

# Bandit's **B5 Wars**



## **Campaign Guide**

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# **B5 Wars Campaign Rules V5.0**

## **Admiral's Game Set Up**

The admiral's game set up is one where the major powers start with more resources and abilities than the minor powers. Each empire is further modified by the addition of racial modifications that affects what they each start with. This particular version of the game is essentially an alternate form of the B5 universe in which exploration is very prevalent. The League of Non-aligned Worlds has been formed and there is a good deal of diplomatic maneuvering. The game is set at the beginning of the B5 television series. In addition to the basic races that the players will be playing, there will be other races involved in the game. The first ones are still out there along with previously unknown races.

Available races in the game include:

**Abbai Matriachate**  
**Alacans**  
**Balosian Underdwellers**  
**Brakiri Syndicracy**  
**Belt Alliance**  
**Centauri Republic**  
**Corillani Theocracy**  
**Descari Committees**  
**Drazi Freehold**  
**Earth Alliance**  
**Gaim Intelligence**  
**Grome Autocracy**

**Hurr Republic**  
**Ipsha Baronies**  
**Kor-Lyan Kingdom**  
**Llort**  
**Markab Theocracy**  
**Minbari Federation**  
**Minbari Protectorate**  
**Narn Regime**  
**Pak' Ma' Ra**  
**Torata Regency**  
**Vree Conglomerate**

Minor Powers usually start with 15,000 Credits, 12,500 units of ores and 50 Q-40. Each empire is given an allotment of **Ship Yard Construction points** in which they use to purchase their shipyards. Minor powers get 18 points and major powers get 27 points. A small construction dock is worth 1 point, a medium 2 points and a large 4 points. These points cannot be saved for later. In addition they each get 1 large factory, 2 medium factories, 1 large training center and one star base (with half of its fighter compliment) to disperse throughout the initial systems. The Starbase must be located at the home world. It also has 3 starting systems; a home world, a developed system and a mineral rich system. The major powers (Earth, Minbari, Centari and Narn) receive 3 additional systems and an additional star base (which must be the smallest available). Two will be developed systems and the other system will be randomly selected. In addition they get 50% more Credits and Ores.

New players can only be added to the game between completed turns, subject to GM approval. They are given a single system (a home world) and the same starting resources of the other players. The empire is considered to be a minor power, and it has a single jump gate built in their home system. If an empire loses all of its territories, the player may be given one of the campaign's NPC empires to play. If the remains of an empire are just fleets, they may not colonize any more systems within the scope of the campaign.

## **Fleet Captain Option**

Under the Fleet Captain Option, everyone who is involved in the campaign (and is willing) normally gets a chance to participate in every battle that is fought. There are exceptions to this, mostly due to number of ships involved in an encounter. The players that are directly involved in the conflict (referred to as “Captains”) will receive an equal amount of players from the available player pool to command ships in the conflict. The GM will determine teams, mostly to save inexperienced players from being picked last every time. Ships must be split as evenly as possible and in the event that a Captain refuses to do so, the GM will step in and distribute the ships.

At the beginning of the combat turn the Captain issues orders to his fellow players and they attempt to carry them out to their best abilities. If communications are disrupted during a battle, the Captain will not be allowed to issue orders to the disrupted unit.

## Planets and Systems

In the B5 Wars campaign there will be a lot of systems to explore and to control. The typical star map should be 48 by 48 and is plotted on standard graph paper. Each square is considered a parsec. Systems can only be present at whole point coordinates. To simplify things each system is given ratings in production based on what type of world the inhabited planet is. In addition each system has a chance to contain ancient ruins, asteroid belts, and other stellar phenomena. The stats of each system is expressed in *Economy*, *Ores*, *Q-40*, *Maintenance Points* and *Defense*. The more systems that an empire controls the more powerful it becomes.

**Economy** is the amount of universal credits that a system generates for the controlling player. Credits are used to hire raiders and buy technology, supplies, information and ships. This sum represents only a portion of the economy that the player can utilize.

**Chance for Ruins** represents the random chance that the controlling player will discover alien ruins within a system. This is rolled by the GM using a D20 when the system is discovered an empire. A successful roll indicates that ruins are present and are discovered. They can be researched. Unfortunately, such discoveries soon become public knowledge once a jump gate is established and foreign interest may be generated in the newly acquired world.

**Maintenance Points** are the amount of logistical supply normally allocated from the taxes that the system can normally provide to maintain the player's fleets. Ships and bases have a maintenance requirement equal to twenty percent of the point value. Fighters require maintenance equal to ten percent of their point value. O-SATs require five percent of their point value as maintenance. Additional maintenance points can be purchased with credits. Supply depots can be raided or destroyed by enemy units.

Failure to provide enough maintenance points for fleets result in diminished performance in battle and limits repairs. Task forces furthest away from supply depots and friendly systems feel the impact first. The player should select vessels to count as un-maintained until the deficit points are made up. All ships in unmaintained task forces suffer the following penalties:

- Thruster Ratings of all thrusters are reduced by 1 point.
- Hanger Bay operations take twice as long.
- Weapons that require ammo must roll each time they fire to see if that was the last round of ammo. The player should roll a D10 and should the die come up as 1, the ship is out of ammo. Each engagement after the first increases the chance by 1.
- Missile Launchers and other weapons that track ammo do not get reloaded until the ship reaches a base or a supply vessel.
- Jump delay is increased by 10% (round fractions up)
- Critical hits gain a bonus to the die roll equal to the number of strategic turns that the maintenance requirements have not been met.

**Ore Deposits** represents raw material collected at the mines in the system, which is converted into useable materials to build bases, ships, and facilities. Ore deposits in a system have a rating to determine how long they will last. This rating is determined by the GM and can be one of 5 ratings; Few, Good, Average, Abundant and Rich. The system type also determines how quickly the ore can be mined and how much is available.

**Q-40** is the rare and valuable Quantum 40 ore that is used in jump gate and Jump drive production. The amount used is determined by the ship size. It takes 1 Q-40 for a medium ship's jump drive, 2 for a Heavy Combat vessel, 3 for a capitol ships, 5 for an enormous ship and 10 for a jump gate. Much like ore, Q-40 deposits are given a rating and the system type also determines how quickly the Q-40 is mined and how much is available.

Unlike ore, Q-40 may not be present in every system encountered. The GM determines if Q-40 deposits exist by roll a D10. On a roll of 1-4, Q-40 deposits are in the system. Any other result indicates that Q-40 is unavailable in a system. Mineral Rich systems add a bonus of -1 to the roll.

**Mineral Deposit Modifier** represents a modifier to the roll the GM makes to determine what the rating of the mineral deposit is. A roll is made separately for Ore and Q-40.

**Defense** is the maximum number of troop units that would normally occupy the planet type to defend it from invasion. This number can be increased during times of war without much penalty, but can bring penalties to **Civil Unrest** if a military build up occurs without reason. Starting systems always come with maximum amount of units.

A player is considered to own a newly discovered system if he or she has the only fleet in the system and an operational jump gate is constructed in the system. Once a jump gate is constructed, the empire may collect production from it and build facilities in the system. At anytime the empire may land troops on the newly discovered system. To construct a jump gate the player needs to send a jump gate construction team to the system. If a system is owned by another empire, it must be conquered. Through diplomacy two or more players can share a system and its production value. A system that is blockaded cannot generate production for the controlling player.

There are 7 basic types of planets; **Agricultural**, **Barren**, **Developed**, **Home World**, **Mineral Rich**, **Terrestrial** and **uninhabitable**. Each planet type has its own generalized stats. Uninhabitable planets are usually unstable and unsafe to be of any use unless terraformed and thus are not given stats. Sometimes conditions exist that will naturally modify these stats such as **planet size**.

	Agricultural	Barren	Developed	Home World	Mineral Rich	Terrestrial
<b>Economy</b>	D3 x 100	D6 x 50	D6 +2 x 100	D6 + 4 x100	D6 x 100	D3 x 100
<b>Maintenance</b>	650	350	1,500	4,000	500	1,000
<b>Ore Production Rate</b>	D3 x 50	D6 + 2 x 100	D6 x 50	D6 x 100	D6 + 3 x 100	D6-1 x 50
<b>Q-40 Production Rate</b>	1	D3	1	1	D6	1
<b>Mineral Deposit Modifier</b>	0	+1	-1	0	+2	0
<b>Chance of Ruins</b>	1-3	1-12	1	NA	1-5	1-6
<b>Defense</b>	30	20	40	50	20	40

Generally a system has one planet that is useable due to atmospheric conditions or instability. Sometimes there will be a 2<sup>nd</sup> planet that is also useable. A second habitable planet in a system has normal production for its type. The GM determines what planets are useable for colonies.

**Agricultural Planets** are ones with abundant plant life and conditions are prime for farming. They could also be aquatic planets. Such planets are often sought after because of the amount of food production capability they add to an empire.

**Asteroid Colonies** are used exclusively by the Belt Alliance corporate structure. Such colonies consist of small inhabitations along asteroids and as such have their own unique stats. See the **Racial Enhancement Section** for specific details.

**Barren Planets** are virtually devoid of plant and animal life and most empires can only inhabit them by creating enviro-domes or other such structures. Some possess a high level of seismic activity or an extremely hostile environment and this limits the inhabitability of the planet. They are generally rich in mineral deposits but require regular food shipments. If the system or planet is ever blockaded the population begins starve. Mars would be an example of planets of this type.

**Developed Planets** are usually ones where sentient life exists. Typically these races have little to no space faring capability. Their tech level is usually no higher than earth of the 19<sup>th</sup> century. Interaction and acceptance into an existing empire is left to the GM. Some races have different ways of integrating species. The Minbari for example offer protection in exchange for exclusive trading rights. Developed worlds can also be ones that have a high population and a strong economic and industrial base. These worlds are valued by empires because of their existing industrial structure.

**Home World Planets** are unique to each player race in the campaign. They can never be naturally found. These planets represent the highest level of industrial and population bases in the campaign.

**Mineral Rich Planets** are similar to barren planets, since they are usually hostile and virtually uninhabitable. Such planets contain very rich mineral deposits and have the highest chance of having Q-40 deposits. They are highly prized by empires for this reason.

