
## ICON RECOGNITION
Thruster
Sensors
Reactor
HK Control System
Class-SO/S Missile Rack
Laser Lance
Gatling Railgun

## 2003 Refit
Point Value: 550
### Heavy Laser Lance
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

## 2007 Refit
(includes 2003 Refit)
Point Value: 600
### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.
### Class-S Missile Rack
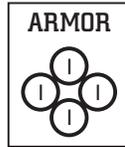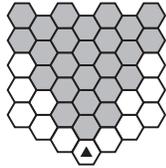Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

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Name:_____ Counter:_____

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

# Orieni Steadfast Escort Corvette

## SPECS
Class: Medium Ship
In Service: 1780
Point Value: 395
Ramming Value: 50
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +0
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 11/11

## WEAPON DATA

### Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

## FORWARD HITS
1-5:  Retro Thrust
6-8:  Gauss Cannon
9-11:  Gatling Railgun
12-17:  Structure
18-20:  PRIMARY Hit

## AFT HITS
1-6:  Main Thrust
7-8:  Lt Laser Cannon
9-10:  Gatling Railgun
11-17:  Structure
18-20:  PRIMARY Hit

## PRIMARY HITS
1-8:  Port/Stb Thrust
9-11:  Sensors
12-15:  Engine
16-17:  Hangar
18-19:  Reactor
20:  C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

## ARMOR REFIT

| System | 1780 | 2004 | 2007 |
|---|---|---|---|
| Fwd Gatling Railguns | 1 | 1 | 2 |
| Gauss Cannons | 1 | 2 | 3 |
| Center Retro Thrust | 1 | 2 | 2 |
| Light Laser | 0 | 1 | 1 |
| Center Main Thrust | 1 | 2 | 2 |
| Lt/Rt Main Thrust | 1 | 1 | 2 |

## SENSOR REFIT

| | 1780 | 2004 | 2007 |
|---|---|---|---|
| Sensor Rating | 5 | 6 | 6 |
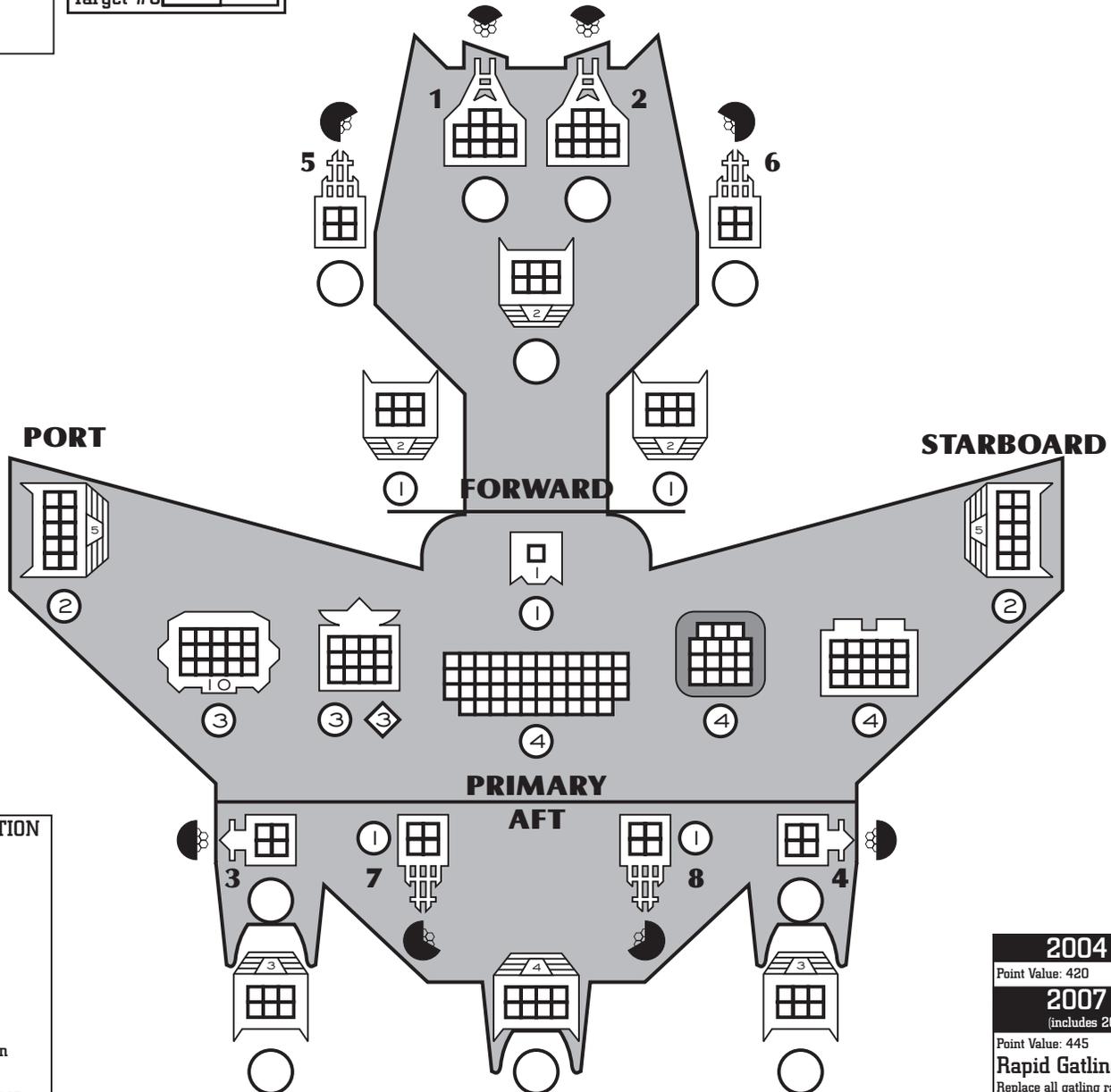


PORT

STARBOARD

FORWARD

PRIMARY

AFT

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Gauss Cannon
Lt Laser Cannon
Gatling Railgun

### 2004 Refit
Point Value: 420

### 2007 Refit
(includes 2004 Refit)
Point Value: 445

**Rapid Gatling Railgun**
Replace all gatling railguns with
rapid gatling railguns. Armor
and firing arcs remain unchanged.

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

# Orieni Storm Front Missile Corvette

## SPECS
Class: Medium Ship
In Service: 1874
Point Value: 360
Ramming Value: 50
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +2
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 11/11

## ARMOR REFIT
| System | 1874 | 2007 |
|--------|------|------|
| Center Retro Thrust | 1 | 2 |
| Center Main Thrust | 1 | 2 |
| Gatling Railguns | 1 | 2 |

## WEAPON DATA

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

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: –2 per hex
Fire Control: +0/+2/+4
Intercept Rating: –1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 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

## FORWARD HITS
1-6: Retro Thrust
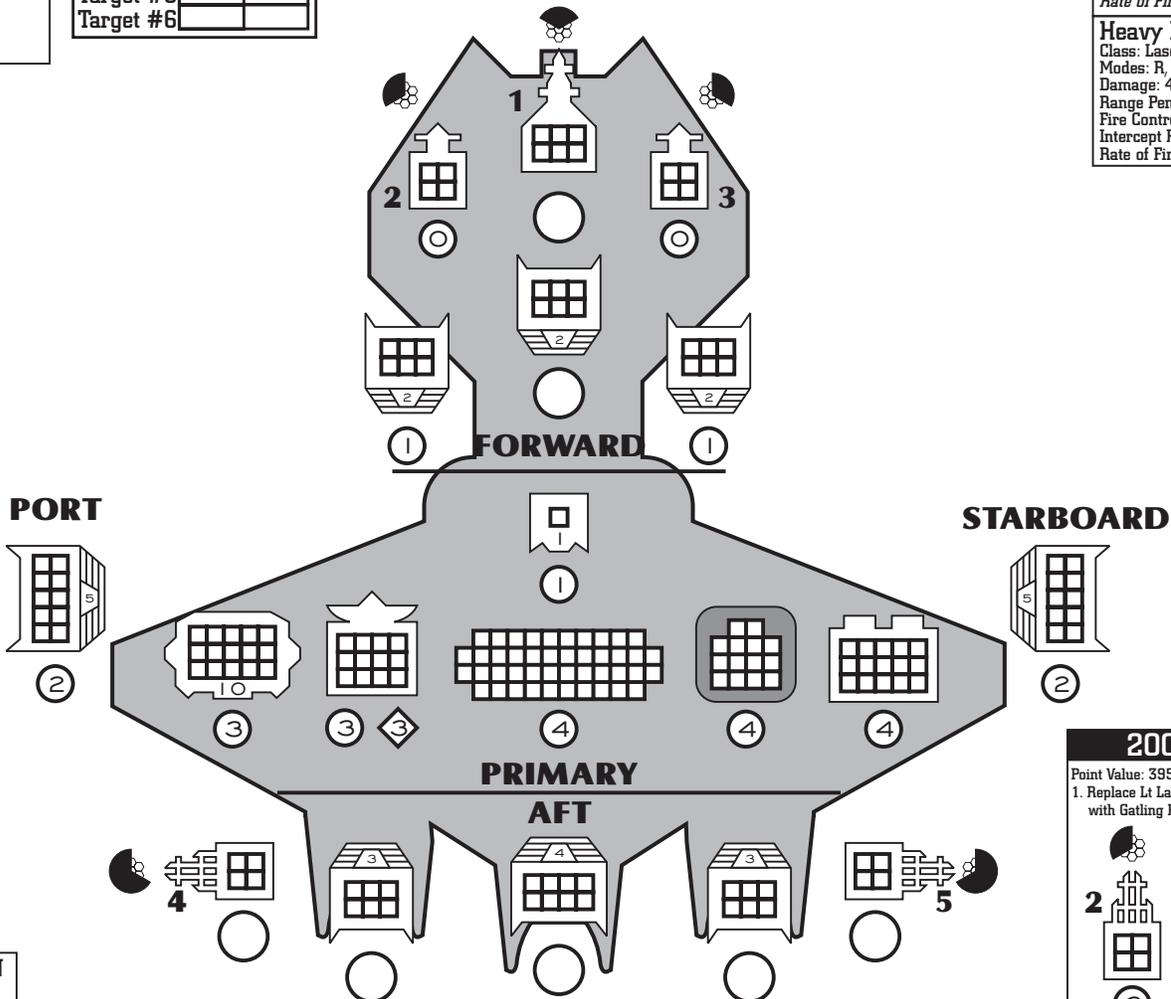7-11: Missile Rack
12-17: Structure
18-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-9: Gatling Railgun
10-17: Structure
18-20: PRIMARY Hit

## PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

## MISSILES
Rack #1
Rack #2
Rack #3

PORT    STARBOARD

FORWARD

PRIMARY

AFT
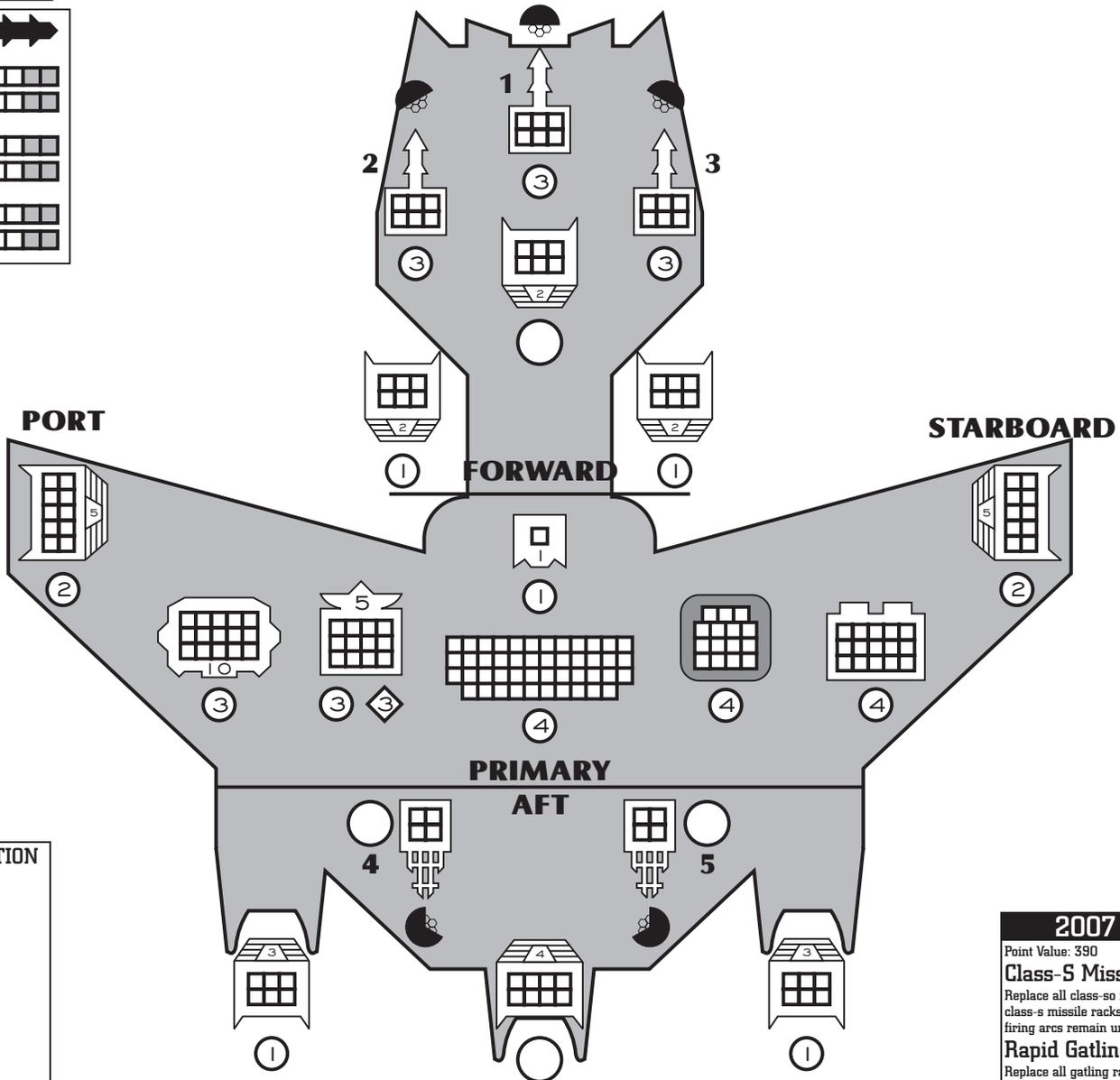
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Class-SO/S Missile Rack
Gatling Railgun

## 2007 Refit
Point Value: 390

### Class-S Missile Rack
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

# Orieni Templar Interceptor

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Light Fighter
In Service: 1827
Point Value: 30 each
Ramming Value: 13
Jinking Limit: 10 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: 6
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +20

## WEAPON DATA
**Lt. Gatling Gun**
Number of Guns: 2 (Linked)
Class: Matter
Damage: 1d6
Range Penalty: –2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

**ARMOR**

## Flight Level Combat
5 or more above = 0 Hit
3–4 above = 1/6 Hit
1–2 above = 1/3 Hit
0–2 below = 1/2 Hit
3–4 below = 2/3 Hit
5–6 below = 5/6 Hit
7 or more below = All Hit

### Flight #1
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #2
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #3
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #4
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #5
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #6
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #7
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

### Flight #8
Ftr #1  Ftr #2  Ftr #3  Ftr #4  Ftr #5  Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |

Version 2: 2E/WCR      Name:_____  Counter:_____

# Orieni Vengeful Laser Frigate

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Medium Ship
In Service: 1780
Point Value: 365
Ramming Value: 45
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +0
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## WEAPON DATA

### Laser Lance
Class: Laser
Modes: R, P
Damage: 3d10+6
Range Penalty: –1 per 2 hexes
Fire Control: +3/+3/–5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: –1 per hex
Fire Control: +2/+1/–2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: –2 per hex
Fire Control: +0/+2/+4
Intercept Rating: –1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
*Rate of Fire: 2 per turn*

### Heavy Laser Lance
Class: Laser
Modes: R, P
Damage: 4d10+10
Range Penalty: –1 per 2 hexes
Fire Control: +3/+3/–5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

## FORWARD HITS
1-6:  Retro Thrust
7-8:  Laser Lance
9-10:  Lt Laser/Gatling Railgun
11-17:  Structure
18-20:  PRIMARY Hit

## AFT HITS
1-6:  Main Thrust
7-8:  Gatling Railgun
9-17:  Structure
18-20:  PRIMARY Hit

## PRIMARY HITS
1-8:  Port/Stb Thrust
9-11:  Sensors
12-15:  Engine
16-17:  Hangar
18-19:  Reactor
20:  C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 11/11

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

## ARMOR REFIT
| System | 1780 | 2003 | 2007 |
|---|---|---|---|
| Gatling Railguns | 1 | 1 | 2 |
| Laser Lance | 3 | 5 | 5 |
| Center Retro Thrust | 1 | 2 | 2 |
| Center Main Thrust | 1 | 2 | 2 |
| Lt/Rt Main Thrust | 1 | 1 | 2 |

## SENSOR REFIT
| Sensor Rating | 5 | 6 | 6 |
|---|---|---|---|



**FORWARD**

**PORT**

**STARBOARD**

**PRIMARY**

**AFT**

### 2003 Refit
Point Value: 395
1. Replace Lt Laser Cannons 2 and 3 with Gatling Raiguns 2 and 3.

### Heavy Laser Lance
Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

### 2007 Refit
(includes 2003 Refit)
Point Value: 415

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Laser Lance
Lt Laser Cannon
Gatling Railgun