**Terrestrial Planets** are planets that are similar to Earth, but without the abundant humanoids. These worlds can easily support a large population.

**Uninhabitable Planets** are just that, uninhabitable. Their atmospheres are poisonous, they can have high levels of volcanic or seismic activity and they contain no life what so ever. They could have once been home to a thriving colony or a race that has long since perished.

Systems that have been taken by force produce only half their normal production amount and risk having their production values permanently lowered if the system was subjected to planetary bombardment. Systems that surrender produce their full production amount for the conquering empire.

## Mineral Deposit Ratings

As noted in the section on Systems, every mineral deposit has a rating that determines how much resources are available. Generally Q-40 deposits last half as long as the same rating of ore deposits. Each deposit has a rating of **Poor**, **Good**, **Average**, **Abundant** or **Rich**. The rating determines how many turns a deposit will produce at full capacity without checking to see if the deposit becomes exhausted. Once a deposit becomes exhausted it still has a chance at producing minerals but at half the original rate for an additional number of turns equal to half of the standard life of the deposit. The game master section contains the complete mineral deposit Information table.

**Poor** mineral deposits generally last for 6 months and have the greatest chance of becoming exhausted when their life span has been reached.

**Good** mineral deposits last for a little over a year and is the lowest deposit found in a mineral rich system.

**Average** mineral deposits are the most common deposits found in the campaign and they have a long life span of 2 years. Even beyond their life span there is a good chance that the deposit will continue to produce resources.

**Abundant** mineral deposits are rare in the campaign and are the most highly sought after since their lifespan is almost beyond the scope of the campaign. They also have a very good chance of continued production even if the deposit becomes exhausted.

**Rich** mineral deposits do not run out, unless they are Q-40 and even then they have a very long lifespan. They are the rarest of resource deposits in the campaign and will be the most fought over.

## Developed System Upgrades

A developed system is the best possible system achievable in a campaign. Any system, given enough time and effort can be upgraded into a developed system. Usually terraforming a system is a good start. Establishing trade routes is another. Trade routes encourage growth as does enacting social improvements. All these things combined contribute points to the system's upgrade, which must be tracked by the Game Master. The type of system determines how many points are required to upgrade it. A Terrestrial system needs 75, Agricultural 120, Mineral Rich 250 and Barren 300. There are also random events and triggered events that can increase or decrease points earned through the upgrade process. Some events can wipe out a system completely or reduce its value.

System Upgrade Point Values	
Action	Points
Completed Terraforming	+20
Enacted Social Improvements	+1 per 5,000 Credits
Trade Routes Established	+5 per trade route established

As the system begins to improve the GM may award small increases to system stats to show that the Empire's efforts are making a difference in the system. Increases will first show up as a bonus to funds generated and then to maintenance.

## **Economics**

Credits are used in just about every aspect of the game since they factor into ship construction, research, maintenance, information gathering, ship purchases and more. Credits are generated at every system that an empire owns and through trade routes established with other empires and can also be gained by selling stuff to other empires.

Credits represent the universal value of the Empire's currency on the galactic market. The overall value can change during the course of the campaign and is represented by a modifier that increases or decreases the value of the credits when used with another empire. Every turn an empire is considered to be losing a war with another empire, its currency devalues 1D6%. Losing a war against a major power doubles the devaluation unless both empires involved in the conflict are major powers. Random and triggered events may also affect the value of an empire's credits.

It is possible to purchase completed ships from another empire. The Gaim outfitted most of their navy this way. Actual price will vary, but should be approximately equal to one or two times the point value of the vessels. A purchased vessel must be moved in the following turn(s) towards the empire who just bought it. The vessel (and the funds) does not change hands until it reaches the new owner's space.

An empire may purchase raw research (RPs) from another willing race. Such purchase will only result in half the actual value of RPs sold since not all technologies are compatible and empires may use the research for something else. It is entirely up to the two empires involved as to what affair price is. A good general guideline is 100 credits per RP.

Ore and Q-40 may be purchased for use in ship construction. Ore bought from third parties costs 20 credits per unit of ore. Q-40 can also be purchased at 500 credits per unit and is only available in very limited quantities of D6 per turn for the campaign as a whole. Competing empires should roll a D20 to determine who gets to buy first and this roll is modified by +1 per 50 additional credits the empire is willing to pay per unit. High roll gets to buy first. Empires may purchase ore or Q-40 from each other at a cost that is negotiated between them.

An empire may also sell their ore and Q-40 on the open market. Ore sold in this way earns the empire 10 credits per unit of ore sold. Q-40 is extremely sought after and is sold for 500 credits per unit. Every 3 units of Q-40 sold to the open market increases the total amount of Q-40 available in the following turn to the players by +1.

## **Trade Routes**

Each trade route established with a foreign power generates a bonus of 10% of the credits that a system produces for both empires each turn. Trade routes must be negotiated and each system can only support two trade routes with the exception of a home world that can support 4. Distances can affect how long it takes for income to start accumulating from a trade route. The actual route's distance needs to be measured and travel time is calculated. The result is the number of additional turns needed before any income is generated and also a bonus (1% per 8 parsecs away) in the trade route income. In addition, trade routes automatically let the empires involved know defenses, and sometimes the overall plans of the trading systems. Empires may not maintain trade routes with any empire that is at war with them.



## **Jump Gates**

Jump gate technology is the single most important discovery in the B5 universe. Without the technology it would take ships years to travel from one system to another. Each jump gate contains a limited number of beacons that guide ships through hyperspace. A ship locks onto the beacon and follows it to the destination. It is not uncommon for systems to contain multiple jump gates because of the limited number of beacons. It is preferable to use a jump gate as opposed to creating a vortex because hyperspace is difficult to navigate and ships can become lost if they are too far off the hyperspace lane. Use of a jump gate by a foreign government requires the government to pay a small fee for each ship that travels through it. The actual fee is left to the controlling player to decide the amount but generally the fees should range from 1 credit to 10 credits, and no more than 20 credits. Fees can also be waived as part of a treaty. In the campaign use of a jump gate doubles a task force's movement through hyperspace. See the **Fleet Movement** section for rules.

## **Jump Gate Construction**

In the actual B5 universe most systems have jump gates that were constructed by empires during their exploration or by races long since forgotten. In the campaign setting players must construct their own jump gates. Jump Gates require 10 Quantum-40 units, 1,000 ore units and 2,000 credits to construct. It takes 4 turns to fully construct a normal sized jump gate. Temporary jump gates used by Earth Force are constructed in half the time and cost half as much to build but are only operational for a total of 12 turns. After that they require an allotment of 150 maintenance points for their upkeep.

## **Jump Gate Construction Teams**

Each empire is given a free Jump Gate construction team, which is composed of several cargo carrying ships, a single jump ship and a lot of workers. These ships are often prime targets for raiders since they carry a lot of Q-40. Additional jump gate construction teams can be assembled out of the civilian population but the economic cost can be great if the team is constantly in danger. Construction teams move as per the standard fleet movement rules. Multiple teams do not decrease construction time.

Each turn that an Empire is seeking a construction team, roll 1D10. On a Result of 5 or less one is available and can be hired for 250 credits a turn. The GM may modify this roll by +1 if there has been raider attacks in the area or +3 if the last construction team was destroyed. Additionally the empire can offer more money to offset penalties and to increase the changes to find a team. Each additional 50 credits that are added to the base pay lowers the die roll by 1.

## **Shutting Down Beacons**

Without the beacons hyperspace can become a dangerous place to navigate. Numerous explorer ships have been lost through the ages because of this. Sometimes due to invasion an empire will decide to deactivate its hyperspace beacons so that their systems cannot be found. When this happens it cuts off the system from the rest of hyperspace traffic. Beacons can only be shut off at the end of a turn. It is possible to find a system once its hyperspace beacon has been shut down. Fleets in hyperspace may roll a D20 against their sensor rating. If the number is equal to or less than their sensor rating the system has been located. Minbari vessels may add a -1 to the roll and first one vessels may subtract 5. If the invading race is unfamiliar with the system then the base target is equal to half their sensor rating.

## Production Facilities

Each empire has production facilities that build their ships, fighters and ordinance used in the battles that will come. Production facilities must be constructed and require maintenance like combat vessels to maintain. Players do not normally need to construct civilian transports for use in trade routes, supply lines or standard cargo movement within the empire. **Shipyards**, **Factories** and **Training Centers** are examples of production facilities. Production facilities must be located on an inhabitable planet, with the exception of shipyards that are constructed in space.

Production facilities, like shipyards and factories, have a limited number of production points that they can produce in a turn. A ship, fighter or OSAT uses a number of production points equal to its ramming value. Fighter missiles and standard mines have a production point cost of 1 point. Captor mines and any ship missile require 2 production points each. DEW mines require a number of production points equal to their structure. Divide the point value of the unit being constructed in half (round up) to determine the cost in credits and ores. Basic missiles cost 1 credit and 1 unit of ores each. As an option, empires can build 3 light missiles for the cost of a single basic missile. Light Missiles score 12 points of damage and have a range of 15.

## Factories

Factories construct the missile, mines, GROPOs vehicles, and fighters deployed by the vessels during the course of the campaign. Factories come in large, medium and small. Each factory's production value indicates how many production points worth of equipment a turn. Factories can be captured or even destroyed during a planetary assault. Like shipyards they maybe retooled.

Factory information Chart					
Class	Items produced	Production Value	Maintenance Cost	Build Cost	Build time
Small	Mines and missiles	100	1 points	25 Ore + 50 credits	1 turns
Medium	Fighter, shuttles. OSATs, Mines and missiles	200	5 points	50 Ore + 100 credits	2 turns
Large	Super Fighters, LCVs Fighters, shuttles. Mines, O-SATs and missiles	300	10 points	150 Ore + 250 credits	3 turns

## Shipyards

A shipyard is a collection of individual ship construction docks at a specific location a construct the starships that an empire uses. Each construction dock is purchased separately, but the players may track the shipyard as a single unit to simply record keeping. Construction docks come in large, medium and small. A dock is limited in the size of vessel that it can produce and regardless of size produced a base of 50 production points worth construction units a turn.

Ship Construction Dock information Chart				
Class	Vessel classes produced	Maintenance Cost	Build Cost	Build time
Small	LCVs, Medium vessels	20 points	125 Ore + 250 credits	2 turns
Medium	LCVs, Medium, HCVs	25 points	250 Ore + 500 credits	4 turns
Large	HCVs, Capital and Enormous ships	40 points	600 Ore + 1,500 credits	8 turns

Shipyards can be captured or destroyed. If a shipyard is captured it may produce any of the ships that it originally manufactured once the technology has been studied and understood. Research Point costs are halved on Speed and Ship Enhancement technology that has been already

developed by the former owners. An empire may not retool his original shipyards to make any of the captured designs. Captured shipyards must be retooled before they can construct ships of the empire that captured it. It takes ½ the time to retool a shipyard as it does to build one. Minimum time is 1 turn.

When a ship is being constructed there is the option of replacing a number of shuttles for breaching pods at a slight increase in cost. This cost must be paid by the shipyard, which is constructing the ship. The point cost difference is paid in credits.

## Training Centers

Training centers produce Marine units at the cost of 10 credits per unit. Unlike shipyards and factories, training centers produce a specific number of units per turn. Empires must still pay for these units. A captured training center cannot be used to train units.

Training Center information Chart					
Class	Units produced	Number produced	Maintenance Cost	Build Cost	Build time
Small	Marine	1 per turn	1 points	30 Ore + 75 credits	1 turns
Medium	Marine	2 per turn	5 points	50 Ore + 125 credits	2 turns
Large	Marine or Agents	4 per turn	15 points	200 Ore + 200 credits	3 turns

Ships may carry marine units. Each assault shuttle allows a vessel to carry 1 marine unit and each breaching pod allows 2 marine units to be carried. Normal assault ship compliment of marines are automatically removed from the nearest garrison once a vessel is constructed. Vessels with cargo holds may use them to transport units. Finally each ship may carry a number of marine units equal to 1% of its point value (round up).

## Decommissioning Production Units

An unneeded shipyard, factory or training center may be decommissioned during the course of the campaign. It requires time equal to one half of the construction time (rounded up) to decommission a production facility. Once the decommissioning is completed the empire can leave the shipyard where it is or destroy it. The former allows it to be recommsioned as vessels but with the 2 turns of reactivation procedures.

## Base Construction

Starbases are constructed similar to starships, using their ramming value as the base production point requirement. Construction teams build bases at a rate of 100 production points a turn. Once constructed a base will automatically be sent the minimum marine units that normally come with it from nearby planetary garrisons. Only one base may be present in any given combat zone.

## **Fleet Construction**

Empires will have to construct fleets if they want to go anywhere in the game. During the **Initial Actions Step** players determine what their shipyards will produce that turn. Construction of a single vessel cannot be split between shipyards and any ships under construction in a shipyard that is destroyed are lost. A combat unit cost is equal to its point value in **Economic Points**. Half of this cost is paid in ores and half of the cost is paid in credits. At the end of the turn, ship construction is completed.

## **Initial Composition**

Each empire starts with a small fleet to protect its territory and to strike at the other empires. This fleet is equal to half of the available maintenance points. Starting fleets do not consider economic cost when constructed, but do use the **Construction Limitations** and **Deployment Limitations**. In addition each empire must have its ships outfitted with at least half of their fighter compliment.

## **Ship Construction Limitations**

A variant of a ship may be more effective in battle, they often have construction and support difficulties that cannot be represented in the tactical game. To represent this many variants are assigned a rarity type which limits how many can be constructed. This only applies to construction, not deployment. If an empire wanted they could group all ships of the same variants into one fleet.

An uncommon variant is limited to no more than one in every three of that vessel class. A rare ship is limited to one in nine and takes the place of an uncommon selection. Thus, in any 6 ships of a chosen class only two of them can be uncommon and one of those two may be rare; the others must be common types. Some ships have a rarity listing of "Specialty" which is considered a rare ship for purposes of other variants. Specialty ships also follow additional rules on numbers that may be fielded and usually are only permitted to be constructed under special conditions or limited to how many can be produced during the campaign.

## **Deployment Restrictions**

Some vessels have a deployment restriction that is listed in **Ships of the Fleet**. These deployment restrictions will be followed. Each of the three classes of restrictions are considered separate from each other. A vessel with limited deployment can only account for 33% of the total combat value of ships, bases and fighters. A vessel that is considered restricted may only account for 10% of the total. For example, a 30,000 point Centauri Fleet could contain only 3,000 points of Restricted vessels and 10,000 points of Limited vessels. The point value of all units (Base, OSAT, Ship, Fighters) are used to determine the deployment restrictions.

## Economic Point Cost

The point cost shown on ship, fighter or base control sheets represent the unit's combat abilities. It does not reflect how difficult it is to build or acquire the unit. To represent this, some units are given an economic increase to their costs. This cost is applied equally to the amount of ores and credits that the ship requires to be spent so that it can be constructed. However, this increase does not apply to a unit's battle value when combat occurs.

Economic Point Costs	
Ship or Fighter Type	Economic Point Increase
Earth Alliance Explorer	+50%
ELINT Vessels	+25%
Hybrid technology	+25%
Modified ship design (optional)	+100%
Modified ship design w/foreign technology (optional)	+150%
Stealth units and those with chameleon sensors	+33%
Vessel is prototype	+200%

## Decommissioning Vessels

A vessel of fighter flight may be decommissioned during the course of the campaign. The crew may be transferred to another ship of a similar type but may take reductions in experience collected. It takes one full turn to decommission a vessel. Bases and O-SATs are never decommissioned, they are destroyed when they are no longer needed.

Decommissioned vessels can also be sold to other races or mothballed for re-commissioning at a later time. Usually weapon systems are stripped off a vessel before it is sold to another race. A vessel cannot be mothballed until it has served more than 26 turns in a campaign. Mothballed vessels cost nothing to maintain but a location must be recorded. Reactivation of a vessel requires 1 full turn during which they must be maintained. If the shipyard is attacked while the vessel is undergoing reactivation the crew status is considered to be that of **tactically surprised**.

## Pre-existing Mothballed Fleets (Optional)

Some empires such as the Minbari and the Centauri Republic have a large number of ships mothballed from either out of date vessels or unneeded ships. In a time of war an empire can reactive these units to serve. This may only be done only once and only when the empire is in a state of war and only certain units can be activated in this fashion. In addition the ships activated may not exceed a third of the maximum maintenance allowance for the empire.

## Advanced Structures (Optional)

Advanced structures are buildings that players can build that will give their systems some special ability or enhancement. Some of these structures will only be allowed in specific system types and may give special bonuses to some empires.

**Advanced Flight Training Center** allows an empire to train expert fighter officers. These facilities cost 1,000 credits and 400 units of ore to construct and have a maintenance requirement of 50 points and 200 credits every turn of operation and operates as a medium fighter base (including the defense cost requirement). It takes 6 turns to build this facility and it can be constructed on any type of system. Fighter pilots undergo advanced training at this location and every 6 turns a new expert fighter officer will be produced.

**Entertainment Centers** are large universal attractions available on any terrestrial, developed or home world systems and are similar to theme park attractions. Such a facility requires 2,500 credits and 750 units of ore to construct with a construction time of 18 turns. Once in operation, the facility generates additional funds for the empire based on the popularity of the attraction. The GM should roll a D10 for the initial popularity. Since nobody really understands Drazi entertainment, they receive a -2 to the initial test. Every 6 turns another D10 will be rolled and on a result of 1-3 the popularity increases, on a 4-7 the popularity stays the same and on an 8-10 the popularity decreases. Each turn the empire receives an amount of credits equal to the popularity multiplied by 10. Xenophobic empires, such as the Minbari, are not permitted to build such facilities.

**Intelligence Centers** are only available on developed or home world planets and are limited to one per system. Any race can build them and they cost 1,000 credits and 500 units of ore to construct and has a maintenance requirement of 30 points. The construction time is 4 turns. Intelligence centers are used for training agents to advance their skills or to train them for specific missions. An agent can train at the center and earn a single experience point for every 4 campaign turns that he trains. An agent can also train for completion of a single mission using various simulators and information gathered by other intelligence operatives. Any type of mission can be prepared for in this fashion with the exception of Counter Intelligence. Each turn of mission preparation grants the agent a -1 bonus to his success roll and the agent may only prepare for a number of turns equal to his skill rating that will be utilized on the mission.

**Commerce Centers** are centers for trade and can be utilized on any type of colonized planet, however only one may be built in any system. This center allows a system to have extra trade routes and requires 2 turns to construct. The cost is 500 credits and 500 units of ores. The bonus is an additional trade route on all systems. Developed and home world systems gain two additional trade routes. In addition commerce centers in home systems earn established trade routes a bonus of 2% to trade income. Vree Commerce centers gain a bonus of an extra trade route on all systems.

**Officer Training Schools** are advanced military training centers that can be utilized to train the best of the best and create elite officers. The facility costs 3,000 credits and 600 units of ore to construct and requires 12 turns to build and has an upkeep cost of 1,000 credits a turn. Once constructed the Facility will produce a single elite officer every 8 turns that it is in operation. The same type of officer (Captain, helmsman, technician, etc) cannot be selected twice in a row. Minbari Religious Leaders and Centauri Political Leaders cannot be produced in this fashion. Only one of these structures can be built and only on the homeworld.

**Science Centers** are only available to developed or home world systems and are limited to just one per empire. A science center is a civilian or private institution for the furthering of science and technology and it costs 2,000 credits and 500 units of ore to construct. The construction time is 6 turns. Each turn a science center generates a single research point. The downside to a research center is that a foreign agent, which performs a system assessment mission, will also learn what tech advances the empire is working towards.