Version 2: 2E/WCR    Name:_____ Counter:_____

# BABYLON 5 WARS
## 2ND EDITION

# Orieni Vigilant Combat Support Ship

## SPECS
Class: Capital Ship
In Service: 1704
Point Value: 575
Ramming Value: 260
Jump Delay: 25 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: 17
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +4
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

### Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -1 (Ballistic Only)
Rate of Fire: 1 per turn
*RAPID GATLING RAILGUN*
Rate of Fire: 2 per turn

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

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

## FORWARD HITS
1-4: Retro Thrust
5-8: Missile Rack
9-11: Gatling Railgun
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Gatling Railgun
7-11: Cargo
12-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-9: Gatling Railgun
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-7: Primary Structure
8: Missile Rack
9-10: Jump Engine
11-12: Sensors
13-14: Engine
15: Reload Rack
16-17: Hangar
18: HK Control System
19: Reactor
20: C & C

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

## SPECIAL NOTES
Restricted Deployment (10%)
Minesweeping Bonus: +4
May replace minesweeping shuttles with a flight of H-K's for 30 Combat Points (plus cost of HK's)
Carries 4 cargo pods (2 per side)

## MISSILES
Rack #1
Rack #2
Rack #3
Reload Rack

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Cargo
HK Control System
Reload Rack
Class-SO/S Missile Rack
Gatling Railgun

4  5  6

1    2

FORWARD

7    9
8    10

All Gatling Railguns        All Gatling Railguns

A        C
B        D

PORT    STARBOARD

3

PRIMARY
AFT

11    12

## PRIMARY HANGAR
6 Light Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 11/11

6 Minesweeping Shuttles
Offense: +4    Thrust: 3
Armor: 1    Defense: 9/9

## 2007 Refit
Point Value: 640

### Class-S Missile Rack
Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.

### Rapid Gatling Railgun
Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

## ARMOR REFIT

| System | 1704 | 2007 |
|---|---|---|
| Fwd Gatling Railguns | 1 | 2 |
| Port/Stb Gatling Railguns | 1 | 2 |
| Main Thrust | 2 | 3 |

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Version 2: 2E/WCR

Name:_____  Counter:_____

# Centauri Astur Assault Ship

## SPECS
Class: Capital Ship
In Service: 1860
Point Value: 430
Ramming Value: 230
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## WEAPON DATA

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-5: Retro Thrust
6-7: Particle Weapon
8-10: Hvy Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Particle Weapon
7-8: Hvy Plasma Cannon
9-12: Port/Stb Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-9: Particle Weapon
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-6: Primary Structure
7-8: Cargo
9-10: Sensors
11-13: Engine
14-15: Jump Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

## SENSOR DATA
Defensive EW

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

## ARMOR REFIT

| System | 1860 | 1985 | 2005 |
|---|---|---|---|
| Retro Thrust | 3 | 4 | 4 |
| Port/Stb Thrust | 3 | 4 | 4 |
| Aft Structure | 3 | 3 | 4 |
| Main Thrust | 3 | 3 | 4 |

## SENSOR REFIT
| Sensor Rating | 5 | 5 | 6 |
|---|---|---|---|

## HANGAR
0 Fighters
5 Shuttles   Thrust: 3
Armor: 0   Defense: 10/11

## SIDE HANGARS
0 Fighters
12 Assault Shuttles

## LAKRIT ASSAULT SHUTTLES
Cost: 20   Defense: 9/9
Thrust: 6   Offense: +1
Armor: 1   Initiative: +9
1 Plasma Blaster
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d3+2 (-1 per hex)
Firing Arc:

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Cargo
Hvy Plasma Cannon
Particle Projector
Light Particle Beam
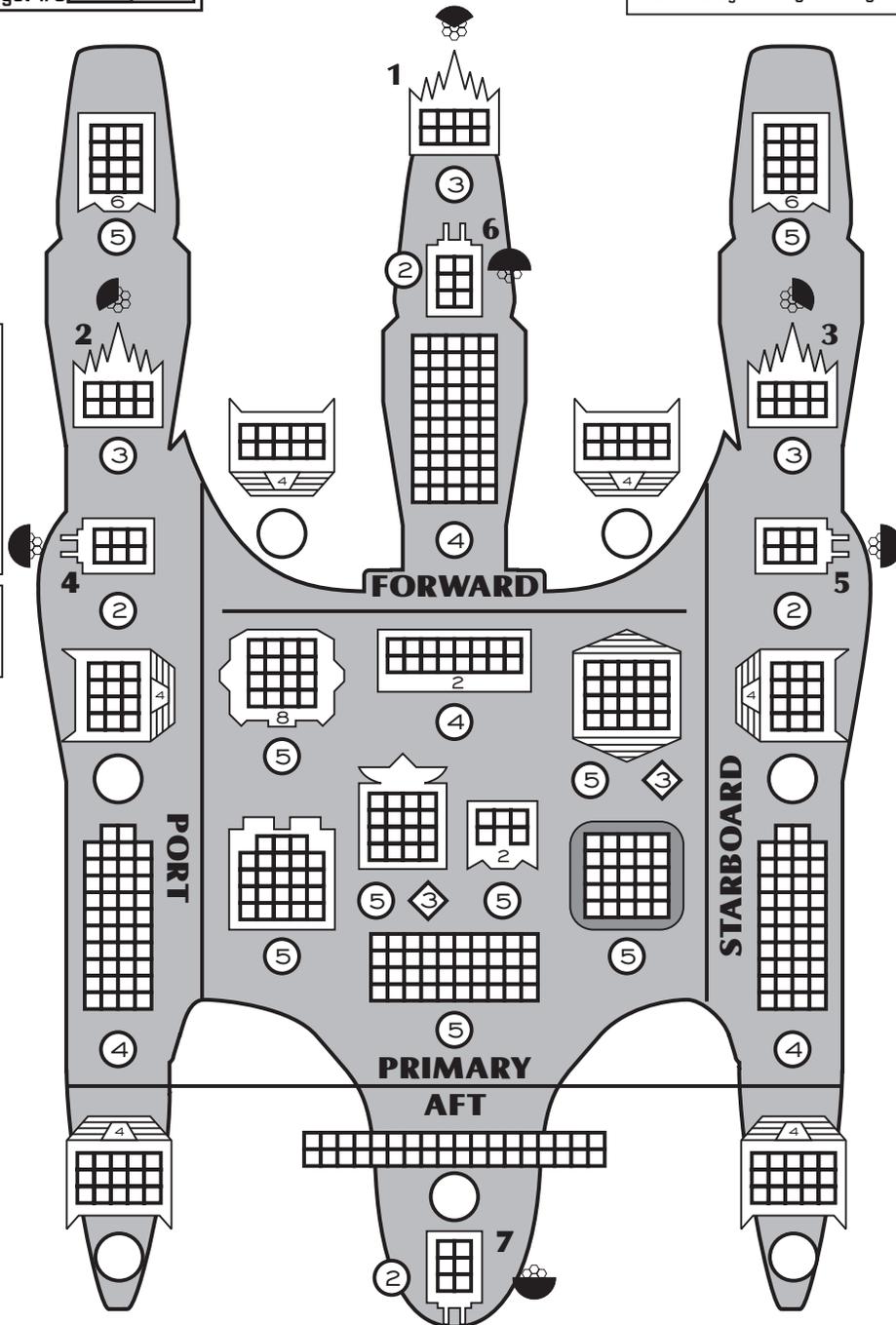
FORWARD

PORT

STARBOARD

PRIMARY

AFT

1
6
2
3
4
5
7

## 1985 Refit
Point Value: 440
1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7
2. Replace Particle Projector 7 with Lt Particle Beams 8 and 9

6   7
3   3
8   9
3   3
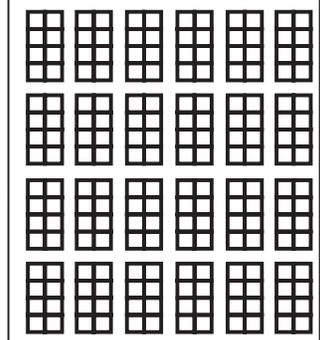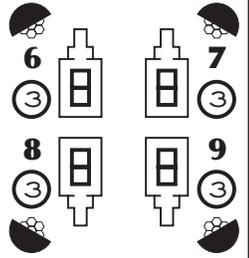
## 2005 Refit
(includes 1985 Refit)
Point Value: 455
1. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5

4   5
3   3

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

# Centauri Balcirax Attack Destroyer

## SPECS
Class: Hvy Combat Vsl
In Service: 1985
Point Value: 430
Ramming Value: 165
Jump Delay: N/A

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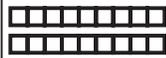Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +1
Initiative Bonus: +7

| 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 |

## HANGAR
0 Fighters
2 Shuttles     Thrust: 3
Armor: 0     Defense: 10/11

## WEAPON DATA

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-6: Retro Thrust
7-8: Hvy Plasma Cannon
9: Tactical Laser
10: Lt Particle Beam
11-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-8: Particle Projector
9-10: Lt Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Tactical Laser
Hvy Plasma Cannon
Particle Projector
Light Particle Beam

PORT     STARBOARD
FORWARD
PRIMARY
AFT

Version 2: 2E/WCR

Name:_____  Counter:_____

# Centauri Balciron Destroyer

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

## SPECS
Class: Hvy Combat Vsl
In Service: 1850
Point Value: 400
Ramming Value: 165
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

| 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 |

## FORWARD HITS
1-6: Retro Thrust
7-8: Med Plasma Cannon
9: Tactical Laser
10: Particle Weapon
11-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-8: Particle Weapon
9-10: Lt Plasma\Lt Particle
11-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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

## ARMOR REFIT
| System | 1850 | 1985 | 2005 |
|---|---|---|---|
| Retro Thrust | 3 | 3 | 4 |
| Port/Stb Thrust | 3 | 4 | 4 |
| Aft Structure | 3 | 4 | 4 |
| Center Main Thrust | 3 | 3 | 4 |
| Lt/Rt Main Thrust | 2 | 3 | 3 |

## SENSOR REFIT
| Sensor Rating | 6 | 7 | 7 |
|---|---|---|---|

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Tactical Laser
Med Plasma Cannon
Lt Plasma Cannon
Particle Projector
Light Particle Beam

PORT    STARBOARD
FORWARD
PRIMARY
AFT

### 1985 Refit
Point Value: 425
1. Replace Particle Projector 8 with
   Lt Particle Beams 8 and 9
2. Replace Lt Plasma Cannons 4 and
   5 with Lt Particle Beams 4 and 5

### 2005 Refit
(includes 1985 Refit)
Point Value: 450
1. Replace Particle Projectors 6 and
   7 with Lt Particle Beams 6 and 7

Version 2: 2E/WCR     Name:_____  Counter:_____

# Centauri Celerian Warcruiser

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Capital Ship
In Service: 1850
Point Value: 580
Ramming Value: 220
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

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

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ARMOR REFIT

| System | 1850 | 1975 | 2007 |
|---|---|---|---|
| Forward Structure | 4 | 5 | 5 |
| Retro Thrust | 3 | 3 | 4 |
| Center Main Thrust | 2 | 3 | 3 |
| Port/Strb Main Thrust | 2 | 2 | 3 |
| Jump Engine | 4 | 4 | 5 |

### SENSOR REFIT
| Sensor Rating | 7 | 8 | 8 |
|---|---|---|---|

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

## FORWARD HITS
1-5: Retro Thrust
6-7: Tactical/Assault Laser
8-10: Imp. Laser/Hvy Plasma
11-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Tactical/Assault Laser
7-10: Particle Weapon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## WEAPON DATA

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### 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

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

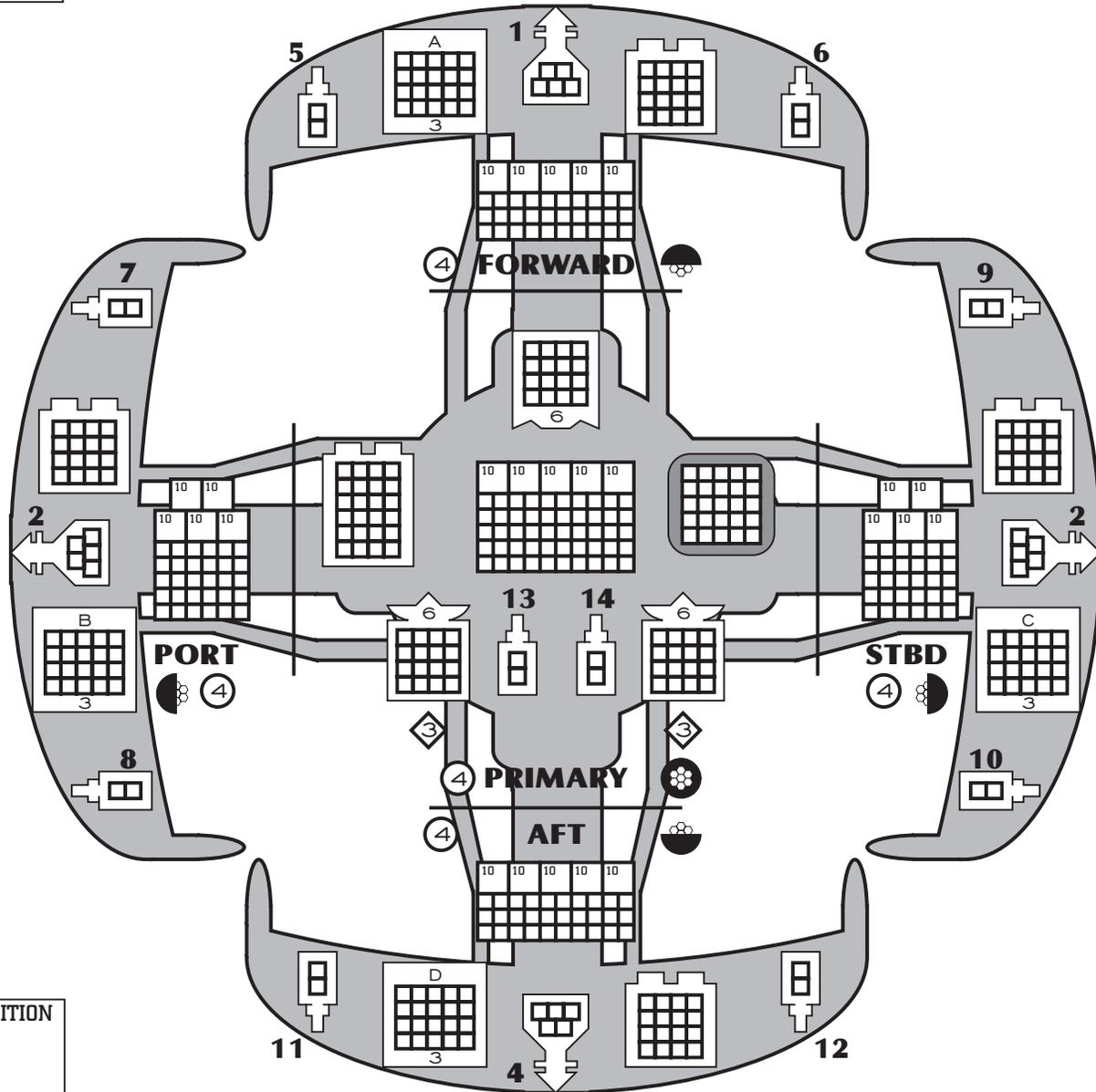## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Imperial Laser
Tactical Laser
Assault Laser
Hvy Plasma Cannon
Particle Projector
Light Particle Beam

FORWARD
PORT
STARBOARD
PRIMARY
AFT

## 2007 Refit
(includes 1975 Refit)
Point Value: 650
1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7
2. Replace Imperial Lasers 1 and 2 with Hvy Plasma Cannons 1 and 2
3. Replace Tactical Lasers 3, 4 and 5 with Assault Lasers 3, 4 and 5.
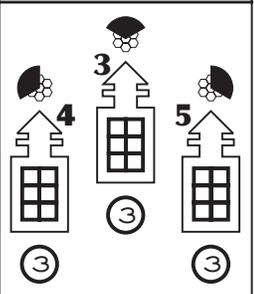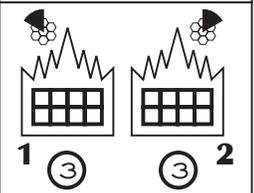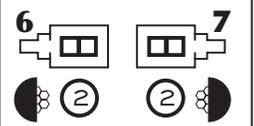
## 1975 Refit
Point Value: 615
1. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
2. Replace Particle Projector 9 with Lt Particle Beams 10 and 11

Name:_____    Counter:_____

# BABYLON 5 WARS
## 2ND EDITION
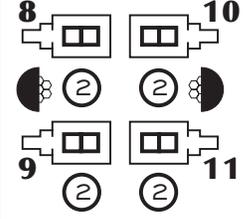
# Centauri Centaurum Battleship

## SPECS
Class: Capital Ship
In Service: 1966
Point Value: 750
Ramming Value: 300
Jump Delay: 20 Turns

## MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

## COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 19
Engine Efficiency: 3/1
Extra Power: +0
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 | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## WEAPON DATA