**Secret Facilities** are more a construction option than an advanced structure. When a facility is constructed during a campaign, the empire has the option of making it a secret facility, one that is hidden from the general population either in a remote section of space, underground, or protected by advanced camouflaging sensor arrays. Intel centers, shipyards, factories and research posts can use this option. The maintenance on the facility is doubled and the construction suffers an economic penalty of 33% and the construction time is increased by 1 turn. An empire is limited to only one such facility in a system and the total number of secret facilities in operation at anytime cannot exceed 6.

## Supply Lines

General maintenance is good enough to keep an empire's fleet running through peacetime. Most ships can operate for months without needing to return to a friendly port for resupply and this ability is referred to a vessel's **Duration**. The typical vessel can usually carry on only through a few small skirmishes. Capitol ships have a duration of 12 turns, HCVs a duration of 8 and medium ships have a duration of 4 turns. Explorer ships and Gaim ships have longer durations and this is covered in the **Racial Bonus** Section. Every battle in which the ship suffers structure damage lowers this time by 1 turn. In addition each battle in which a vessel launches fighters lowers the duration by .5.

Supply lines only really need to be considered when an empire is at war. Bonuses from supply lines also only apply during wartime. However, a task force involved in a war is dependant on good supply lines and access to supply depots. An empire's task forces can operate normally so long as they are within one half of their normal star map movement range of a friendly system and they can trace an unblocked route to the nearest friendly system. Beyond this range the task force is considered out of supply and suffers penalties as if they were unmaintained. Bases and supply depots can extend this range.

Task forces within range of supply lines gain a few benefits. The first of these is all weapons that require ammo are replenished. Destroyed fighters and constructed weapon munitions are also replaced provided the empire constructed extra that have been designated as replacements units or munitions and they are located within a single turn of movement. Mines are never replenished in this fashion. Disabled ships are automatically towed back to friendly bases or shipyards for repair.

When an empire is at war, supply lines become an additional area of patrol similar to shipping lanes and as such are subject to raids by raiders or other empires. Successful raids can cause task forces to fall out of supply. It is a very good idea to assign ships to patrol supply lines. Raiders that hit supply lines are resolved as per the normal raider rules.

## Supply Depots

Supply depots are critical to any offensive and because of this are prime targets during a conflict. Depots extend the range of supply lines to one and half times (round down) the normal star map movement of the empire. Construction of a supply depot costs an empire 500 ores and 1,000 credits and requires 2 turns to construct.

Destruction of supply depot has a devastating effect on the war effort. Replacement fighters that have been constructed and stored at the depot are lost and all fleets within range of the depot must immediately fallback from contested systems on the following turn. After the fleet's movement is complete a new offensive cannot begin in the affected area for D3+1 turns. A base can act as a depot but the range is limited to the empire's normal star map movement range. For this reason, it is usually a good idea to assign a task force to protecting your supply depots.



## Supply Ships

Supply ships, basically any ship with additional cargo space, can help maintain a fleet that has fallen out of range of supply lines. Cargo space in a supply ship is dedicated to **supply points**. A supply point is the equivalent of 6 expendable maintenance points. Each turn the supply points are used to keep a task force in supply. Even if the task force is within supply lines, 20% of the task force's required maintenance points must be deducted from the supply points carried by supply ships. A supply ship must be assigned to a task force to indicate what it is supporting.

Supply Vessels need to spend one turn at a supply depot or base to get a full load of supply points. While a supply ship cannot automatically replace fighters, it can keep task forces supplied with munitions and negate penalties for being out of the supply line range. Fleets that contain support vessels may ignore the effects of the loss of a depot. Supply ships can resupply ships as bases do provided they have adequate amount of supply points.

## Supply Line Raids

Raiding supply lines is an excellent method for disrupting an enemy's war effort. It helps if the raiding empire has information as to the routes supply ships take, which can be acquired through a listening post or an agent or other intelligence operation. When attacked supply vessels are considered to be at Patrol Stations. Jump capable supply vessels will usually activate their jump drives at the first sign of trouble. (Enemy units have to be on the battlefield before the supply vessels will form their own jump points). Typically a supply convoy will start the battle at speed 3 in the center of the map. Enemy units may come in from any one side up to speed 15 or they may jump in. Each unit of cargo lost through a raid reduces supplies to ships along the route by 6 maintenance points for the turn. The loss of maintenance is felt immediately.

To determine the result of a supply line raid, the Game Master needs to roll a D20 and add any amplifiable modifiers to the roll.

Supply Line Raid Success Table	
Modifiers	
-2	Each additional raid to supply line after the first
-8	Empire has received intelligence on the raiding ships orders
+4	Nearest task force is on non-supply line patrol
+10	Nearest task force on Garrison Duty
+2	Raiding group has intelligence on supply lines
+2	Raiding group has listening post in system
+4	Raiding group hidden in system, running silent
+8	Raiding group is using craft with jump engine
D20 Die Roll Result	
2 or less	Raiders will be intercepted by patrolling craft
3-10	Raiders are intercepted during the attack on supply lines. The roll +D3 indicate what turn number patrolling craft will arrive
11+	Raid against supply lines goes unstopped, play out battle against the supply ships

## **Missile Stockpiles**

Additional missiles constructed by an empire that are not being used on a vessel can be stockpiled at a base with cargo space, a supply depot or at a planet. Players should make a note as to where the stockpile exists and keep track of how many missiles it contains. Provided the stockpile is within the empire's supply line range expended missiles can be automatically replaced during the **Transfer Segment** of the campaign turn.

## **Fleet Tenders**

Fleet tenders are extremely large supply ships. Their only purpose is to resupply fleets and generally try to avoid combat as much as possible since they are poorly armed. Each fleet tender is given a **Resupply Rating** that indicates how many maintenance points worth of ships it can resupply in a single campaign turn. In addition fleet tenders can serve as repair dry docks and carry out repairs as a large shipyard.

# Fleet Orders

The main battle group in the B5 wars is the fleets (or task forces) of the empires. It is with them that wars are fought- at least in this campaign. Each vessel in a fleet should be named and each fleet given a designation to make it easier to track. Vessels without names cannot earn experience points.

Every fleet must be given a set of orders for the turn. Orders dictate what type of action the fleet will see along with any specific bonus (or penalty) that it may incur. Fleets without orders are assumed to be on patrol. The available orders are as follows:

**Ambush** orders a task force to hide either within a terrain feature (such as asteroids or a nebula) or in hyperspace and wait for a target of opportunity. The order must specify where the fleet is hiding in the engagement range. Fleets waiting in ambush may have their weapons charged to a sustained level when play begins. Unless otherwise stated, fighters may never be placed in an ambush position without carriers.

**Assault** orders the task force to deploy assault shuttles and attempt to take over key locations on a system's planet. Generally assault ships deploy their assault shuttles after a system has been secured but may also attempt a "Hot Landing" and land shuttles during a battle. This must be specified in the orders.

**Attack** simply orders the fleet to engage any hostile force at the end of a jump or within a system. The order must specify which system engagement range the fleet is attempting. When the fleet arrives it may have half of each ship's fighters already deployed.

**Blockade** orders the task force to blockade a planet's jump gate or world by laying mines or orbiting it so that its production is cut off. Production ceases on the following turn. If there is a defending fleet then the blockading taskforce has to defeat them before they can successfully blockade the system.

**Blockade Running** orders a task force to break through a blockade to deliver supplies or pick up vital personal.

**Escort** orders a task force to escort duty during which they will escort a key shipment along the trade routes or escort another specific task force. This does not guarantee that the routes will be safe, but it does allow some additional safety and quicker response time. An escorting fleet will be able to quickly respond to raids on nearby shipping lines. Vessels are assumed to be at **patrol stations** if they are attacked. However, if they respond to a nearby attack then their combat readiness level is automatically at Battle Stations.

**Exploration** orders a taskforce to an undiscovered area of space, to seek out new life and to boldly go where no member of that race has gone before! This order gives a bonus to first contact situations and Fleet combat readiness is considered to usually be at **Cruise stations** during these operations. Gunboat diplomacy is usually not looked upon well in such situations.

**Garrison Duty** orders the taskforce to protect key strategic locations such as bases, shipyards, planets and supply depots which must be specified during the orders phase. Such a fleet has terrible response times to attacks on shipping lanes or nearby systems since their first duty is to protect a specific location. Their response is slightly better if

another target in the system is under attack. A task force on garrison duty may order up to half of its fighter compliment to patrol the area independently of the task force and cannot retreat from an invasion force for D3+3 turns.

**Intelligence Gathering Mission** orders an ELINT class vessel into a system to gather information on another empire by studying a system's electromagnetic emissions. The vessel can automatically determine what type of system it is in and the presence of stellar anomalies. Additional information (such as the type of ores present, fleet strength, fleet orders, minefields, base and shipyard locations) can be learned as well, but requires a **sensor sweep roll**.

**Move to Hyperspace Rally Point** orders a task force to move to a specific point slightly off the standard hyperspace lanes in a system and wait. This is generally used to gather large forces for an attack that requires secretly or pinpoint timing. Task forces are normally only allowed to follow this order for a maximum of one turn. Some races such as the Minbari and Vorlons could detect such a gathering since their vessels are more advanced and capable of traveling further off the hyperspace lanes than others. There are also the rumors of something living in hyperspace...

**Patrol** allows a task force to patrol an area of a system, shipping lanes, or supply lines for trouble. The area of patrol must be stated in the orders. This is usually the first task force to encounter an invader and it allows the fleet a chance to respond to nearby attacks or raids. Fleets are assumed to be at **patrol stations** if they are attacked. However, if they intercept an enemy task force then their combat readiness level is automatically **battle stations**. Patrol orders do not guarantee that a fleet will be in position to stop an attack on the system especially if they are intercepting raiders elsewhere at the time.

**Training Maneuvers** orders a task force to spend time in deep space on training exercises. The player must specify how many turns the task force will be away. Each turn the crews earn 25 experience points. Such task forces will be difficult to recall and have a hard time patrolling space and as such cannot assist in system defense if it falls under attack. There is a one turn delay in receiving new orders once a recall order is issued. The maximum number of turns that a task force can follow this order is 6. The order cannot be given to the task force again for 12 turns. Vassals that are transferred to other task forces that are assigned to training duty earn no experience if they are not eligible for supplementary training. When this order is executed the task force is temporarily removed from the Star Map. However it can lead to misunderstandings if executed too close to another empire's borders since their long ranged sensors may detect fleet movements. Should the task force come under attack by unknown hostile forces the status level is at **drill stations**.

**Raid** orders a task force to disrupt trade routes or supply lines by preying on freighters and support vessels. Such vessels may be destroyed or captured (adding the route's bonus or supply points to the raider). In addition the raiding party may make D3 attacks on the route. Ships participating in raids only generate half the earned experience unless they encounter police or military combat vessels.

**Refit, Repair or Resupply** indicates that the ships are being resupplied, repaired or refitted with new technology. Ships that come under attack while undergoing this order are

considered to be **tactically surprised**. This order is also given to supply vessels to resupply task forces.

**Relief Missions** are assigned to medical class ships or supply ships that have been loading with medical provisions for the purposes of helping combat a disaster such as a plague.

**Survey missions** allow an ELINT capable vessel to automatically determine a system's resource deposits and worth in a single turn. A non-ELINT vessel has a chance to also determine a system's worth but the mission takes 2 turns to complete and the vessel must score equal to or less than their sensor rating on a D20 roll to get all the information. Abbai ships by subtract 1 from their roll. Fleet combat readiness is considered to usually be at **cruise stations** during these operations.

## **Fleet Movement**

An empire's Speed Tech determines how many parsecs that a fleet may move across the star map. Non-liner movement distance is calculated using the distance formula and fractions are dropped. Due to the vagaries of hyperspace, a fleet is normally only permitted to move between systems. Traveling established hyperspace lanes doubles the movement rate. Fighters have a limited range that they may operate or travel without a carrier, which is limited to half of an empire's normal speed tech.

A fleet is not normally permitted to move part way and stop; it must come out at some point even if it means the fleet turns around and heads back to the original position. The destruction of jump gates is prohibited and beacons can only be deactivated at the end of the turn after all movement has been completed. Fleets may be detected as soon as they enter a system because of **sensor nets** that are composed of sensor stations and satellites. Fleets traveling along hyperspace lanes are as detected long enough to avoid a surprise situation because of hyperspace sensors. Unoccupied systems can change hands when another empire's fleet moves into it, should the fleet choose to take possession.

## **Police Vessels**

Ships designated as police vessels are limited to performing operations within claimed systems. Typically such vessels patrol the system and shipping lanes for raiders and intruders. They cannot be used as part of any type of military strike force outside of friendly territory. However, they can be used to escort a jump gate construction team and patrol new discovered systems that are in the process of having jump gates constructed.

Vessels that are considered police vessels are as follows: Abbai Fetula Warrant Cutter, Lyata Police Corvette, Alacan Tacomi Patrol Cutter, Balosian Essus Patrol Boat, Brakiri Kabrik Police Ship, Centauri Republic Lupa Attack Boat, Haven Patrol Boats, Corillani Conosti Patrol Frigate, Drazi Stareagle Frigate, Throkan Corvette, Wareagle Frigate Leader, Earth Alliance Tethys Models, Llort Terillion Patrol Frigate, Markab Martoba Patrol and Polce ships, Minbari Shaveen patrol Cutter, Narn Regime Sho'Kos Police Cutter, Sho'Kov Torpedo Cutter, Pak'ma'ra Sho'bog'na Patroller and Vree Xvell Escort Saucer.

# Fleet Engagements

When two or more empire's fleets come together they tend to fight. If the attacking empire is jumping into a system he must choose the **System Theater**. Each system has 3 different areas, which are called System Theaters: **Outer System Theater**, **Inner System Theater** or **Core World Theater**. System theaters will dictate some of initial set up for combat. An empire may deploy shipyards, bases or defenses to any area he chooses.

**Core World Theater** represents the area of space around the location of the primary inhabited planet within a system. It can contain that planet's moons and is where the primary jump gate is located. Additional jump gates must be located in other theaters. This theater is part of the **inner system theater**.

**Inner System Theater** represents any area within range of the first 3 planets of a system. This is where asteroid fields may be located. Enemy fleets that fled to this theater may make two strikes per turn against enemies located in the core world area because of the close proximity. Secondary jump gates are often constructed in this theater. In addition the 2<sup>nd</sup> inhabited planet could be located within this area.

**Outer System Theater** represents the furthest reaches of a system. Any type of stellar phenomena (moons, planets, asteroids, nebula, etc.) may be present in this area. Secondary jump gates may be constructed in this theater. This is the hardest theater to patrol so it is the usual area where advanced enemy forces will deploy or raiders will set up a base of operations.

During the movement phase a player may move a task force to the next theater without using jump engines. Fighters are limited to operating only one system theater away from their ship or base. *(Example; A fighter base or carrier located at the core world in the Sol system could only patrol the core world system theater or inner system theater. It could not patrol the outer system area.)*

An attacking fleet is only allowed one attempt per turn to take a system. However, if the fleet has adequate supplies they have the option of retreating further out in the system (done by leaving the map board) and making additional attempts the following turns. It is entirely possible that a retreating attacking force will run into another defending patrol- depending on placement within the system.

Any side may retreat by opening jump points and exiting the battlefield. This action will take them to the closest friendly system. A unit that is retreating from a tactical battle, it must turn itself so that when it opens a jump point facing a "friendly" map direction. Simply opening a jump point is not acceptable.

Combat readiness of a defending task force will depend on the situation. If they are aware of an approaching hostile fleet, such as if they are using the jump gate to invade or they have received intelligence reports on the matter, then their combat readiness is **battle stations**. Otherwise, bases and fleets are always considered to be at **patrol stations** if they are near an enemy territory. If the empire is at peace, or the planet is behind the front lines, then they are at considered to be at **cruise stations**. Attacking fleets are always assumed to be at **battle stations**.

## **Fleet Command**

Every fleet has a flagship and every task force a command ship. Players must indicate which ship in each task force is the command vessel. Command vessels usually do not stand out unless the player does something to make them stand out such as request a surrender or a withdrawal. During the tactical game the loss of a command ship has a devastating effect. On the following turn the fleet must roll a morale check to determine if they will retreat. All ships in the task force also suffer a -8 initiative penalty. The turns following the penalty is reduced to -4.

## **Force Commitment**

When a fleet is sent to a system, it has the option of splitting the force up so that the fleet arrives in different waves or part can be set aside as reinforcements. If the fleet will arrive in waves, the attacking player must specify what turn numbers the next wave will arrive or form jump points. The downside to this is the entire fleet is counted for purposes of outnumbering the enemy.

Nothing prevents a group of fleets from arriving at different targets or in different system theaters to break up the system combat and to cut off any retreat that the defenders may attempt. Such tactics are very daring and are the type used to win the day.

## **Reinforcements**

Reinforcements work a little different. Only the vessels that actually arrive in combat count for determining outnumbering the enemy and they may not be scheduled to arrive until turn 4. On the turn reinforcements are scheduled to arrive the owning player rolls a D10. On a 3 or less they arrive on schedule. On 4 or greater they are delayed. Each following turn the reinforcements may roll again and the target number increases each turn by +1. Reinforcements arriving from allied fleets usually are not as coordinated and add +2 to the roll. In the event that multiple fleets jump to a target system from different systems then all but one fleet act as reinforcements.

During an attack, task forces in the system on patrol can be called in for reinforcements provided they are not already engaged with an enemy attack elsewhere, but their arrival time is usually worse than standard reinforcements. Aid cannot arrive for  $5 + 1D6$  turns and they must also roll for arrival. Fleets in the system assigned to garrison duty are automatically present at a battle near the primary colony. Jump capable forces arrive on the map by opening jump points. Non-jump capable task forces enter along the player's side of the board moving speed 10 to 15 as far from the enemy as possible.

Reinforcements can be called from nearby star systems, but these take even longer to arrive. Only a single fleet from the closet system may respond. The GM will randomly determine the specific fleet that does respond from the available ones that are unengaged and on patrol. The base time for arrival of these reinforcements is equal to a base of D10 plus and additional 10 turns per parsec away. Nearby allies may also send a nearby fleet to respond to an attack, however you must add a +2 to their arrival rolls.

## Fleet Intelligence

Knowing what the enemy has waiting for you is the first step on the road to victory. Every good military campaign is won or lost by their level of tactical intelligence. Espionage agents are one way of collecting information. Unfortunately the information they collect becomes outdated quickly. Using ELINT vessels to covertly gather information is another way. Listening posts can also quietly collect information.

## Sensor Sweeps

Task forces that may encounter an enemy automatically perform a limited sensor sweep, similar to that done with a system sensor net, with their ships. The success or failure of this sweep determines what type of information the game master gives the players involved. For instance, a task force on patrol, which does not detect an approaching fleet could suddenly find itself the victim of a surprise attack.

A task force's overall **Sensor Sweep Rating** is equal to one fourth (round down) of the most powerful sensor array. Task forces also have **Detection Values**, which determines how easily they are to detect. The base detection value is equal to the average of the largest ship's defense ratings (round down) that is present. Appropriate situational modifiers further modify this number.

To determine the level of Fleet Intelligence each task force needs to roll a D20. The base target number is the detection value of the enemy task force. The sensing player needs to add or subtract any appropriate situational modifiers and finally add in his sensor sweep rating to the base target number. In addition, the overall success of the roll will determine what information is given to each side.