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-5:    Retro Thrust
6-8:    Imperial/Assault Laser
9:      Particle Weapon
10-11:  Hvy Plasma Cannon
12-18:  Forward Structure
19-20:  PRIMARY Hit

## SIDE HITS
1-5:    Port/Stb Thrust
6-7:    Imperial/Assault Laser
8-10:   Particle Weapon
11-18:  Port/Stb Structure
19-20:  PRIMARY Hit

## AFT HITS
1-5:    Main Thrust
6-8:    Jump Engine
9-11:   Imperial/Assault Laser
12-13:  Tactical/Assault Laser
14:     Particle Weapon
15-18:  Aft Structure
19-20:  PRIMARY Hit

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

## SPECIAL NOTES
Limited Deployment (33%)

## SENSOR DATA
Defensive EW

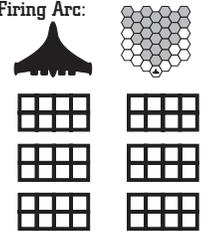| | |
|---|---|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

## HANGAR
12 Fighters
4 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ARMOR REFIT
| System | 1966 | 2005 |
|---|---|---|
| Aft Structure | 4 | 5 |
| Port/Stb Main Thrust | 3 | 4 |
| Jump Engine | 5 | 6 |

FORWARD

ALL LPB'S

PORT

STARBOARD

PRIMARY

AFT

## 2005 Refit
Point Value: 850
1. Replace Imperial Lasers 1, 2, 3, 4, 5 and 6 with Assault Lasers 1, 2 3, 4, 5 and 6
2. Replace Tactical Lasers 9 and 10 with Assault Lasers 9 and 10
3. Replace Particle Projectors 11, 12, 13 and 14 with Lt Particle Beams 11, 12, 13 and 14

ALL ASSAULT LASERS

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Imperial Laser
Tactical Laser
Hvy Plasma Cannon
Assault Laser
Particle Projector
Light Particle Beam

Version 2: 2E/WCR

Name:_____  Counter:_____
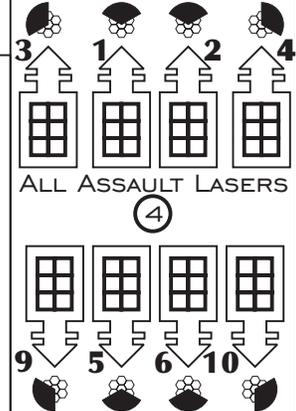
# Centauri Daverous Civilian Base

## SPECS
Class: Enormous Base
In Service: 2003
Point Value: 850
Ramming Value: 440
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

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### 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

## SECTION HITS
1-3:   Lt Particle Beam
4-5:   Tactical Laser
6-9:   Cargo
10:    Reactor
11-18: Section Structure
19-20: PRIMARY Hit

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

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

## HANGAR
12 Fighters
4 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ICON RECOGNITION
- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Tactical Laser
- Light Particle Beam

Version 2: 2E/WCR

Name:_____  Counter:_____

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

# Centauri Falenna Garrison Ship

## SPECS
Class: Hvy Combat Vsl
In Service: 1857
Point Value: 410
Ramming Value: 160
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

| 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 |

## ARMOR REFIT
| System | 1857 | 1975 |
|---|---|---|
| Port/Stb Thrust | 3 | 4 |
| Aft Structure | 3 | 4 |
| Lt/Rt Main Thrust | 2 | 3 |

## HANGAR
6 Fighters
6 Assault Shuttles
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11
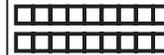
## WEAPON DATA

### Med. Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-5: Retro Thrust
6-7: Med Plasma Cannon
8-9: Forward Hangar
10-12: Particle Weapon
13-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-10: Particle Projector
11-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-11: Primary Structure
12-13: Port/Stb Thrust
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

PORT

STARBOARD

FORWARD

PRIMARY

AFT
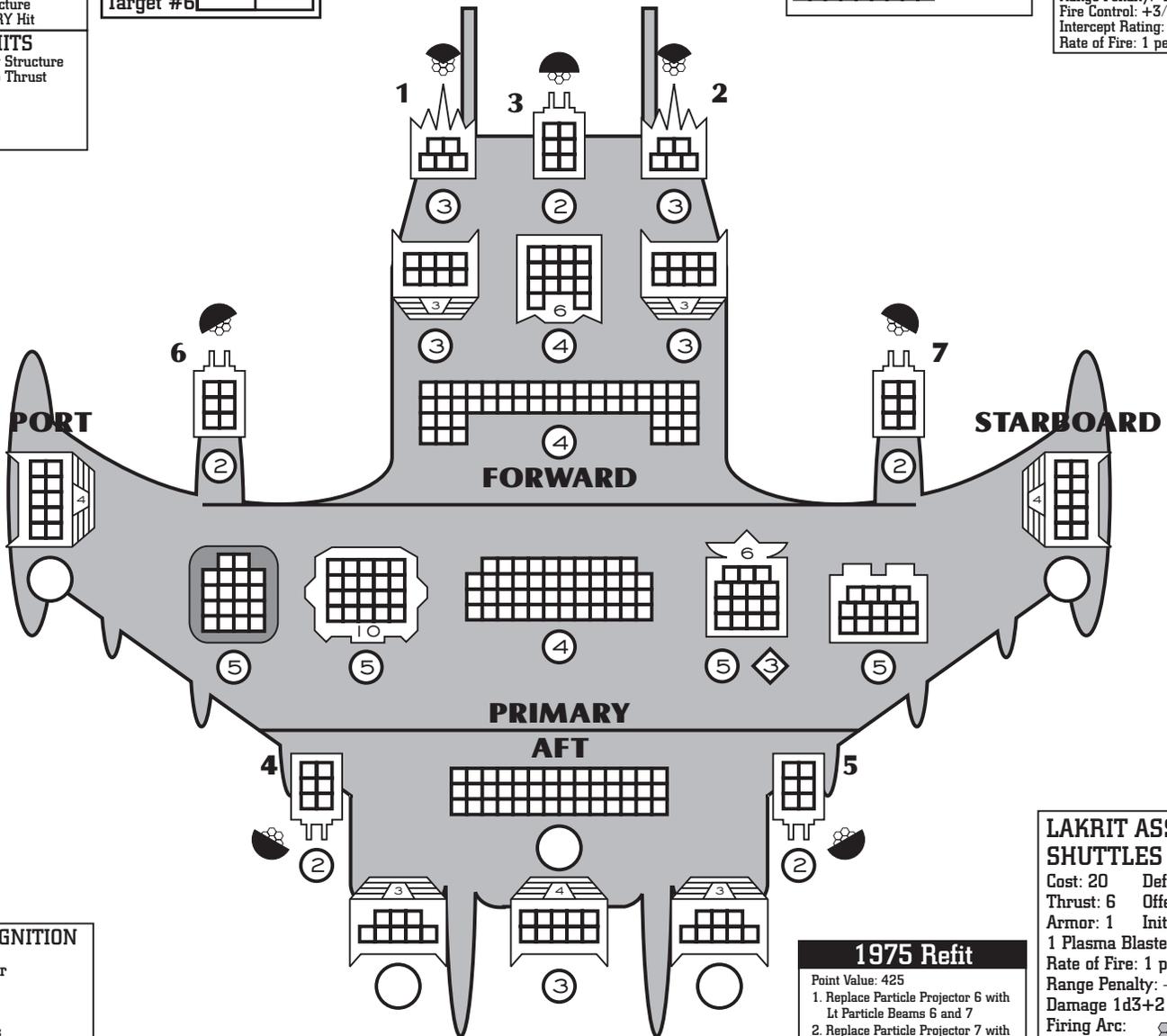
## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Particle Projector
- Light Particle Beam

## 1975 Refit
Point Value: 425
1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7
2. Replace Particle Projector 7 with Lt Particle Beams 8 and 9

6  7  8  9
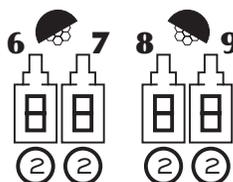
## LAKRIT ASSAULT SHUTTLES
Cost: 20      Defense: 9/9
Thrust: 6      Offense: +1
Armor: 1      Initiative: +9
1 Plasma Blaster
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d3+2 (-1 per hex)
Firing Arc:

# Centauri Glaive Light Fighter

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Light Fighter
In Service: 1995
Point Value: 28 each
Ramming Value: 11
Jinking Limit: 10 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: 7
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +20

## WEAPON DATA
**Plasma Blaster**
Number of Guns: 2 (Linked)
Class: Plasma
Damage: 1d3+2 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

**ARMOR**

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

## Flight #1

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #2

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #3

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #4

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #5

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #6

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #7

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

## Flight #8

| | Ftr #1 | Ftr #2 | Ftr #3 | Ftr #4 | Ftr #5 | Ftr #6 |
|---|---|---|---|---|---|---|
| Dropped Out | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| Ftr Destroyed | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

Version 2: 2E/WCR

Name:_____  Counter:_____

# Centauri Jenas Attack Frigate

## SPECS
Class: Medium Ship
In Service: 2006
Point Value: 275
Ramming Value: 40
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## WEAPON DATA

### Med. Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### 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

## FORWARD HITS
1-6: Retro Thrust
7-8: Med Plasma Cannon
9-10: Lt Particle Beam
11-17: Structure
18-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-17: Structure
18-20: PRIMARY Hit

## PRIMARY HITS
1-8: Port/Stb Thrust
9: Lt Particle Beam
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

## SPECIAL NOTES
Agile Ship
Atmospheric Capable

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

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 10/11
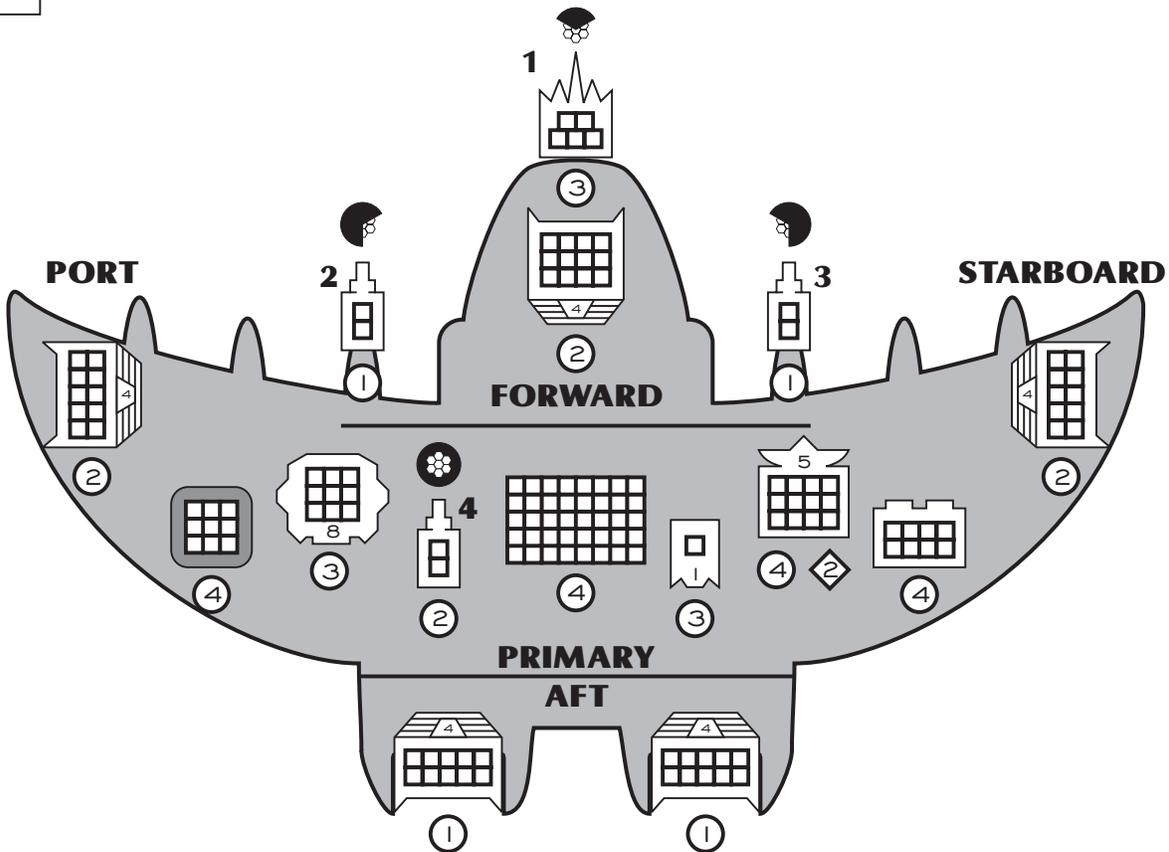


## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Med Plasma Cannon
Light Particle Beam

**BABYLON 5 WARS 2ND EDITION**

# Centauri Kasta Support Carrier

## SPECS
Class: Capital Ship
In Service: 1973
Point Value: 575
Ramming Value: 220
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +4
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 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

## ARMOR REFIT

| System | 1973 | 2007 |
|---|---|---|
| Forward Structure | 4 | 5 |
| Center Main Thrust | 2 | 3 |

## SENSOR REFIT
| Sensor Rating | 7 | 8 |
|---|---|---|

## PRIMARY HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## FORWARD HANGAR
12 Fighters
0 Shuttles

## WEAPON DATA

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### 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

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

## FORWARD HITS
1-5: Retro Thrust
6-7: Lt Particle Beam
8-10: Forward Hangar
11-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-5: Port/Stb Thrust
6-8: Imperial/Assault Laser
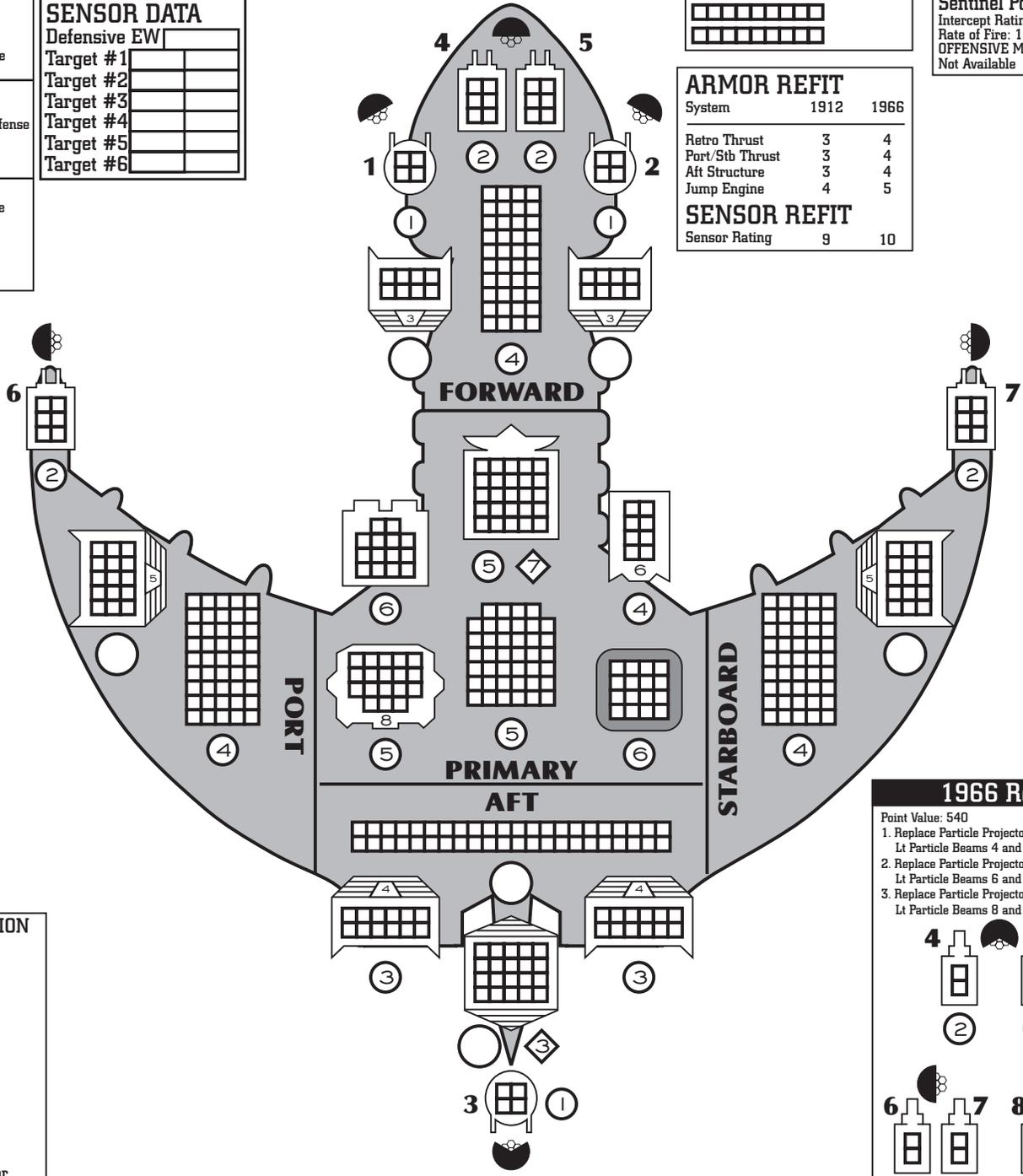9-10: Lt Particle Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