Fleet Detection Situational Target Number Modifiers	
Abbai task force detecting	+1
Detecting task force composed of 11+ vessels	+3
Detecting task force composed of 6-10 vessels	+1
ELINT equipped fleet using masking	- ½ Sensor rating
ELINT equipped task force scanning	+3
ELINT vessel by itself using masking	- Sensor rating
EM storms in system	- 1D6
Friendly escorts utilized (per task force)	+1 (Max 6)
Jammer equipped fleet	- 8
Target arriving via jump point	+4
Target located in asteroid field	- 2
Target running silent	- 8
Target task force composed of 6 or more vessels	+ 3 for every 5 additional vessels or fraction of

*Example: A minbari task force composed of 3 white stars are on patrol in a newly acquired system's outer theater. A white star has a base defense rating of 11 for the front/aft and 12 for the sides. Averaged together this would be 11. Since white stars are equipped with jammers their base detection value would be lowered to 3 (11-8=3). They have a sensor rating of 10 and this would make their base sensor sweep rating a 2. Since there are only 3 of them they do not get any additional bonuses.*

*A centauri task force jumps into the same system theater to survey it and hopefully claim it. The task force is composed of five Vorchans, a Vorchar Warscout, and a Primus Battleship. The*



*Primus has the largest defense rating so it would be used as the base target number for the Detection Value. The Primus has a base defense rating of 16 for the front/aft and 17 for the sides. Averaged together this would be 16. Since the task force includes 7 vessels, + 3 would be added the detection value for a total of 19. Thankfully the Vorchar Warscout is an ELINT vessel and can mask the fleet's approach. The scout has 10 EW rating which translate into a cool -5 to the Detection value. The task forces detection value is now a 14 (19-5= 14).. Their sensor sweep rating would be equal to one fourth of their highest sensor value, which is either the Warscout or Primus and both ships have a rating of 10. One fourth of that value, rounded down is 2.*

*The GM first determines what the target number for the white stars is to detect the approaching Centauri fleet. The base target number is 14 plus the white stars sensor sweep rating (which is 2). The target number becomes 16, but since the Centauri arrived through a jump point an additional 4 is added bringing the final target number to 20. The fleet is detected and the White Stars do not need to roll.*

*The GM then has to determine what the target number is for the Centauri to detect the Minbari fleet. The base detection value of the Minbari task force is 3. The Centauri have an ELINT vessel and this adds +3 to the target number for 6. In addition the Centauri task force is composed of 7 vessels and adds an additional +1 to the target number. The final target number is 7. The game master rolls a D20 and gets a 15, which misses the target number. The Centauri are unaware of the White Stars and maybe in store for a surprise.*

A vessel can only scan the **System Theater** of space that they are currently in. (Core world area is assumed to have a lot of traffic and interference that limits the range of the scan). ELINT vessels are powerful enough to scan beyond this limitation into the next system theater. This normally only comes into play when an ELINT Vessel is scanning an area during an intelligence gathering mission. The next system theater is an additional -6 modifier.

## Sensor Nets

Every system has a series of sensor buoys that create a sensor net and can detect task forces and stellar anomalies that enter the area. A system type will determine the base strength of the sensor net since not all system types will be as protected. The rating is treated just like a fleet's sensor sweep rating. Every turn the GM will make a single sensor net roll and use the result as the **sensor strength** for that turn.

Base System Sensor Net Ratings	
System Type	Sensor Net Rating
Agricultural	3
Barren or Mineral Rich	1
Developed	7
Home world	8
Terrestrial	6

A system's **Sensor Strength** is compared to the fleet detection rating and is modified by situational modifiers using the appropriate modifiers from the **Fleet Detection Table**. Target numbers are calculated exactly like a task force's **Sensor Sweep Roll**. Raiders striking shipping lanes usually are not detected by using system sensors because they typically blend into the normal civilian traffic in the area. The next system theater is an additional -3 modifier unless a base exists in that area and the sensor net operates in all system theaters.

The rating of a system's sensor net can be increased by spending resources to upgrade it. The maximum rating that any system may have is 12. Such upgrades involve updating existing sensor buoys and adding a lot more of them. It will cost an empire 5,000 credits and 4 turns to upgrade a system's rating by a single point.

## **Listening Posts**

Listening posts can provide valuable intelligence for an empire that is at war with a neighbor and can only be deployed if no treaties exist between the two empires. Typically a small vessel or ELINT ship will slip into a system and deposit a few units of troops on an uninhabited moon or planet with survival and monitoring equipment. From their position, a listening post can determine what an enemy's task force in the system contains (base hull types only) and what orders they have been given (if they are on patrol, entering, leaving) but more detailed activity would require more powerful equipment that would be quickly detected.

A listening post can be detected by a system's sensor net or a sensor sweep and have a detection value of 4. They must be resupplied every 8 turns. A Listening post is more in danger of discovery from the resupply vessel than anything else. Once discovered, the post can be targeted for assault or for planetary bombardment as ground forces.

## **Fleet Intelligence Resolution**

Sensor nets and sensor sweeps and survey missions use the same resolution system when it comes to gathering information. A successful roll will reveal the presence of task forces and their relative numbers and the location of any bases or shipyards in the area. A roll that is only 1 or 2 below the target number will reveal the types of ore that is present in the system and the number and basic type of enemy vessels in a task force along with affiliation of the task force provided the race has been encountered before. A successful roll that is below the base target number by 3 will reveal the general orders of a task force. A roll that is below the target number by 4 will reveal the class of each vessel, but not their specific variant. A roll that is 5 or more below the target number will indicate the locations of any minefields present. A failed roll that is a maximum of 2 higher than the target number will indicate to the fleet that there are a number (D3) of unidentified objects present.

## Setting Up the Combat

How the resulting battle is set up will depend on what type of encounter and what types of units are present and the results of the detection rolls. The game master should give each player involved in the encounter a tactical situation report detailing the major parts of the conflict; including fleet status, number of enemy vessels, types of enemy vessels and any other situational information available. In situations where there is only one side detecting the other, allow the detecting side to look over their status report and determine if they attack and how they do so. A jammer equipped unit may not decide to deactivate their jammer to charge their weapons in sustained mode nor may a fleet that was running silent cease to do so without causing another detection roll. The Game Master may feel free to choose a slightly different set up for different types of encounters. The following are general guidelines on set up.

**Jumping into Combat** is assumed when a fleet does not use a Jump gate to arrive. Unfortunately, hyperspace currents and other such anomalies make it difficult for a ship to form a precisely placed jump point. When a ship tries to open a jump point to enter the battlefield, use the rules in the **B5 Compendium** on page 142. Set up the battle just like the Jump Engagement scenario in the **B5 Compendium** on page 168. In addition fleets that are jumping in can not use this as a method for gaining a surprise attack on an empire's patrols. Patrols are too random to be surprised in this fashion unless there is an observation unit nearby. Normally an attacking fleet jumps in and moves towards the objective so that they can organize their approach better. Shipping lanes and supply lines are most vulnerable to this type of attack because they use a static route.

A device does exist to aid jump point targeting called a **Hyperspace Marker**. It works only for two campaign turns but allows any fleet to find that area in hyperspace easily. These devices are deployed by exploration units, so that jump gate construction teams can easily locate the system and arrive safely. A military version exists that uses encrypted signals and allows a friendly fleet to surprise attack an area, but the duration is only one turn. The military version costs a player 200 credits to purchase and is rather rare. One ship out of 10 may carry up to two of the devices and the devices may only be acquired at the empire's home world. Both versions reduce the target number for Jumping in by 2.

**Meeting Engagements** occur if two opposing fleets enter an unclaimed system on the same turn (and are aware of each other) and combat occurs the game is played on a floating map with all ships at **battle stations status**. Task forces must choose a speed between 1 and 10 and fighters may not be deployed.

**Hostile Encounters** occur if two opposing fleets met because of patrols or long approaches the game is played on a floating map with all ships at **battle stations status**. Task forces must choose a speed between 1 and 10 and a maximum of half the fighter compliment on both sides may be deployed within two hexes of the mother ships. This is the usual encounter when there are patrols in the area that can intercept a hostile force.

**Bases and O-SATS** usually have up to half their fighter compliment on patrol, though typically it is just one fighter flight. Fighters start at speed of 5 within 10 hexes of a base. Task forces with garrison orders at the base will be at speed 0 and must be within 5 hexes of a base and may not have fighters deployed. All garrison units and fighters assigned to the base must set up first in a combat scenario. If a base is not present but O-SATS are then combat occurs with the planet represented along one of the short rows of hexes. The defending fleet and O-SATS set up within 3 hexes of the surface.

**Jump Gates** are always deployed 15-30 hexes of a base if they are in the core world system theater.

**Raids** are usually surprise attacks and catch the defender off guard. The defending task force is set up in the middle of the standard map with a speed of 3. Civilian vessels are usually at **cruise stations**. Supply craft are always at **patrol stations**. Attacking units may either be running silent or jump into combat.

**Pursuit Battles** use a floating map (and sometimes two) and are normally set up with the fleeing fleet placed first along the center 3 hexes lines of the map moving a speed of 10. The pursuing fleet is set up behind the fleeing fleet along the short side of the map. Fighters may be deployed within 2 hexes of the mother ship. The battle continues until one fleet disengages, is destroyed or the fleeing fleet out distances the pursuit fleet to a point that both fleets cannot share the same map.

**Supply Depots and Ship Yards** are usually unarmed and are big targets for attacking fleets and are automatically destroyed or captured if an attacking fleet reaches them. It is a very good idea to protect such areas with task forces, OSATS, bases, mines or patrols.

**Ambushes** are difficult to give really good guidelines for because of the large number of variables involved. An ambushing fleet typically needs to have some type of terrain to hide in. Asteroids, nebulas, sensor shadows of moons and even dense debris fields serve the purpose. The defending player should set up first in the middle of the board with a speed of 5 or less (depending on the situation) going one direction. The attacker can then allocate his forces within the specific terrain features.

Another type of ambush is the trap. Basically the defender is baited into an area with a distress call from a civilian vessel, which can be faked. When they arrive they discover a trap either in the form of a minefield or attacking vessels or both! Place the distressed vessel in the center of the map. The attacking player secretly records the locations of the mines and can place them no closer than 6 hexes from the trapped vessel. The defending player starts in the middle of the map within 5 hexes of the disabled ship at a maximum of speed 3. Fighters may not be deployed.

## **Fleet Communication**

Unless a task force was attacked by surprise, it can send a communication signal detailing an approaching enemy or call for reinforcements. All ELINT vessels can jam communications in an area; preventing calls for reinforcements either as part of the defense or during jump engagements and ambushes. Broadband jamming affects all units in the area including friendly. Meeting engagements approach too long to prevent the calling for reinforcements. Non-ELINT vessels with Jammers may also jam communications but may do so only against a single target.