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



**FORWARD**
**PORT**
**STARBOARD**
**PRIMARY**
**AFT**
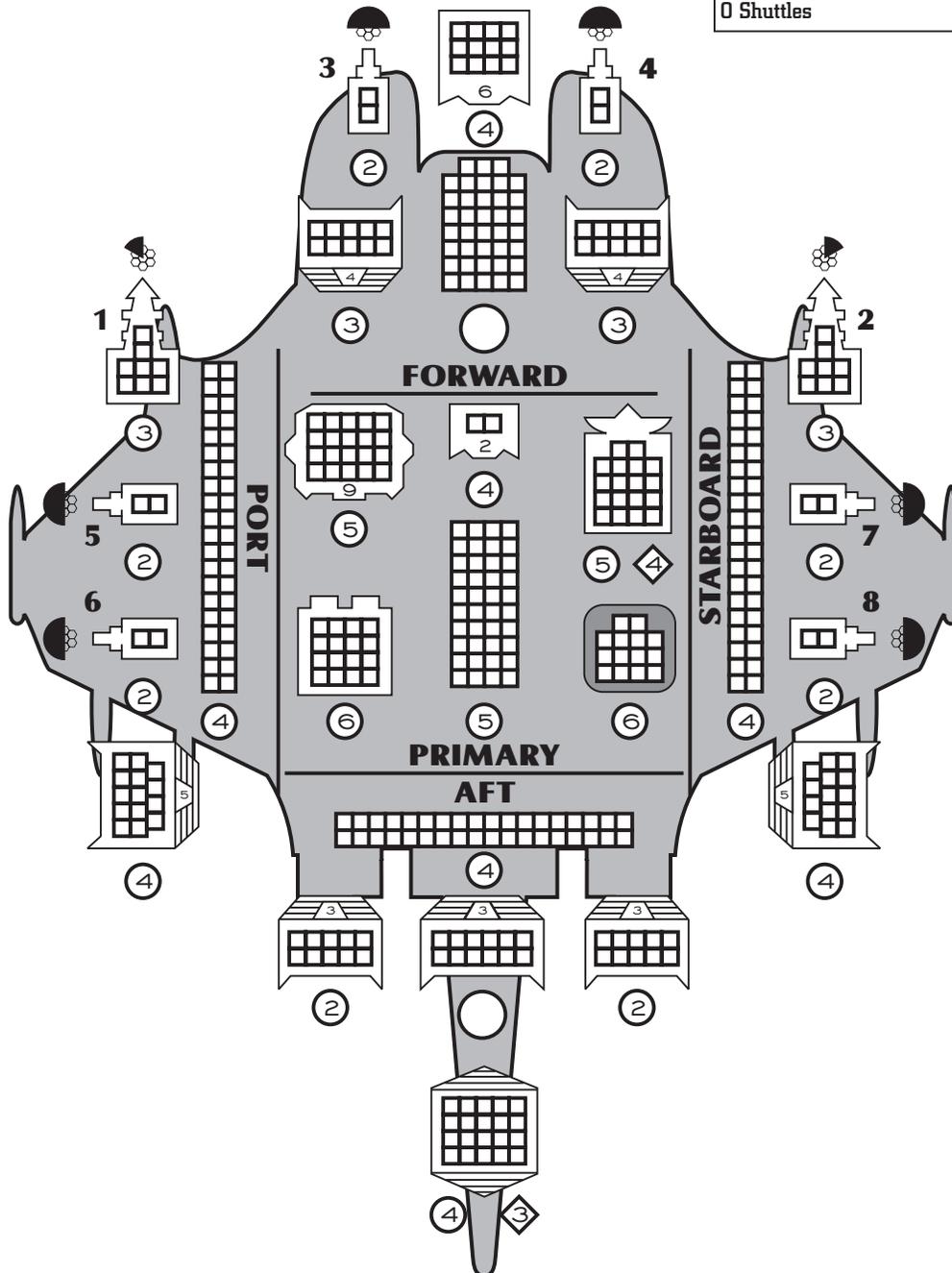
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Imperial Laser
Assault Laser
Lt Particle Beam

## 2007 Refit
Point Value: 600
Variant: Uncommon
1. Replace Imperial Lasers 1 and 2
   With Assault Lasers 1 and 2
2. Add Lt Particle Beam 9 to Port
3. Add Lt Particle Beam 10 to Stb.

Name:_____ Counter:_____

**BABYLON 5 WARS**
**2ND EDITION**
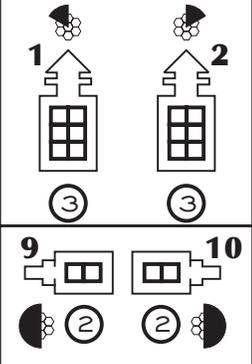
# Centauri Kendari Fleet Scout

## SPECS
Class: Capital Ship
In Service: 1912
Point Value: 500
Ramming Value: 240
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +0
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

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

### Sentinel Point Defense
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

## FORWARD HITS
1-6: Retro Thrust
7-8: Sentinel Point Defense
9-10: Particle Weapon
11-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-6: Port/Stb Thrust
7-9: Particle Weapon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7: Sentinel Point Defense
8-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

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

## HANGAR
6 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ARMOR REFIT
| System | 1912 | 1966 |
|---|---|---|
| Retro Thrust | 3 | 4 |
| Port/Stb Thrust | 3 | 4 |
| Aft Structure | 3 | 4 |
| Jump Engine | 4 | 5 |

## SENSOR REFIT
| Sensor Rating | 9 | 10 |
|---|---|---|

**FORWARD**

**PORT**

**STARBOARD**

**PRIMARY**

**AFT**

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Projector
- Light Particle Beam
- Sentinel Point Defense

## 1966 Refit
Point Value: 540
1. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5
2. Replace Particle Projectors 6 with Lt Particle Beams 6 and 7
3. Replace Particle Projectors 7 with Lt Particle Beams 8 and 9

4    5

6    7    8    9

**BABYLON 5 WARS**
**2ND EDITION**
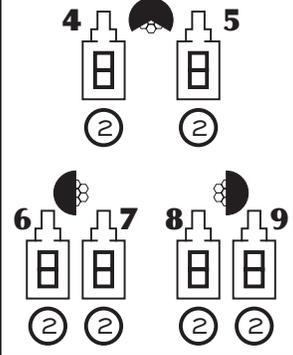
# Centauri Leevan Mine Sweeper

## SPECS
Class: Hvy Combat Vsl
In Service: 1970
Point Value: 340
Ramming Value: 160
Jump Delay: N/A

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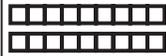Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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

## WEAPON DATA

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-5: Retro Thrust
6-8: Particle Projector
9-10: Lt Particle Beam
11-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## SPECIAL NOTES
Minesweeper Bonus: +3

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

## HANGAR
0 Fighters
2 Shuttles      Thrust: 3
Armor: 0        Defense: 10/11

3 Minesweeping Shuttles
Offense: +4     Thrust: 3
Armor: 2        Defense: 10/11
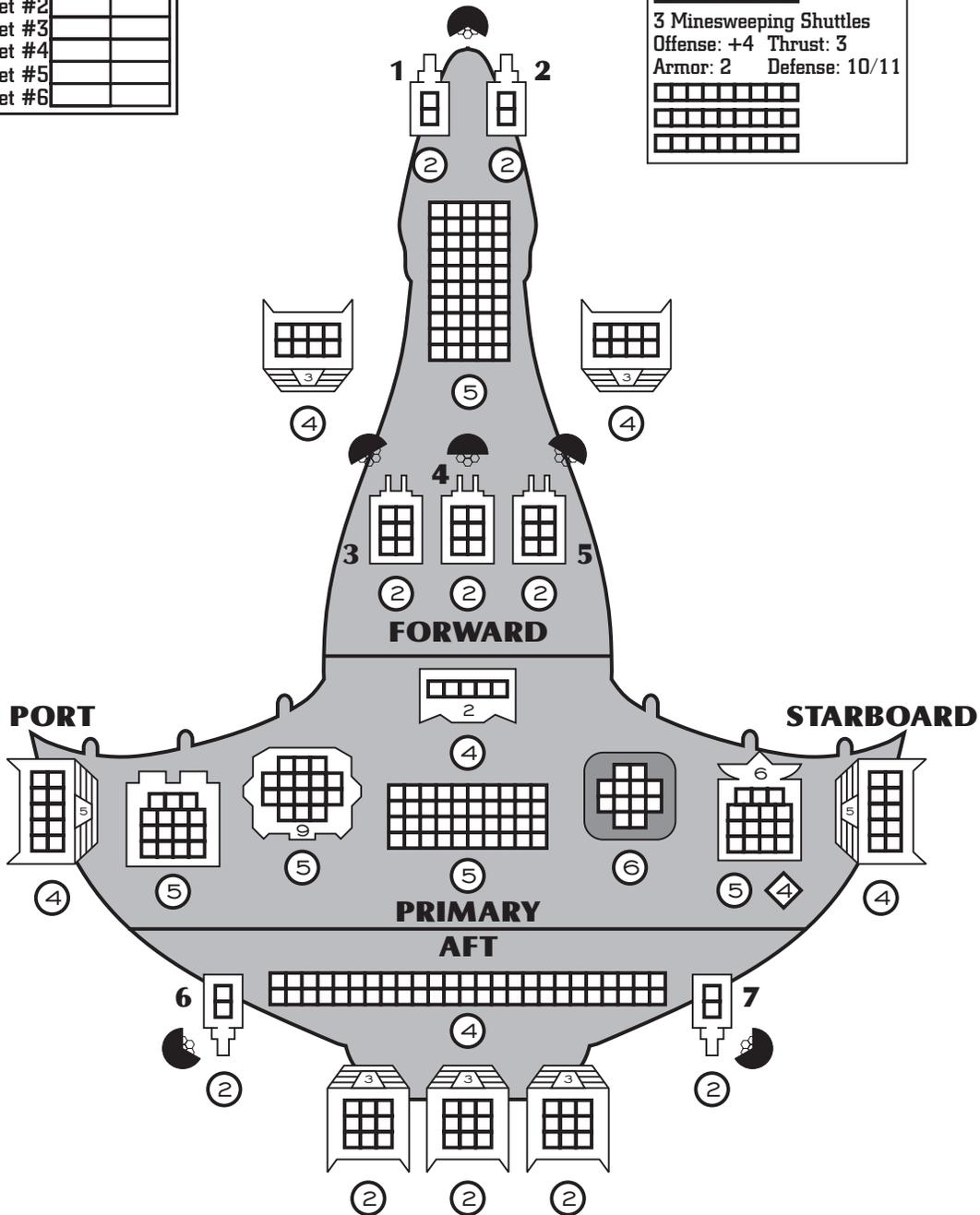
FORWARD

PORT          STARBOARD

PRIMARY

AFT

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Particle Projector
Light Particle Beam



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Name:_____ Counter:_____

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

# Centauri Legion Orbital Satellites [4]

## SPECS
Class: OSAT
In Service: 1966
Point Value: 175/125 (A/B)
Ramming Value: 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

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### 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 Structure
10-11: Thruster
12-14: Imperial/Tactical Laser
15-16: Lt Particle Beam
17-18: Sensors
19-20: Reactor

## SENSOR DATA
| Defensive EW | |
|---|---|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |
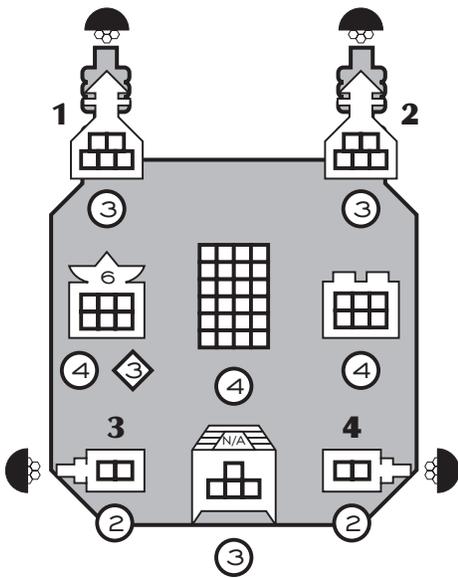
LEGION-A
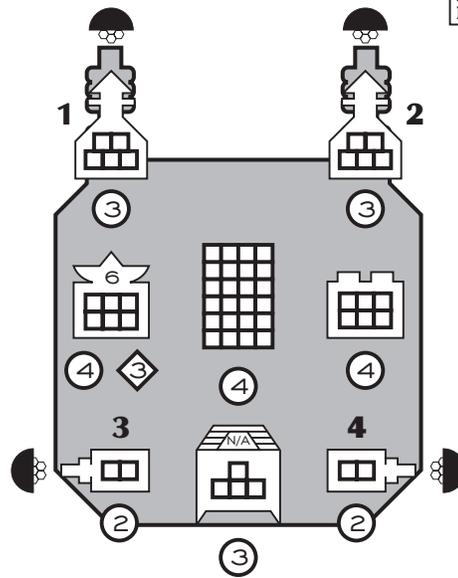
LEGION-A
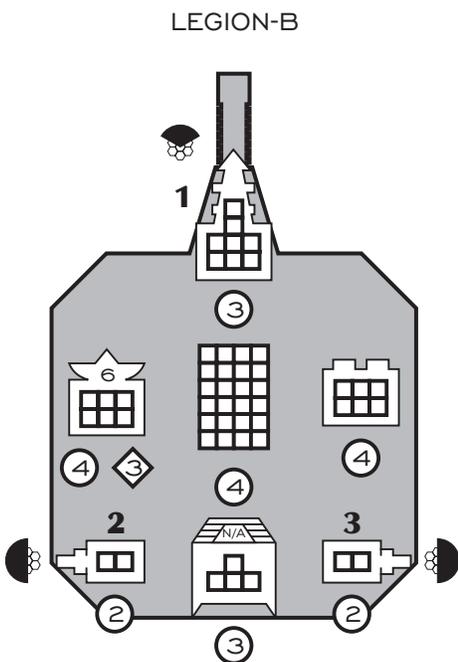
LEGION-B
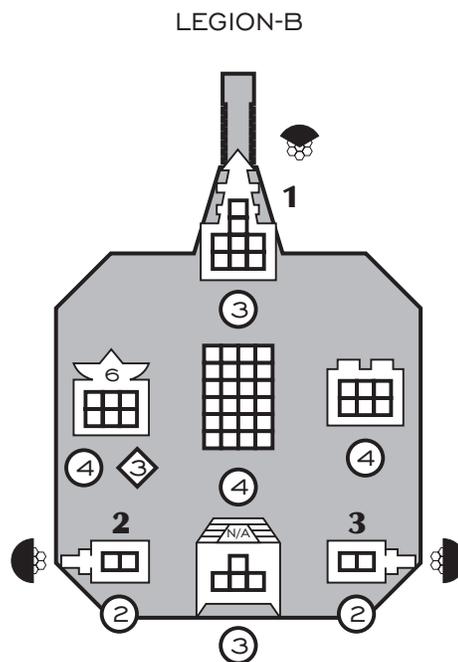
LEGION-B

## ICON RECOGNITION
Thruster
Sensors
Reactor
Imperial Laser
Tactical Laser
Light Particle Beam

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

# Centauri Nalor Armored Cruiser

## SPECS
Class: Capital Ship
In Service: 1857
Point Value: 580
Ramming Value: 220
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +1

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

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ARMOR REFIT
| System | 1857 | 1975 |
|---|---|---|
| Retro Thrust | 4 | 5 |
| Main Thrust | 3 | 4 |

## SENSOR REFIT
| Sensor Rating | 7 | 8 |
|---|---|---|

## WEAPON DATA

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Med. Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

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

## FORWARD HITS
1-5: Retro Thrust
6-7: Med Plasma Cannon
8-10: Hvy Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY HIT

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Particle Weapon
11-18: Port/Stb Structure
19-20: PRIMARY HIT