## Fleet Morale

Fleets are not always willing to fight until the bitter end, unless there is a really good reason for their sacrifice such as the defense of home world. A fleet commander can order the retreat at the end of any turn which his or her fleet has been reduced to 50% of its starting value. To determine this roll a D20. On a 17 or higher the fleet commander orders the retreat to begin immediately next turn. For each full 10% beyond 50% losses the fleet has taken add +3 to the roll.

Morale Situational Modifiers Table	
Type of Battle	Morale Modifier
Skirmish or meeting engagement in neutral system	+1 to retreat rolls
Task force command ship destroyed that turn	+1 to retreat rolls
Defending minor strategic location	-2 to retreat rolls for defender
Defending major strategic location	-5 to retreat rolls for defender
Raiding Attack	+3 to retreat rolls for attacker
Attacking major strategic location	-3 to retreat rolls for attacker
Engaging an unknown enemy	+2 retreat rolls

## Ramming

During the campaign there will be times when an empire wants to be able to ram the enemy fleet. Unfortunately, conditions must be met that will allow him to do so. If a defending fleet is severely outnumbered and outgunned they are allowed to use ramming. To be considered out numbered the attacking fleet must have 150% (or more) of the battle point value of the defending fleet. An empire may also use ramming if it is at war and has lost at least a third of their systems.

## Boarding Actions (Optional)

When an empire makes an attempt to capture a base or HCV/Capitol ship with marines the crew rises to stop them. Marine units formed from the crew should be equally dispersed through the ships sections. Divide the number of marines by the number of sections on the ship or base. Any odd marines are deployed in the primary section. Marines are lost when a section is destroyed and every 20 boxes of structure damage kills one marine unit.

Marines may move between locations to defend the vessel from invaders and perform this action during the marine attack segment. Enormous ships and bases require 2 turns to move between locations. The attacker may only change locations once all the defenders in an area have been subdued.

## Running Silent

A vessel or small task force can chose to run silent by shutting down most of its systems (sensors, weapons, jammers, interceptors, etc) and keeping only enough power for life support and minor maneuvering thrusters. Speed is limited and thus it will take 2 turns to cross into the next engagement range. Typically this is used to hide from enemy sensors and patrols in the area when a task force is behind enemy lines or for surprise attacks.

On the B5 wars tactical map, units that were running silent and not detected may continue to do so. Each turn during the fire determination segment the GM should roll a D20 for each unit that is running silent to determine if they have been detected. On a result of 2 to 6 they have been detected and are aware they have been detected and is placed on the board but the target is not identified. On a result of 1 or less the unit has been detected and are unaware they have been detected. If the result of the die roll was exactly 7, a sensor shadow had been detected. The player is given only brief information such as the direction in relation to the closest ship but not the range

or type. The vessel will automatically reveal itself if it powers up its systems during the **Ship Power Segment** of a turn or if it launches fighters.

Running Silent Tactical Map Detection Modifiers	
Action Taken	Modifier
Target is group of Fighters	+10
Target is Medium Vessel	+5
Target is Heavy Combat Vessel	+2
Range is greater than 50 hexes	+2
Range is 10 to 15 hexes	-3
Range is 9 to 6 hexes	-7
Range is 5 or less hexes	-12
Target changes course by 60°	-2
Target changes course by 120°	-3
Target changes course by 180°	-5
Target changes speed	-2 per point

## Abandon Ship

When a ship has taken critical damage and the end is near the player may decide that it is time to abandon ship. During the power allocation phase the player announces that the crew is abandoning ship. That turn and the turns that follow crew start activating escape pods. A medium vessel can be evacuated in one turn, and as such the vessel may not fire weapons or change movement direction any. Heavy combat vessels and capitol ships require 2 full turns to full evacuate. During the first of these turns the ship suffers a -2 penalty all actions performed by the ship. The following turn the ship can not fire or change course. Abandoned ships continue to move at their last speed and heading during the derelict ship phase and any that end their turn in a hex with another vessel may attempt to ram that vessel at a +4 Target Modifier. Players will want to perform this action in order to save as much of an experienced crew as possible.

Escape pods on the board will move in a single randomly determined direction and move at speed 2 every turn at the beginning of the movement phase. They can be picked up by the side that is in control of the map at the end of the battle. Escape pods cannot be targeted for destruction as it is against the rules of warfare.

## **Fighters**

Fighters play a very important role in any navy, providing fleets with a maneuverable and often expendable strike instrument. A well timed strike with fighters can often turn the tide of battle. Most fighters have a limited range that they may operate or travel without a carrier. This is limited to half (round down) of an empire's normal star map movement.

Fighters from a carrier that was left behind due to carrier destruction or a lost battle must try and return to the nearest friendly system by utilizing a jump gate. If there is not a friendly system within the fighter's range they are considered lost. As an alternative, an atmospheric capable fighter can land on a nearby inhabitable world. However, if that world is occupied by an unfriendly empire the pilots are considered captured.

## **Fighter Surplus**

Should Empires build more fighters than they can house in Fighter Bases or Hangers, then the surplus fighters can be assigned to replacements unit status. These fighters are not counted against maintenance limits and are usually moved to supply depots near front lines so they can quickly be used to replace combat losses. Unless an empire is at war replacement units are limited to 33% of the total number of active fighters of that type.

## **Navigators**

Some fighters use navigators to guide missile payloads to their targets. The increase in points is paid solely in credits when the fighter is constructed and deployed. Basically the government is paying to train the navigator. If the empire is upgrading a flight of fighters to carry navigators then a flight of navigators are trained in place of an agent or unit of marines at a training facility at a cost of 60 credits. Navigators make a separate ejection roll when their fighter goes down.

## **Fighter Experience**

Fighter units earn experience points like ships. Experience earned is based on the unit's size and how many of that unit saw action. A unit's size is based on the carrier that it is assigned to and how the player has organized them. Most fighter groups will be no smaller than squadron size. Should only part of a fighter unit participate in a battle the amount of experience points earned will be reduced by percentage of the unit that was not involved in the battle. Likewise If the unit has to be split up to different carriers due to losses then their experience is also split by an equal amount.

## **Replacement Crews**

Each flight or squadron has a set of replacement pilots (and navigators) that rotate through combat equal to 50% of the normal fighter strength. Shuttles and Assault shuttles have an unlimited amount of qualified replacements and thus do not earn experience the same way fighters or ships do. When a fighter is destroyed the pilot may be ejected safely, be injured or even killed. The player should roll on the **Pilot Ejection Table**. Pilots who have ejected safely can be picked up by which side controls the battlefield.

Injured pilots are unable to fly and must make a recovery roll at the end of each campaign turn to determine if their wounds heal. Roll D10, on a 1 their wounds heal. Every turn after the first add +1 to this roll. Starbases and medical ships have better facilities to aid the recovery of the wounded. If the injured pilot has been transferred to a medical ship or a base then subtract -2 from the roll.

Pilot Ejection Table	
Situational Modifiers	
-1 Heavy or Super Heavy Fighter	
+1 Light or Ultra Light fighter	
D6 Roll	Result
1-2	Pilot ejects safely
3-4	Pilot Injured
5-6	Pilot Killed

## Fighter Bases

Any atmospheric fighter can be assigned to a ground based fighter base. Fighters assigned to ground bases terrible response times to space threats. However they are useful defending against a planetary assault. Each flight of fighters that is kept in reserve may cancel the landing bonus from 3 assault shuttles. Enemy fighters that are escorting the assault shuttles cancel this bonus on a one. A group of fighters from a ground base cannot arrive as reinforcements until turn 6 +1D6, and they must make their arrival roll. Fighters from a base arrive initially with one flight. An additional fight may arrive each following turn until all reinforcements have arrived.

Fighter Base information Chart					
Class	Fighter Capacity	Defense Rating Cost	Maintenance Cost	Build Cost	Build time
Small	12	3	20 points	20 Ore + 50 credits	1 turns
Medium	24	5	35 points	50 Ore + 100 credits	2 turns
Large	48	8	60 points	250 Ore + 250 credits	3 turns

Each fighter base type has a **Defense Rating Cost** that determines how many can be built on any type of planet. The total of this rating for all constructed fighter bases on a planet may not exceed that planet's defense rating stat. The addition of fighter bases does not reduce the number of marine units available for defense of the planet.

## Missile Capacity

Any ship that carries fighters that utilize missiles will also carry a supply of missiles stored in the hanger bay. This allows crews to rearm fighters quickly and send them back out on their next assignment. B5 Wars never needed to specify the number of reloads available, but during a campaign setting such specifics are needed. Ships who belong to a race that utilize missiles have more built more capacity to carry ammunition in ship designs as opposed to a race that doesn't.

Missile Storage Chart		
Class	Missile Using Race (Earth Alliance, Drazi, Centauri, Narns, Kor-Lyans)	Non-Missile Using Race
Medium	6 missiles per hanger box	4 missiles per hanger box
HCV	12 missiles per hanger box	6 missiles per hanger box
Capitol	24 missiles per hanger box	12 missiles per hanger box



## **Light Auxiliary Carriers**

Civilian commercial freighters can be converted into Light Auxiliary Carriers. Each cargo bay can be converted into a single hanger with a capacity of 1 fighter for a total of 8 fighters. The ship has a +50% economic penalty and is typically used to move fighters or to escort convoys. Flights that are broken up can be recombined if they end a turn in a hex moving the space speed and direction. See **Ships of the Fleet** page 74 for the exact rules.

## Mine Warfare

Mines are still used in space warfare. Even though their effectiveness is limited by the vastness of space proper deployment of mines can be devastating. Mines can be used to blockade a planet, protect a base or listening post, set up an ambush or protect a planet.

Mines can be placed by any vessel with either the mine laying capability or by any vessel with cargo space. Freighters may be purchased by the empires to be used specifically as minelayers. A vessel must spend a full campaign turn laying its compliment of mines. Mine fields have a low chance of being detected by trade vessels in the area. Espionage agents have a much better chance of locating minefields as do ELINT vessels. Espionage rolls are considered to be +2 levels higher when determining if a system defense includes mine fields. ELINT vessel detection is detailed in the **Senor Sweep rules**.