## AFT HITS
1-7: Main Thrust
8-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C
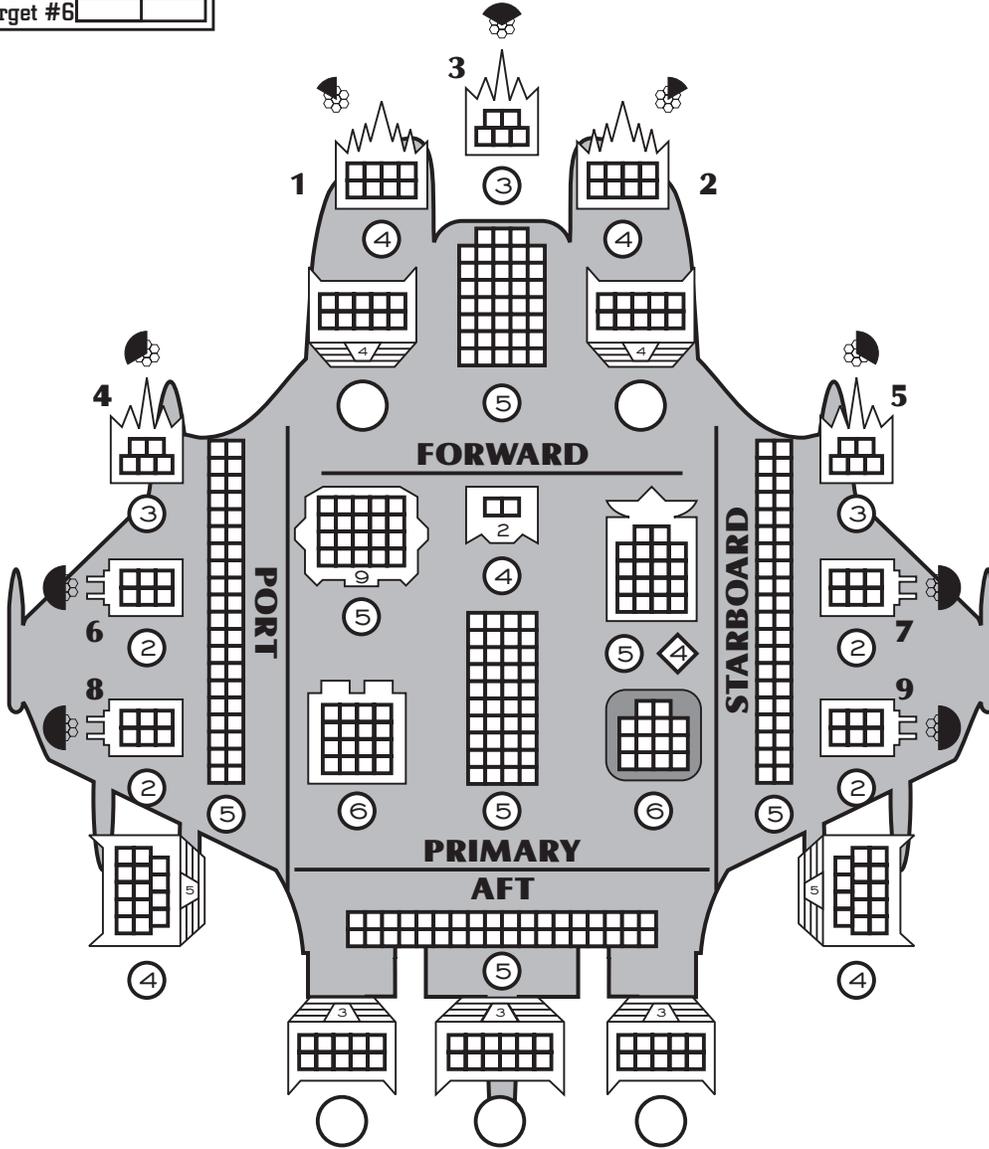
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Plasma Cannon
Med Plasma Cannon
Particle Projector
Light Particle Beam

FORWARD

PORT

STARBOARD

PRIMARY

AFT

## 1975 Refit
Point Value: 600
1. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
2. Replace Particle Projector 9 with Lt Particle Beams 10 and 11

8    10

9    11

Version 2: 2E/WCR

Name:_____ Counter:_____

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

# Centauri Navask Escort Destroyer

## SPECS
Class: Hvy Combat Vsl
In Service: 1966
Point Value: 380
Ramming Value: 160
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

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

## WEAPON DATA

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

### Sentinel Point Defense
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

## FORWARD HITS
1-4: Retro Thrust
5-7: Sentinel Point Defense
8: Lt Particle Beam
9-12: Particle Weapon
13-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## SENSOR DATA
Defensive EW

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

## ARMOR REFIT

| System | 1966 | 2002 |
|---|---|---|
| Retro Thrust | 3 | 4 |
| Main Thrust | 2 | 3 |

### SENSOR REFIT

| Sensor Rating | 6 | 7 |
|---|---|---|

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

**FORWARD**

**PORT**

**STARBOARD**

**PRIMARY**

**AFT**
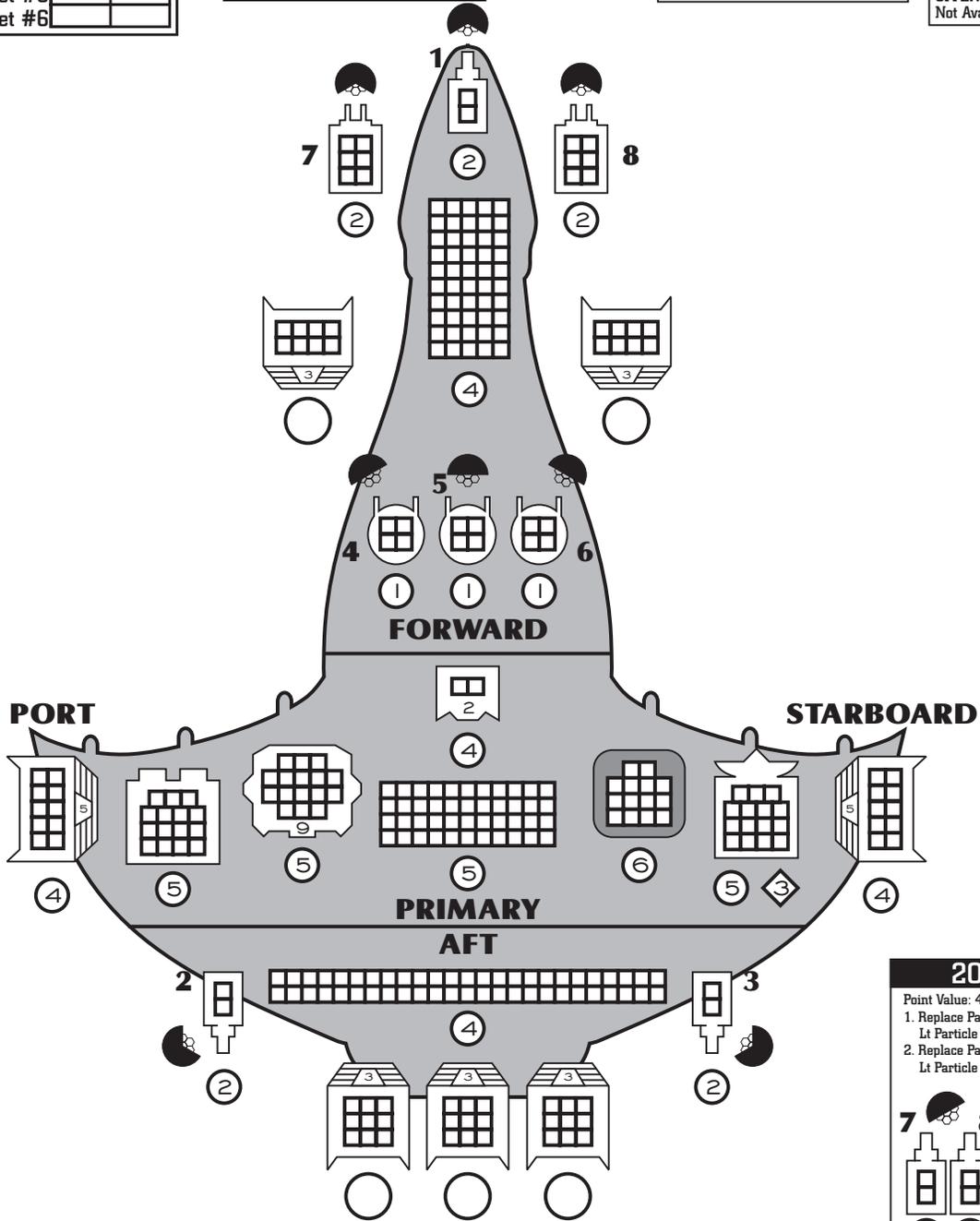
## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Projector
- Light Particle Beam
- Sentinel Point Defense

## 2002 Refit
Point Value: 400
1. Replace Particle Projector 7 with Lt Particle Beams 7 and 8
2. Replace Particle Projector 8 with Lt Particle Beams 9 and 10

7  8  9  10

Version 2: 2E/WCR

Name:_____  Counter:_____

# Centauri Optine Battlecruiser

**BABYLON 5 WARS 2ND EDITION**
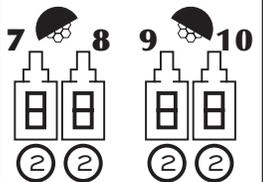
## SPECS
Class: Capital Ship
In Service: 1840
Point Value: 665
Ramming Value: 220
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
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

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

## FORWARD HITS
1-5: Retro Thrust
6-8: Imperial/Assault Laser
9: Particle Weapon
10-11: Tactical/Assault Laser
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Imperial/Assault Laser
7-9: Particle Weapon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-5: Main Thrust
6-8: Jump Engine
9-10: Tactical/Assault Laser
11-12: Particle Weapon
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11
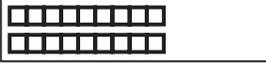
## SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

## ARMOR REFIT
| System | 1840 | 1966 | 2005 |
|---|---|---|---|
| Retro Thrust | 3 | 4 | 4 |
| Center Main Thrust | 3 | 4 | 4 |
| Port/Stb Main Thrust | 2 | 3 | 4 |
| Jump Engine | 4 | 4 | 5 |

## SENSOR REFIT
| Sensor Rating | 7 | 8 | 8 |
|---|---|---|---|

**FORWARD**

**PRIMARY**

**PORT**

**STARBOARD**

**AFT**

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Particle Projector
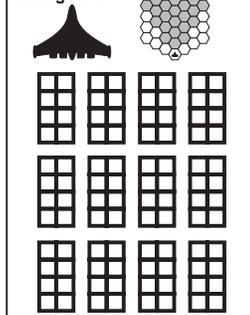- Light Particle Beam

## 1966 Refit
Point Value: 700
1. Replace Particle Projectors 12 and 13 with Lt Particle Beams 12, 13 and 14
2. Replace Particle Projectors 14 and 15 with Lt Particle Beams 15, 16 and 17

12   15
13   16
14   17
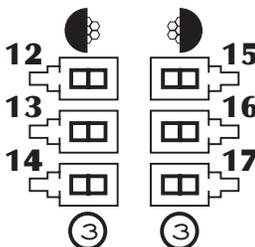
## 2005 Refit
**(includes 1966 Refit)**
Point Value: 750
1. Replace Imperial Lasers 1, 2, 3 and 4 with Assault Lasers 1, 2, 3, and 4
2. Replace Tactical Lasers 5, 6, 7 and 8 with Assault Lasers 5, 6, 7 and 8
3. Replace Particle Projectors 9, 10 and 11 with Lt Particle Beams 9, 10 and 11

3  1  2  4

**ALL ASSAULT LASERS**

5  6
7  8

9
10  11

Name:_____ Counter:_____

**BABYLON 5 WARS**
**2ND EDITION**
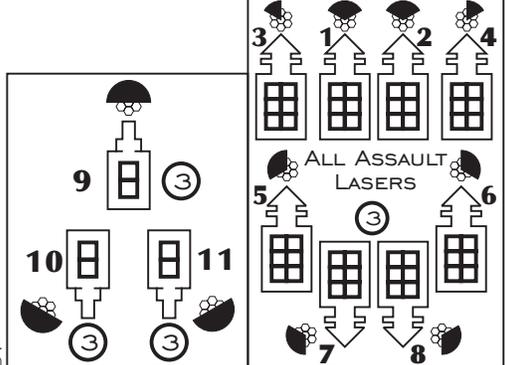
# Centauri Orto Troop Transport

## SPECS
Class: Capital Ship
In Service: 1971
Point Value: 315
Ramming Value: 250
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: –4

| 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

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
1-5: Retro Thrust
6-7: Lt Particle Beam
8-10: Forward Hangar
11-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Particle Projector
7-12: Cargo
13-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-12: Sensors
13-14: Engine
15-16: Primary Hangar
17-18: Reactor
19-20: C & C

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

## PRIMARY HANGAR
0 Fighters
12 Assault Shuttles

## FORWARD HANGAR
0 Fighters
18 Cargo Shuttles
No Weapons   Thrust: 4
Armor: 0    Defense: 13/13
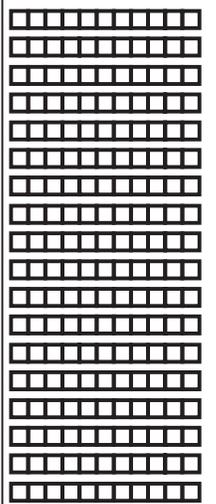
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Particle Projector
Light Particle Beam
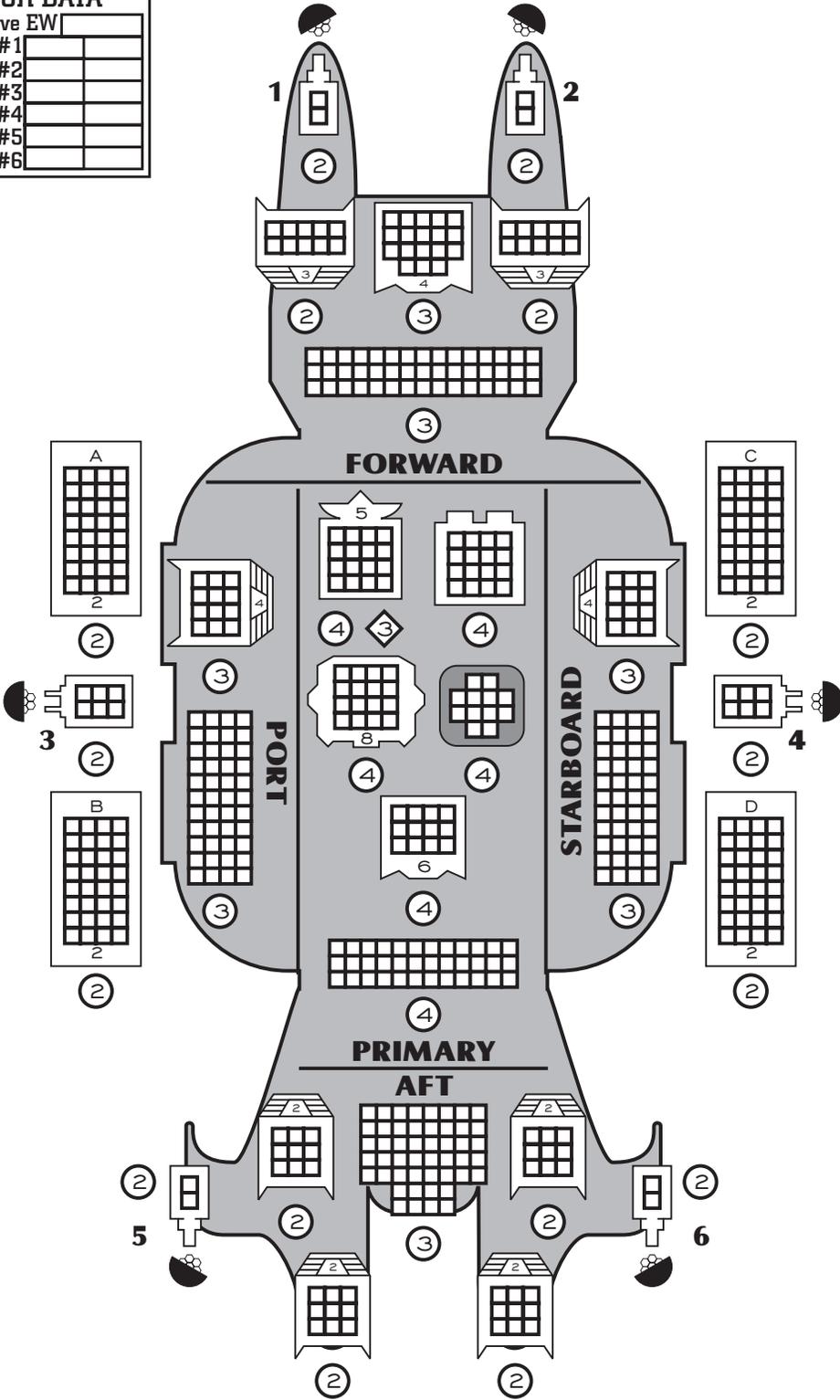
## LAKRIT ASSAULT SHUTTLES
Cost: 20         Defense: 9/9
Thrust: 6        Offense: +1
Armor: 1         Initiative: +9
1 Plasma Blaster
Rate of Fire: 1 per turn
Range Penalty: –2 per hex
Damage 1d3+2 (–1 per hex)
Firing Arc:

FORWARD

PORT

STARBOARD

PRIMARY

AFT

1   2   3   4   5   6

A   B   C   D

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

# Centauri Phalan Assault Fighter

## SPECS
Class: Heavy Fighter
In Service: 1882
Point Value: 22 each
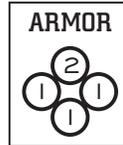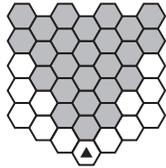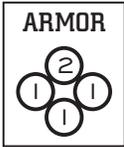Ramming Value: 15
Jinking Limit: 6 Levels

## 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: 9
Stb/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +3
Initiative Bonus: +16

## WEAPON DATA

**Plasma Blaster**
Number of Guns: 2 (Linked)
Class: Plasma
Damage: 1d3+2 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

**Plasma Gun**
Number of Guns: 1
Class: Plasma
Damage: 1d3+6 (-1 per hex)
Range Penalty: -3 per 2 hexes
Fire Control: +4/+4/-6
Rate of Fire: Once per 2 turns

**SPECIAL NOTES**
Cannot fire the plasma gun in the same turn as the plasma blasters.

**ARMOR**
2
1 1
1

### 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

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #2** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #3** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #4** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #5** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #6** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #7** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

**Flight #8** — Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

# Centauri Phalan-M Missile Fighter

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Heavy Fighter
In Service: 1870
Point Value: 25 each
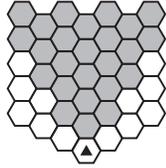Ramming Value: 15
Jinking Limit: 6 Levels

## 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: 9
Stb/Port Defense: 8
Free Thrust: 9
Offensive Bonus: +3
Initiative Bonus: +16

## WEAPON DATA

### Plasma Blaster
Number of Guns: 2 (Linked)
Class: Plasma
Damage: 1d3+2 (−1 per hex)
Range Penalty: −2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

### Basic Fighter Missile
Cost: 8 Combat Points
Class: Ballistic
Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a

### SPECIAL NOTES
Can carry 4 missiles
Launch Rate 1 per turn
Navigator available

**ARMOR**

2
1 1
1

## 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

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #2
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #3
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #4
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #5
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #6
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #7
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

### Flight #8
Ftr #1   Ftr #2   Ftr #3   Ftr #4   Ftr #5   Ftr #6

Dropped Out
Ftr Destroyed

| Initative | Speed | Thrust Used | Jinking | Notes |
|---|---|---|---|---|

Version 2: 2E/WCR

Name:_____ Counter:_____

# Centauri Sakar Carrier

**BABYLON 5 WARS 2ND EDITION**

## SPECS
Class: Capital Ship
In Service: 1875
Point Value: 485
Ramming Value: 290
Jump Delay: 20 Turns

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

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## COMBAT STATS
Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

## WEAPON DATA

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

## FORWARD HITS
- 1-5: Retro Thrust
- 6-8: Particle Weapon
- 9-12: Forward Hangar
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS
- 1-6: Port/Stb Thrust
- 7-8: Particle Weapon
- 9-12: Port/Stb Hangar
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS
- 1-6: Main Thrust
- 7-9: Jump Engine
- 10-11: Particle Weapon
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

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

## SPECIAL NOTES
Limited Deployment (33%)

## SENSOR DATA
Defensive EW

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

## HANGAR
0 Fighters
4 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## OTHER HANGARS
12 Fighters
0 Shuttles

## ARMOR REFIT

| System | 1875 | 1980 |
|--------|------|------|
| Aft Structure | 3 | 4 |
| Main Thrust | 2 | 3 |
| Jump Engine | 4 | 5 |
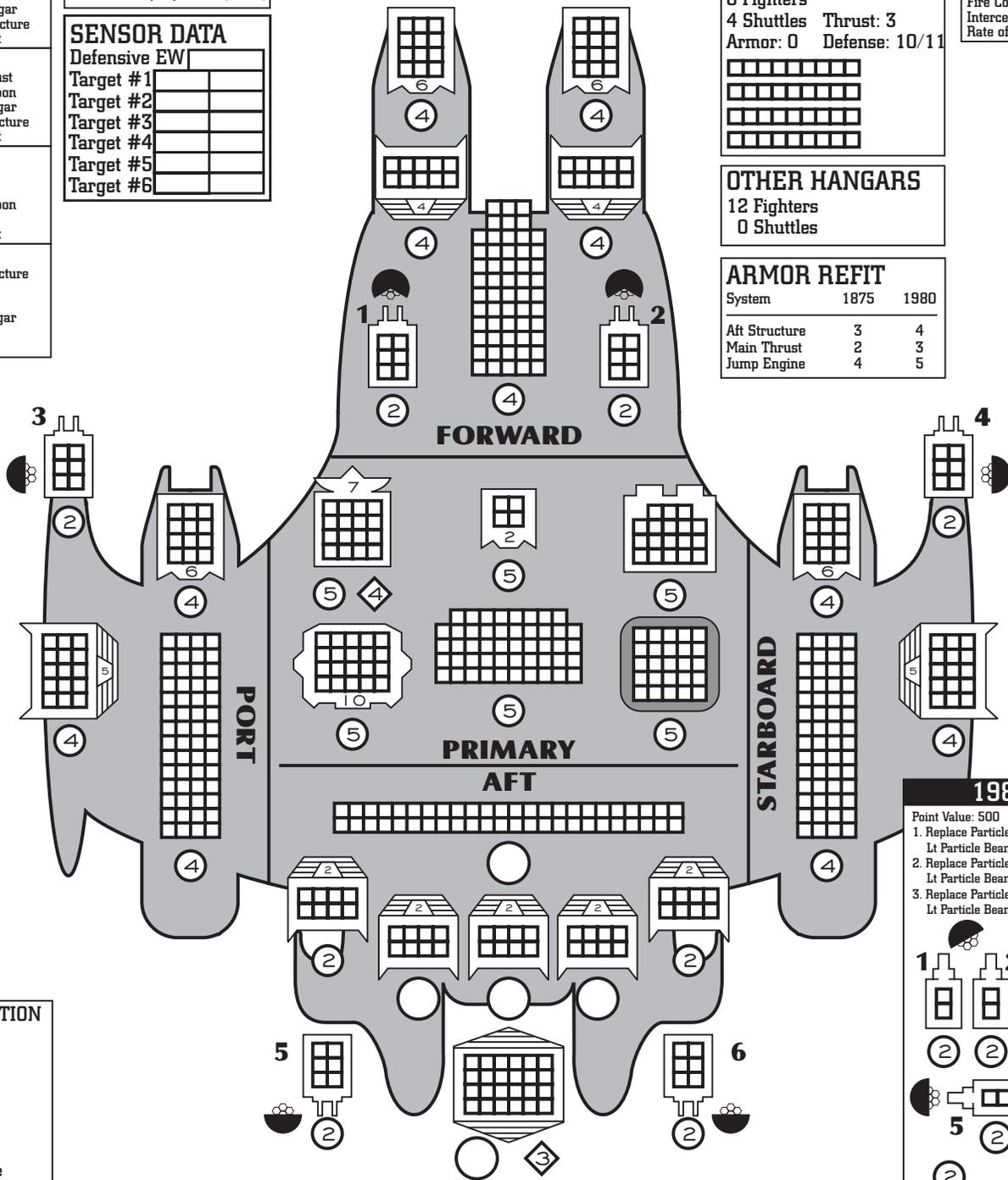
**FORWARD**

**PORT**

**STARBOARD**

**PRIMARY**

**AFT**

## 1980 Refit
Point Value: 500
1. Replace Particle Projectors 1 and 2 with Lt Particle Beams 1, 2, 3 and 4
2. Replace Particle Projectors 3 and 4 with Lt Particle Beams 5 and 6
3. Replace Particle Projectors 5 and 6 with Lt Particle Beams 7, 8 and 9

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Projector
- Light Particle Beam

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Version 2: 2E/WCR

Name:_____  Counter:_____

# Centauri Strela Light Jump Ship

## SPECS
Class: Hvy Combat Vsl
In Service: 1970
Point Value: 425
Ramming Value: 150
Jump Delay: 25 Turns

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

| 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 |

## COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +6

## WEAPON DATA

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

## FORWARD HITS
1-4: Retro Thrust
5-7: Tactical/Assault Laser
8-9: Particle Weapon
10-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-4: Main Thrust
5-6: Tactical/Assault Laser
7-8: Particle Weapon
9: Jump Engine
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-6: Primary Structure
7-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

## SPECIAL NOTES
Limited Deployment (33%)

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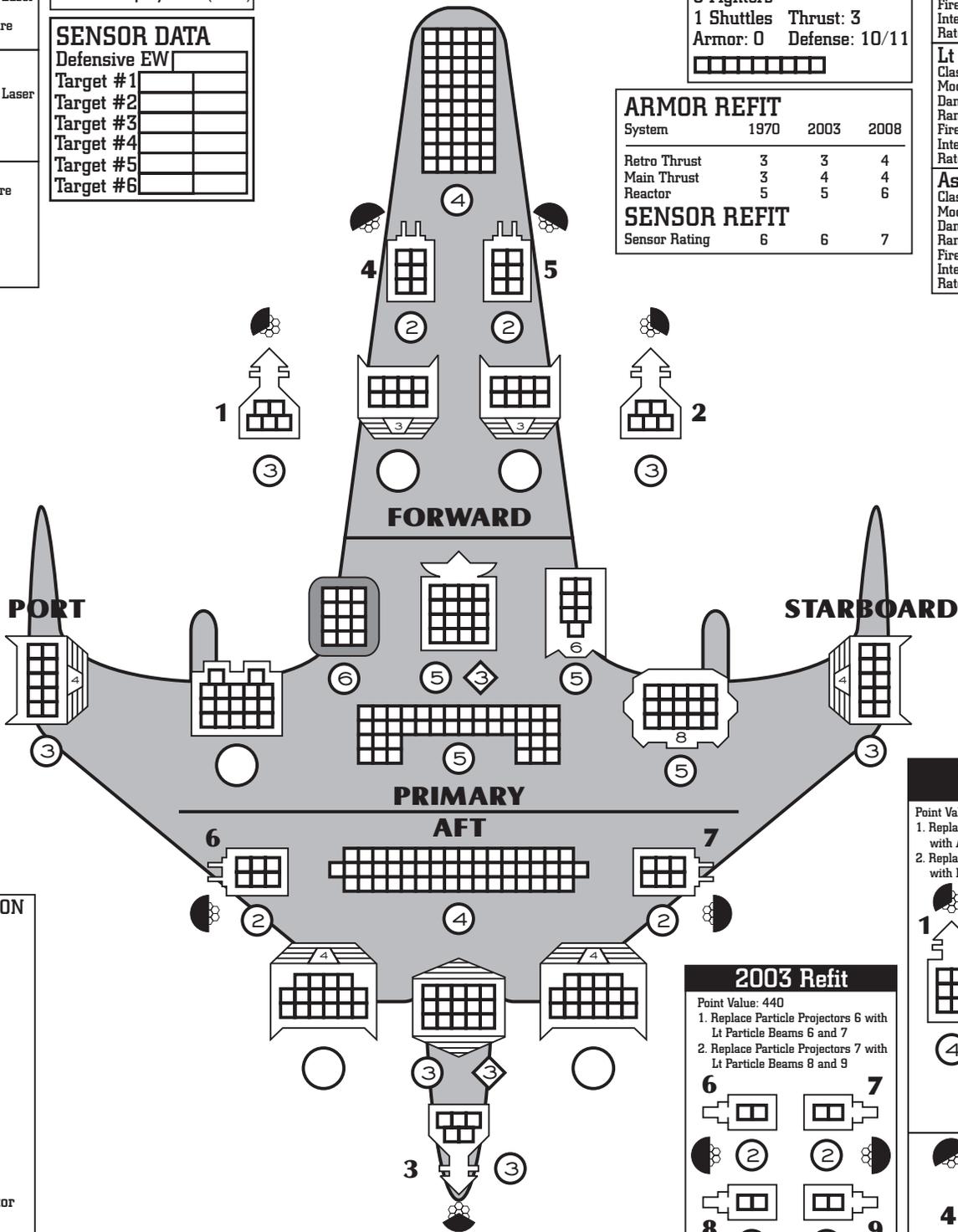Target #3
Target #4
Target #5
Target #6

## HANGAR
6 Fighters
1 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11
☐☐☐☐☐☐☐☐

## ARMOR REFIT
| System | 1970 | 2003 | 2008 |
|---|---|---|---|
| Retro Thrust | 3 | 3 | 4 |
| Main Thrust | 3 | 4 | 4 |
| Reactor | 5 | 5 | 6 |

## SENSOR REFIT
| | 1970 | 2003 | 2008 |
|---|---|---|---|
| Sensor Rating | 6 | 6 | 7 |

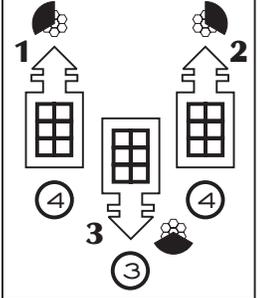FORWARD

PORT          STARBOARD

PRIMARY

AFT

## ICON RECOGNITION
⌴ Thruster
▢ C & C
⌂ Sensors
⬠ Engine
▭ Reactor
▢ Hangar
⬡ Jump Engine
⌷ Tactical Laser
⌷ Particle Projector
⌷ Assault Laser
⌷ Light Particle Beam

## 2003 Refit
Point Value: 440
1. Replace Particle Projectors 6 with Lt Particle Beams 6 and 7
2. Replace Particle Projectors 7 with Lt Particle Beams 8 and 9

6        7
8        9
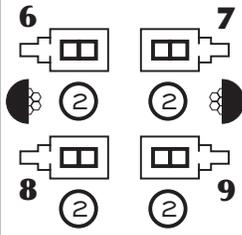
## 2008 Refit
(includes 2003 Refit)
Point Value: 470
1. Replace Tactical Lasers 1, 2, and 3 with Assault Lasers 1, 2 and 3
2. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5

1        2
3
4        5

Version 2: 2E/WCR

Name:_____ Counter:_____

**BABYLON 5 WARS 2ND EDITION**

# Centauri Tacit Police Cruiser

## SPECS
Class: Hvy Combat Vsl
In Service: 1820
Point Value: 300
Ramming Value: 130
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Deficit: –2
Initiative Bonus: +6

| 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 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

## WEAPON DATA

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: –1 per 2 hexes
Fire Control: +2/+1/–5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: –1 per hex
Fire Control: +2/+2/+1
Intercept Rating: –2
Rate of Fire: 1 per 2 turns

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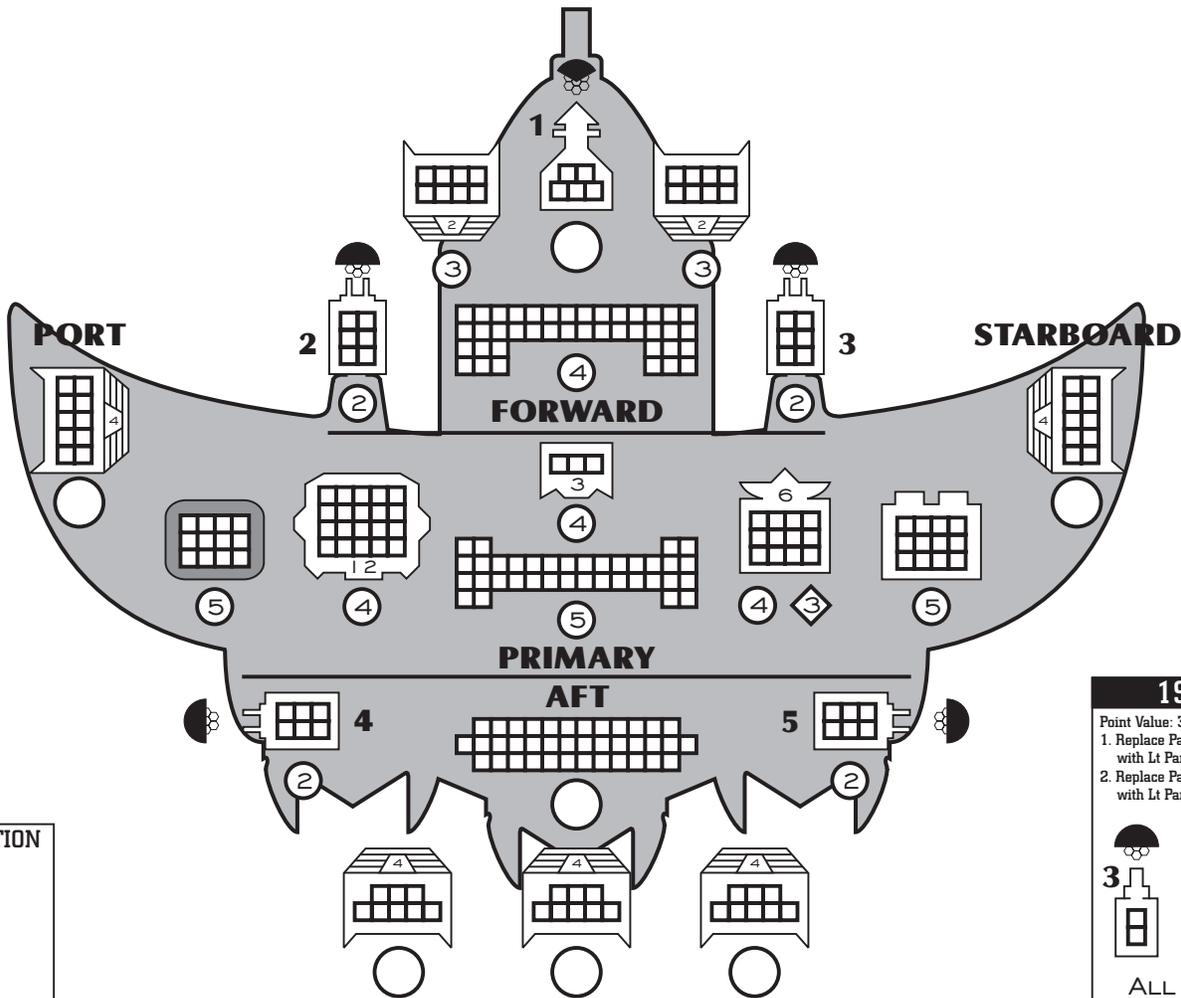Rate of Fire: 1 per turn

## FORWARD HITS
1-5: Retro Thrust
6-7: Tactical Laser
8-10: Particle Weapon
11-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-9: Particle Weapon
10-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## SENSOR DATA
Defensive EW

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

## HANGAR
0 Fighters
3 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

## ARMOR REFIT

| System | 1820 | 1990 |
|---|---|---|
| Tactical Laser | 2 | 3 |
| Port/Stb Thrust | 2 | 3 |
| Aft Structure | 3 | 4 |
| Main Thrust | 2 | 3 |



PORT    STARBOARD

FORWARD

PRIMARY

AFT

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Tactical Laser
Particle Projector
Light Particle Beam

## 1990 Refit
Point Value: 325
1. Replace Particle Projectors 2 and 3 with Lt Particle Beams 2, 3 and 4
2. Replace Particle Projectors 4 and 5 with Lt Particle Beams 5, 6 and 7

ALL LPB's

Version 2: 2E/WCR    Name:_____    Counter:_____

# BABYLON 5 WARS
## 2ND EDITION
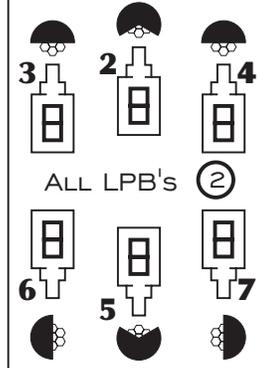
# Centauri Talvan Attack Cruiser

## SPECS
Class: Capital Ship
In Service: 1860
Point Value: 600
Ramming Value: 250
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

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

## WEAPON DATA

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

### 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

### Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

## FORWARD HITS
1-3: Retro Thrust
4-5: Imperial/Assault Laser
6-9: Particle Weapon
10-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-3: Port/Stb Thrust
4-6: Hvy Plasma Cannon
7-9: Tactical/Assault Laser
10-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-7: Main Thrust
8-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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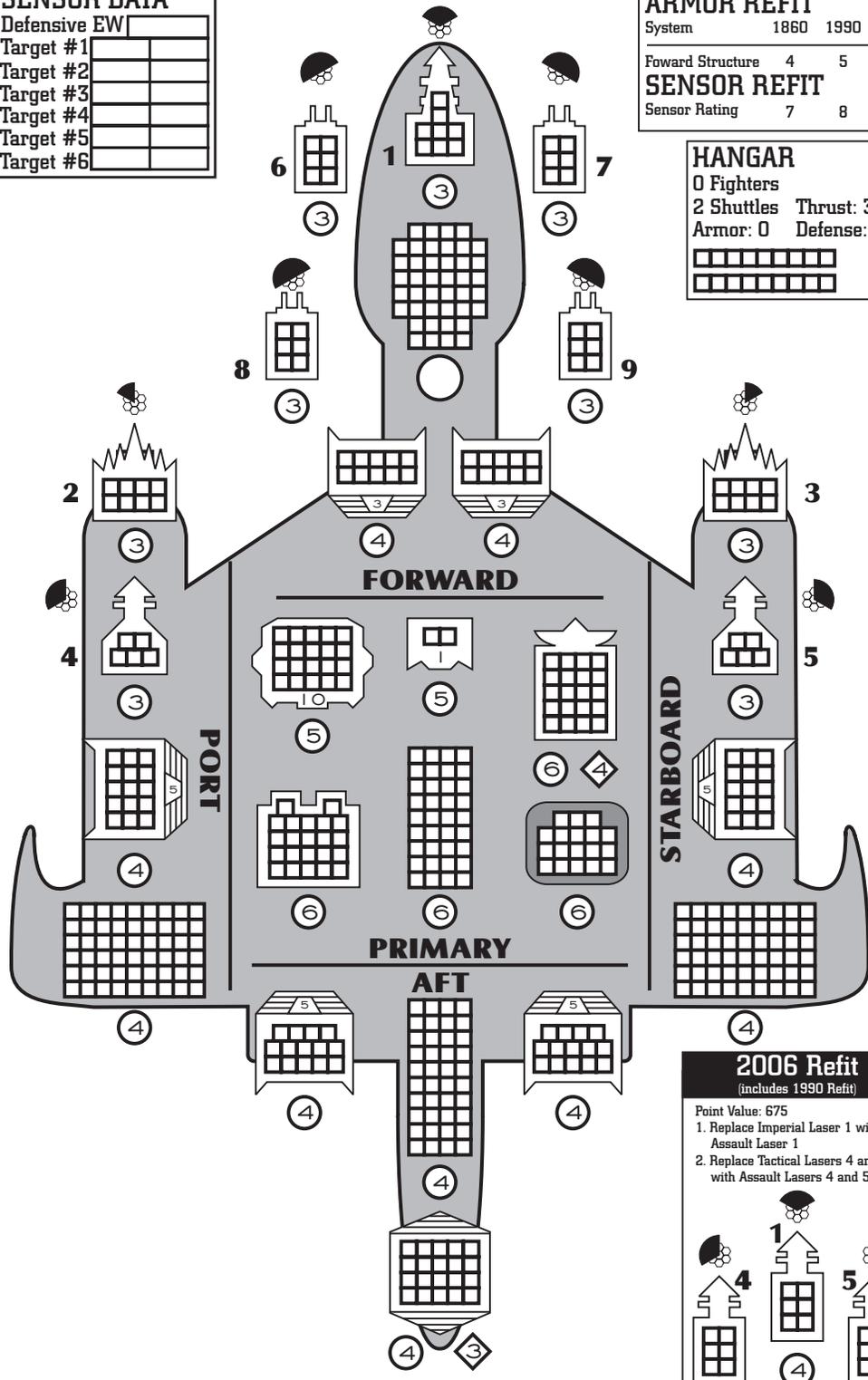Target #2
Target #3
Target #4
Target #5
Target #6

## ARMOR REFIT
| System | 1860 | 1990 | 2006 |
|---|---|---|---|
| Foward Structure | 4 | 5 | 5 |

## SENSOR REFIT
| Sensor Rating | 7 | 8 | 8 |

## HANGAR
0 Fighters
2 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11

**FORWARD**

**PORT**

**STARBOARD**

**PRIMARY**

**AFT**

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Hvy Plasma Cannon
- Particle Projector
- Light Particle Beam

## 2006 Refit
(includes 1990 Refit)
Point Value: 675
1. Replace Imperial Laser 1 with Assault Laser 1
2. Replace Tactical Lasers 4 and 5 with Assault Lasers 4 and 5

## 1990 Refit
Point Value: 625
1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7
2. Replace Particle Projector 8 with Lt Particle Beams 8 and 9
3. Replace Particle Projector 9 with Lt Particle Beams 10 and 11

Jenas Variant (Common)

Version 2: 2E/WCR

Name:_____ Counter:_____

# Centauri Tatros Escort Frigate

## SPECS
Class: Medium Ship
In Service: 2007
Point Value: 225
Ramming Value: 40
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
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 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

## WEAPON DATA

### 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

### Sentinel Point Defense
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

## HANGAR
0 Fighters
1 Shuttle    Thrust: 3
Armor: 0    Defense: 10/11

## FORWARD HITS
1-6:  Retro Thrust
7-8:  Lt Particle Beam
9-10:  Sentinel Point Defense
11-17:  Structure
18-20:  PRIMARY Hit

## AFT HITS
1-7:  Main Thrust
8-17:  Structure
18-20:  PRIMARY Hit

## PRIMARY HITS
1-8:  Port/Stb Thrust
9:    Lt Particle Beam
10-12:  Sensors
13-15:  Engine
16-17:  Hangar
18-19:  Reactor
20:   C & C

## SENSOR DATA
Defensive EW

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

## SPECIAL NOTES
Atmospheric Capable



PORT        STARBOARD

FORWARD

PRIMARY

AFT
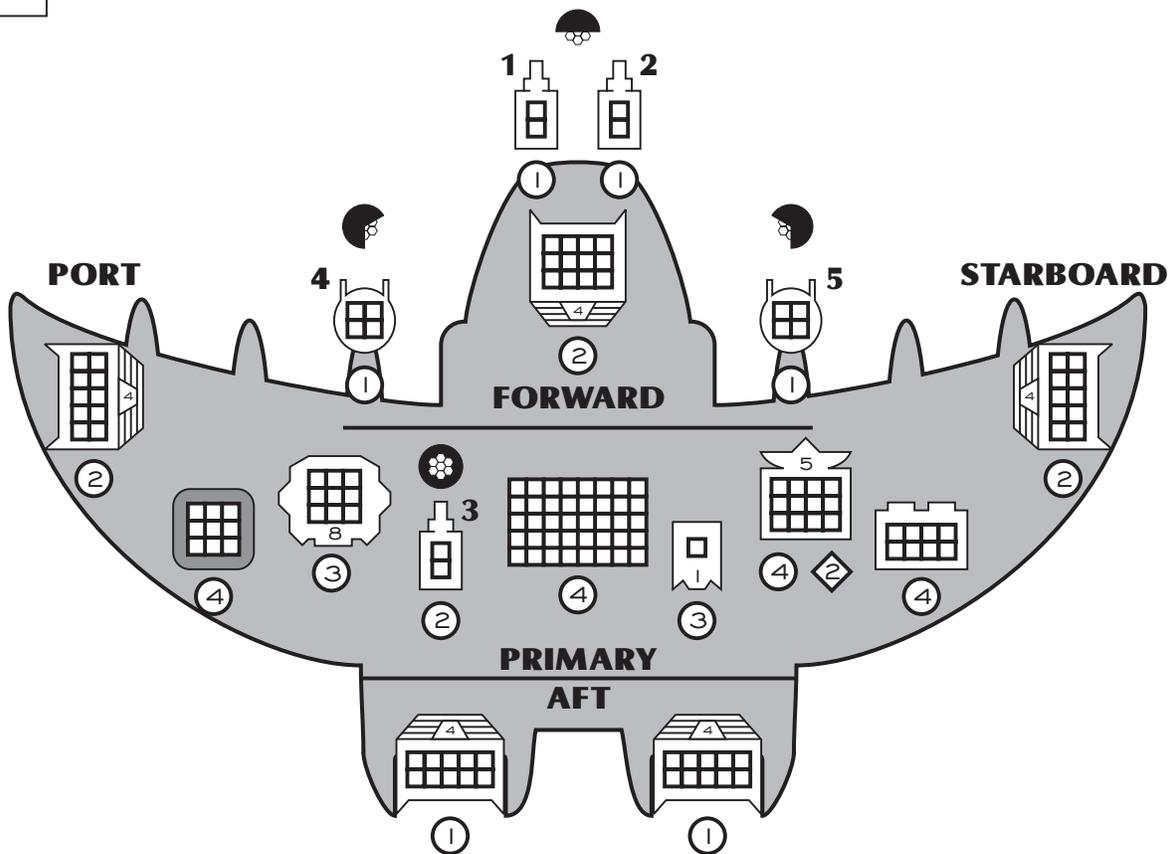
## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Light Particle Beam
Sentinel Point Defense

Name:_____ Counter:_____

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

# Centauri Tavor Siege Vessel

## SPECS
Class: Capital Ship
In Service: 2005
Point Value: 700
Ramming Value: 250
Jump Delay: N/A

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

| 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 | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

## COMBAT STATS
Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: –4

## HANGAR
0 Fighters
1 Shuttles    Thrust: 3
Armor: 0    Defense: 10/11
☐☐☐☐☐☐☐☐

## WEAPON DATA

### Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: –1 per 6 hexes
Fire Control: +2/––/––
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
*Special: Targets immobile, enormous units, bases, or planets only; launching ship must be speed zero*

### 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

## FORWARD HITS
1-5: Retro Thrust
6-9: Mass Driver
10-11: Lt Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-8: Mass Driver
9: Lt Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
1-10: Main Thrust
11: Lt Particle Beam
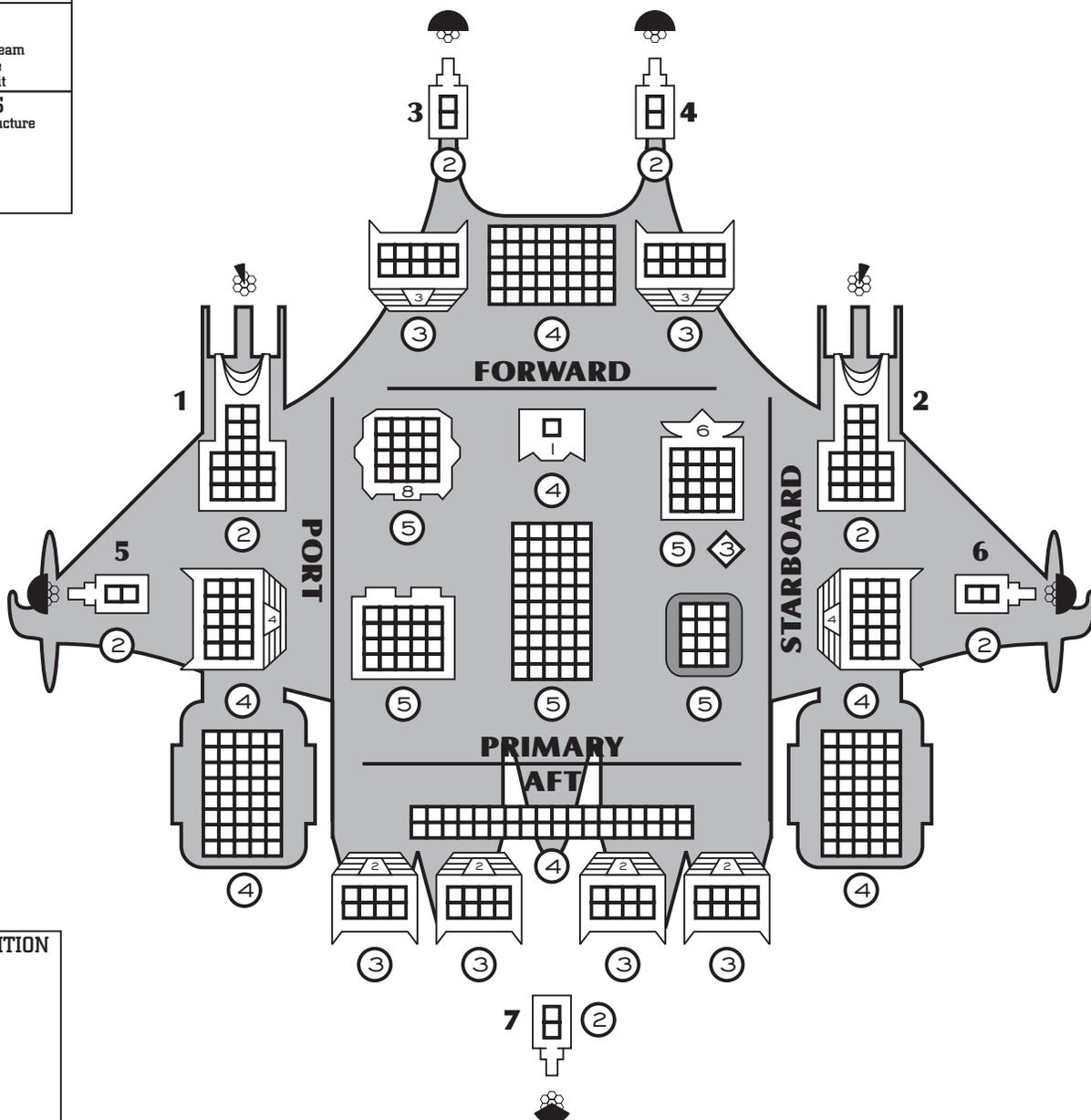12-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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



FORWARD

PORT

STARBOARD

PRIMARY

AFT

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Mass Driver
- Light Particle Beam

Optine Variant (Rare)

Version 2: 2E/WCR   Name:_____   Counter:_____

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

# Centauri Valtor Strike Cruiser

## SPECS
Class: Capital Ship
In Service: 1870
Point Value: 675
Ramming Value: 220
Jump Delay: 20 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
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

### Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### Particle Projector
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

## FORWARD HITS
1-5: Retro Thrust
6-8: Hvy Plasma Cannon
9: Particle Projector
10-11: Tactical Laser
12-18: Forward Structure
19-20: PRIMARY Hit

## SIDE HITS
1-4: Port/Stb Thrust
5-6: Hvy Plasma Cannon
7-9: Particle Weapon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

## AFT HITS
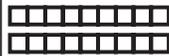1-5: Main Thrust
6-8: Jump Engine
9-10: Tactical Laser
11-12: Particle Projector
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

## HANGAR
0 Fighters
2 Shuttles   Thrust: 3
Armor: 0   Defense: 10/11

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

## ARMOR REFIT
| System | 1870 | 1966 |
|---|---|---|
| Retro Thrust | 3 | 4 |
| Center Main Thrust | 3 | 4 |
| Port/Stb Main Thrust | 2 | 3 |

## SENSOR REFIT
| | 1870 | 1966 |
|---|---|---|
| Sensor Rating | 7 | 8 |
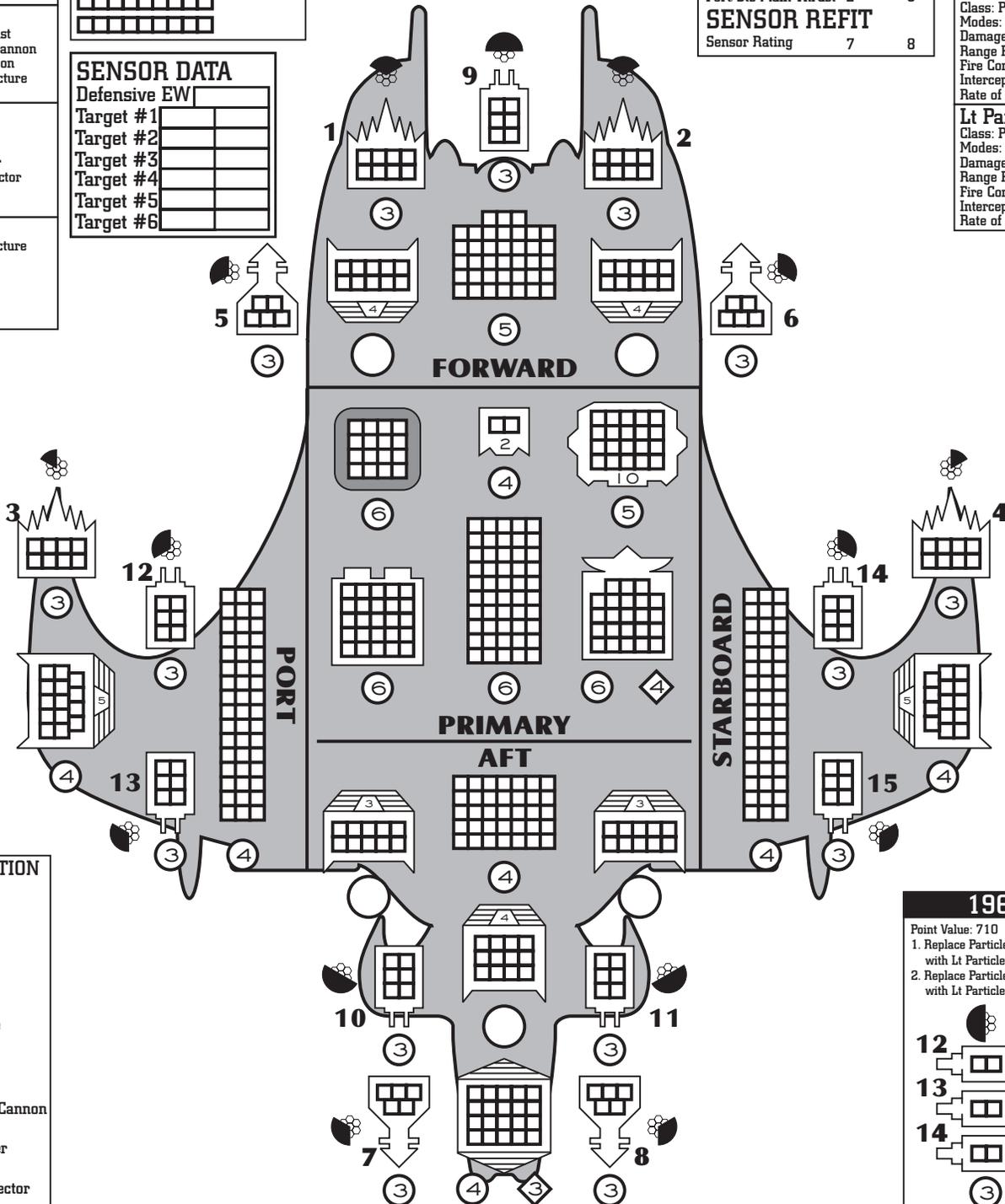
FORWARD

PORT

STARBOARD

PRIMARY

AFT

## ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Hvy Plasma Cannon
Tactical Laser
Particle Projector
Light Particle Beam

## 1966 Refit
Point Value: 710
1. Replace Particle Projectors 12 and 13 with Lt Particle Beams 12, 13 and 14
2. Replace Particle Projectors 14 and 15 with Lt Particle Beams 15, 16 and 17

12   15
13   16
14   17

Version 2: 2E/WCR

Name:_____  Counter:_____
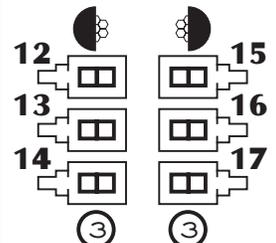
# Centauri Worthus Starbase

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

## SPECS
Class: Enormous Base
In Service: 2001
Point Value: 2000
Ramming Value: 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: 21
Stb/Port Defense: 21
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

## WEAPON DATA

### Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

### Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

### 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

## SECTION HITS
1-2: Imperial Laser
3-5: Lt Particle Beam
6-7: Tactical Laser
8-9: Cargo
10: Reactor
11: Section Hangar
12-18: Section Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-11: Imperial Laser
12-13: Tactical Laser
14-16: Sensors
17: Primary Hangar
18: Primary Reactor
19-20: C & C

*Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hits on either adjacent section hit and fall off only if both adjacent sections are lost.*
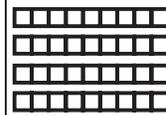
## SENSOR DATA
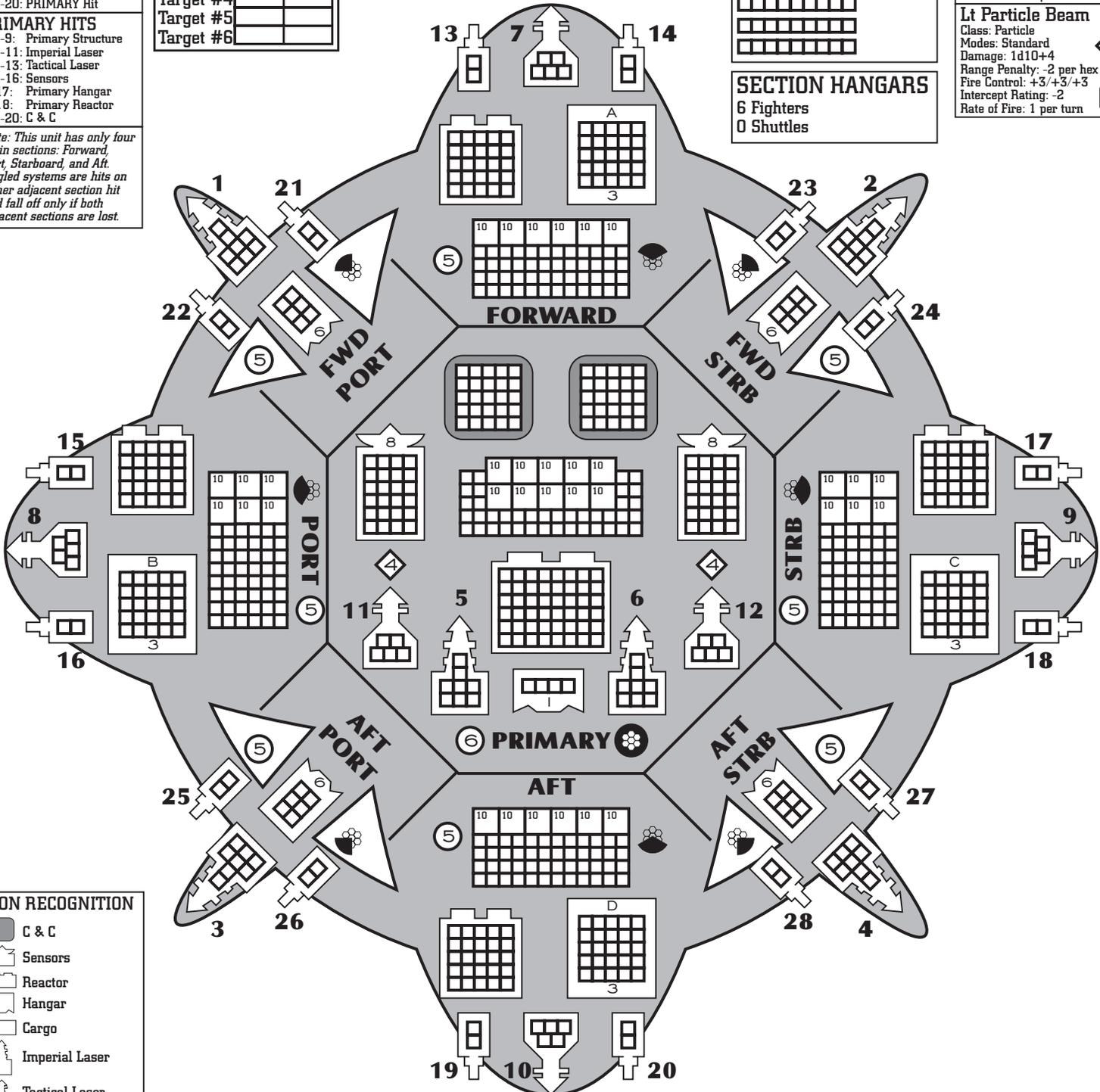| Defensive EW | | |
|---|---|---|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |

## PRIMARY HANGAR
0 Fighters
4 Shuttles    Thrust: 3
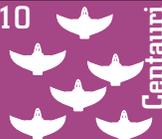Armor: 0    Defense: 10/11
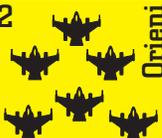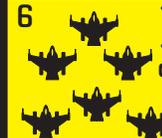
## SECTION HANGARS
6 Fighters
0 Shuttles

FORWARD
FWD PORT
FWD STRB
PORT
STRB
AFT PORT
AFT STRB
PRIMARY
AFT

## ICON RECOGNITION
C & C
Sensors
Reactor
Hangar
Cargo
Imperial Laser
Tactical Laser
Light Particle Beam

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| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 Astur | 2 Astur | 3 Astur | 4 Astur | 1 Balciron | 2 Balciron | 3 Balcirax | 4 Balcirax |
| 1 Balcirax | 2 Balcirax | 1 Celerian | 2 Celerian | 3 Celerian | 4 Celerian | 1 Centaurum | 2 Centaurum |
| 1 Falenna | 2 Falenna | 3 Falenna | 4 Falenna | 1 Jenas | 2 Jenas | 3 Jenas | 4 Jenas |
| 1 Kasta | 2 Kasta | 1 Kendari | 2 Kendari | 3 Kendari | 1 Leevan | 2 Leevan | 1 Nalor |
| 2 Nalor | 3 Nalor | 1 Navask | 2 Navask | 3 Navask | 4 Navask | 1 Optine | 2 Optine |
| 3 Optine | 4 Optine | 1 Orto | 2 Orto | 3 Orto | 4 Orto | 1 Sakar | 2 Sakar |
| 1 Strela | 2 Strela | 3 Strela | 4 Strela | 1 Tacit | 2 Tacit | 3 Tacit | 4 Tacit |
| 1 Talvan | 2 Talvan | 3 Talvan | 4 Talvan | 1 Tatros | 2 Tatros | 3 Tatros | 4 Tatros |
| 1 Tavor | 2 Tavor | 3 Tavor | 1 Valtor | 2 Valtor | 3 Valtor | 1 Daverous | 1 Worthus |
| 1 Legion-A | 2 Legion-A | 3 Legion-A | 4 Legion-A | 1 Legion-B | 2 Legion-B | 3 Legion-B | 4 Legion-B |

(All counters labeled "Centauri")

**Wars of the Centauri Republic Countersheet #1**

| # | Unit | # | Unit | # | Unit | # | Unit | # | Unit | # | Unit | # | Unit | # | Unit |
|---|------|---|------|---|------|---|------|---|------|---|------|---|------|---|------|
| 1 | Prophet | 2 | Prophet | 3 | Prophet | 4 | Prophet | 5 | Prophet | 1 | Paragon | 2 | Paragon | 1 | Benevolent |
| 2 | Benevolent | 3 | Benevolent | 4 | Benevolent | 5 | Benevolent | 1 | Vigilant | 2 | Vigilant | 3 | Vigilant | 4 | Vigilant |
| 5 | Vigilant | 1 | Enlightenment | 2 | Enlightenment | 3 | Enlightenment | 4 | Enlightenment | 5 | Enlightenment | 1 | Steadfast | 2 | Steadfast |
| 3 | Steadfast | 4 | Steadfast | 5 | Steadfast | 6 | Steadfast | 7 | Steadfast | 8 | Steadfast | 1 | Storm Front | 2 | Storm Front |
| 3 | Storm Front | 4 | Storm Front | 1 | Vengeful | 2 | Vengeful | 3 | Vengeful | 4 | Vengeful | 5 | Vengeful | 6 | Vengeful |
| 7 | Vengeful | 8 | Vengeful | 1 | Obedient | 2 | Obedient | 3 | Obedient | 4 | Obedient | 5 | Obedient | 6 | Obedient |
| 7 | Obedient | 8 | Obedient | 1 | Devout | 2 | Devout | 3 | Devout | 4 | Devout | 5 | Devout | 6 | Devout |
| 1 | Commune | 2 | Commune | 3 | Commune | 4 | Commune | 5 | Commune | 6 | Commune | 7 | Commune | 8 | Commune |
| 1 | Penitent | 1 | Highguard-A | 2 | Highguard-A | 3 | Highguard-A | 4 | Highguard-A | 5 | Highguard-A | 6 | Highguard-A | 1 | Highguard-B |
| 2 | Highguard-B | 3 | Highguard-B | 4 | Highguard-B | 5 | Highguard-B | 6 | Highguard-B | 1 | Skywatch | 2 | Skywatch | 3 | Skywatch |

All counters labeled "Orieni"

**Wars of the Centauri Republic Countersheet #2**
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| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 Centauri Glaive | 2 Centauri Glaive | 3 Centauri Glaive | 4 Centauri Glaive | 5 Centauri Glaive | 6 Centauri Glaive | 7 Centauri Glaive | 8 Centauri Glaive |
| 9 Centauri Glaive | 10 Centauri Glaive | 1 Centauri Phalan | 2 Centauri Phalan | 3 Centauri Phalan | 4 Centauri Phalan | 5 Centauri Phalan | 6 Centauri Phalan |
| 7 Centauri Phalan | 8 Centauri Phalan | 9 Centauri Phalan | 10 Centauri Phalan | 1 Centauri Phalan-M | 2 Centauri Phalan-M | 3 Centauri Phalan-M | 4 Centauri Phalan-M |
| 5 Centauri Phalan-M | 6 Centauri Phalan-M | 7 Centauri Phalan-M | 8 Centauri Phalan-M | 1 Centauri Lakrit | 2 Centauri Lakrit | 3 Centauri Lakrit | 4 Centauri Lakrit |
| 5 Centauri Lakrit | 6 Centauri Lakrit | 7 Centauri Lakrit | 8 Centauri Lakrit | 9 Centauri Lakrit | 10 Centauri Lakrit | 11 Centauri Lakrit | 12 Centauri Lakrit |
| 1 Orieni Templar | 2 Orieni Templar | 3 Orieni Templar | 4 Orieni Templar | 5 Centauri Templar | 6 Orieni Templar | 7 Orieni Templar | 8 Orieni Templar |
| 9 Orieni Templar | 10 Orieni Templar | 1 Orieni Shining Light | 2 Orieni Shining Light | 3 Orieni Shining Light | 4 Orieni Shining Light | 5 Orieni Shining Light | 6 Orieni Shining Light |
| 7 Orieni Shining Light | 8 Orieni Shining Light | 9 Orieni Shining Light | 10 Orieni Shining Light | 1 Orieni Shining Star | 2 Orieni Shining Star | 3 Orieni Shining Star | 4 Orieni Shining Star |
| 5 Orieni Shining Star | 6 Orieni Shining Star | 7 Orieni Shining Star | 8 Orieni Shining Star | 1 Orieni Uplift | 2 Orieni Uplift | 3 Orieni Uplift | 4 Orieni Uplift |
| 5 Orieni Uplift | 6 Orieni Uplift | 7 Orieni Uplift | 8 Orieni Uplift | 9 Orieni Uplift | 10 Orieni Uplift | 11 Orieni Uplift | 12 Orieni Uplift |

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**Wars of the Centauri Republic Countersheet #3**
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THE MASSED FLEETS WAITED IN REGIMENTED FORMATIONS, WEAPONS HOT, FIGHTERS PREPARED GOT LAUNCH. BOTH SIDES WERE PREPARED TO STRIKE AT A MOMENT'S NOTICE, AND BOTH KNEW TH WAR WOULD START MOMENTARILY.

THE CENTAURI FORCES PREPARED TO FIGHTER THEIR MOST POWERFUL FOE, GAINING REVENGE FOR ORIENI PROVOCATIONS.

THE ORIENI PLANNED TO DUEL THE EPITOME OF ALL THEY OPPOSED, SUBSTITUTING PLANNING AND VIOLENCE AGAINST SUPERIOR CENTAURI  SIZE.

*WARS OF THE CENTAURI REPUBLIC* *COVERS THE CLIMACTIC CAMPAIGN AGAINST THE GREATEST EXTERNAL THREAT THE LION OF THE GALAXY EVERY FACED: THE IMPLACABLE ORIENI EMPIRE, WITH ITS POWERFUL MOTHERSHIPS AND SPEEDY CONSORTS.*

THIS BOOK FOCUSES ON THE CORE OF THE ORIENI WAR. IT DETAILS THE MAIN CAMPAIGNS THE TWO NATIONS FOUGHT DURING THE PERIOD 2001-2010 WHILE PROVIDING HISTORICAL INFORMATION ABOUT THE ANCILLARY THEATERS.

THE PROGRESSION OF THE WAR IS SHOWN, A NEW MAP OF KNOWN SPACE IN 2000 IS PROVIDED, AND RULES ARE INCLUDED TO REPRESENT THE SITUATIONS PRESENTED. THESE INCLUDE RULES FOR THE ORENI HUNTER-KILLER RAMMING FIGHTERS, AN UNPROFESSIONAL SQUADRONS  TO REPRESENT THE EARY CENTUARI HOUSE FORCES.

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