When mines are deployed around a planet as part of its defense, the player must choose which one of 6 zones the mines will be deployed in. Think of a planet as a mega hex that occupies thousands of standard B5 wars hexes and hundreds of maps. Since a hex has 6 sides, a planet has 6 zones. Minefields deployed in a zone are divided by a **Planet Size Rating**, which is usually 25 though some planets may be larger or smaller. This means that for every 25 mines deployed in a zone the defending player has access to 1 mine on any engagement map. Minefields are best deployed around bases and shipyards since their numbers will be not reduced. No empire may ever deploy mines near a jump gate since it is against the rules of warfare. Mines placed around a planet for defense must be command controlled or have IFF capability. Once located, agents may steal the codes to command detonated mines enabling their empire to activate them.

Shuttles may have their sensors upgraded to become Minesweepers. This increases the cost by 20% or costs 10 EPs, which ever is greater. A ship will only upgrade its shuttles if it expects to encounter mines.

## O-SAT Defense

O-SATS constructed by a factory can be placed in orbit around the manufacturing world during the following movement turn by ballistic rocket or freighter. O-SATS can also be placed onboard civilian transports (limit 4 O-SATS) and sent to other systems. If the manufacturing system is under planetary blockade or under assault then O-SATS may not be placed in orbit that turn or sent to other systems onboard freighters.

Like mines O-SATS are divided around the planet by the number of zones, but not by the size rating. During the campaign O-SATS are controlled from the ground and can be deactivated by marine boarding actions. If a planet is taken by planetary assault the O-SATS are automatically deactivated.

## Experience

As fleets are tested with ongoing battles their crews learn and gain skill levels. Refer to the chart below for how much experience each ship is given after a battle. Players must keep a record of total experience earned through a campaign.

Every 1,000 experience points earned allows the ship to roll on the **Expert Officers Chart**. Fighters can also earn elite abilities and roll on the **Expert Fighter Officers Chart**. Ships can only have one expert of any given time aboard, so re-roll any duplicates. Fighter flights can have up to 4 expert pilots. Rules for expert officers appear in The **Rules Compendium** (page 17).

At 2,500 experience points the ship's crew qualifies for elite status. At 5,000 they qualify for ultra elite status. The experience total is halved if the crew is transferred to a different ship type as opposed to a variant. Elite crews are immune to the penalties of not meeting maintenance requirements.

Experience is earned as follows:

**Fought in battle**..... **+100**

For every battle the ship takes part in it earns +100 experience.

**On victorious side** ..... **+100**

If the ship is on the winning side in a battle it gains this bonus.

**Acting extremely valiant** ..... **+D3x100**

At the end of the battle each player can choose one and one ship or fighter flight that he or she thinks performed extremely well. The rest of the players may vote on this. This ship (or fighter flight) gets the bonus.

**Ship crippled or heavily damaged** ..... **-D3x100**

If at the end of the battle the ship has been extremely damaged (missing 2 or more sections or the primary structure is down to half its value) then the ship loses experience points to represent the loss of the crew. Fighter flights suffer this when they have been reduced to half of their original strength counting the replacement pilots inherent to them. If the ship is destroyed the crew is lost.

**Fleet outclassed** ..... **x2 Xp earned**

If during the course of a campaign a fleet is out numbered and outgunned and instead of surrendering they continue to fight, then they earn a bonus to the experience gained...should they survive.

**Fleet outclasses opponent greatly**..... **Fleet earns no experience**

If during the course of a campaign your fleet greatly out classes your opponent's fleet (around twice or more in point value) then you gain no experience. Such engagements are more turkey shoots than real combat tactics.

Elite Officer Chart	
D10 Die Roll	Elite Officer Ability
1	Expert Engineer
2	Expert Helmsman
3	Expert Scanner
4	Expert Navigator
5	Expert Technician
6	Expert Jump Officer
7	Expert Racial Officer
8	Lucky Captain
9	Expert Tactician
10	Expert Captain

Elite Fighter Officer Chart	
D8 Die Roll	Elite Officer Ability
1	Expert Motivator
2	Expert Evader
3	Expert Missileer or Expert Pilot
4-5	Expert Pilot
6	Expert Dogfighter
7	Expert Coordinator
8	Expert Electrician

## Racial Elite Officers

There are a total of 11 different race specific elite officers available in **B5 Wars**. When a ship has earned enough experience to roll on the chart and the result is a race specific elite officer that player has a choice of automatically gaining his race's expert or randomly rolling on the chart for one that may be compatible with his race. Such officers also may come as a reward to the player due to other circumstances. The combat point value of a racial elite is added to the fleets point value.

Race Specific Elite Officers		
D5 Roll	Officer Type	Applicable Races
1	ELINT Officer (Abbai)	Races with mainline ships who sensors are 8 or better
2	Gravition Controller (Brakiri)	Races with gravitic drives or weapons
3	Plasma Scientist (Pak'ma'ra')	Any race with plasma weapons
4	Security Officer (Earth Alliance)	Anyone
5	War Leader (Narn)	Anyone, though only one allowed to non-narns

## Expert Ship Captain

This is a new expert officer added to the Campaign rules. Expert ship captains are the stuff that legends are made of and often can turn the tide of battle when there are present. An expert captain is a good strategic planner and after all ships have been set on the map board, he may change his speed and the position of his ship by 10 hexes.

An expert captain knows his ship well and what it is capable of. Any ship with an expert commander gains a +1 initiative bonus. In addition, if his ship winds up tied with another unit which does not possess an expert captain, the expert captain's ship automatically wins the initiative tiebreaker. An expert captain also automatically wins over an expert helmsman.

He also knows the precise moment to order weapons to fire and as such adds +1 to the target numbers of all weapons fire from the ship. An expert Captain is also stubborn and knows how to inspire those under him and because of this his ship may ignore failed morale rolls. If he is in command of the task force he may reroll failed moral tests once per turn.

**Point Cost:** 10% of the base cost of the ship

**Location:** C&C

## **Repairs**

Task forces within supply lines or maintained may repair all non-primary hits on their own. Such repairs cost the empire 1 unit of ore per box repaired. Fighters and shuttles that are damaged may be repaired 100% at no additional cost. Destroyed fighters and shuttles are not replaced unless the fleet is within range of supply lines or carrying extra units.

A ship may also attempt to repair critical hits on undestroyed systems if the ship is within range of supply lines. This requires a D20 roll of 15 or less, modified by the number of boxes the system has damaged before the repairs were started. Each additional critical hit adds a further modifier of 2. A successful roll repairs all critical hits to that system. Only one such roll is allowed per system. An expert engineer may automatically repair all critical hits with no need of a die roll. Primary systems cannot have critical hits repaired unless the ship has an expert engineer or is located at a friendly base or shipyard. Critical hit repairs may still be attempted if the task force is out of supply lines but suffer an additional +3 modifier.

Bases and shipyards are much more efficient and can fix all of a ship's hits. Destroyed sections and systems can only be replaced at a shipyard and require the empire to spend 1 point of ore for each structure damage point that has to be replaced. Each box of structure replaced or repaired counts against the shipyard's production limit for the turn. Bases are considered to have a production value of 20 for repairs and certain refits. Repairs on a vessel must be completed before the next one may begin. All critical hits are also repaired automatically.

Vessels who have suffered permanent reduction in a location's armor value will have to replace that entire location's armor. This will cost the empire 1 unit of ore and 1 credit for every two boxes contained in the location. Only a shipyard can repair this type of damage and the repair counts against the shipyards PP allotment for the turn.

## **Refits**

A basic ship may be outfitted to become one of its variants. This may be only done at a shipyard dock of appropriate size. Unless otherwise noted, it takes half of the original construction time for the refit to be completed. The cost is the difference in economic value. A shipyard dock refitting a vessel into a variant can do nothing else while it is doing so.

Refits can also come into play because of tech level increases. This type of enhancement upgrade can be done at a shipyard or a base and are less time consuming than a total refit. The difference in economic value must be paid and counts towards the shipyard's production limits. For purposes of refitting a vessel or fighter two economic points are equal to one production point. A base can only perform such upgrades to a maximum of 20 production points per turn and this counts towards its allotment of production points for repair.

## **Hybrid Ships**

Incorporating alien technology is another thing completely. It is often easier to incorporate alien technology with the help of the alien government that created the technology. The technology would operate at diminished levels- damage, range and fire control may all be reduced or the addition of the weapon will create a power defect on the vessel. The GM has final say in such cases.

## **Salvaging Ships**

During a campaign many ships will be lost, but some of them can be salvaged. It is far cheaper to salvage a ship than build a new one. A ship can only be salvaged if the primary structure was not destroyed or the reactor was not destroyed or suffered a containment breach. Destroyed sections of a ship are unsalvageable. Parts of hulls may be salvaged and used to replace destroyed sections on similar ships. It takes repair teams one turn to completely salvage a vessel.

Battlefields can also be salvaged by anyone that can get to them before they are cleaned up. Small skirmishes are cleaned up by the empire that possesses the system by the end of the turn that combat occurred on. Larger battles where many ships were destroyed require more time to clean up and as a result a battlefield may be floating around for several campaign turns. Every additional 4,000 points involved in the battle increases the time to clear the area by 1 additional campaign turn. Unless the battlefield is guarded there is a chance that raiders or other interested groups will scout the area and salvage something. The area should be treated as a large debris field.

## **Spoils of War**

To the victor go the spoils of war, which in the campaign are usually captured crewmen and enemy vessels. When a ship surrenders and is captured the crew locks out the weapon systems, preventing the enemy from easily utilizing the ship. Once a crew is familiarized with the captured ship, and has unlocked the weapons, it may be used as part of the fleet.

Destroyed sections on a captured vessel may not be replaced until the vessel has been studied. Studying a captured vessel requires the use of an appropriately sized construction dock for a number of turns equal to twice the normal construction time. In addition, the empire must spend a number of credits per turn equal to the PP rating of the shipyard, modified by how advanced the tech of the vessel is. Once the research is complete, the vessel may be repaired and destroyed sections replaced at an increased cost. Researching the captured vessel can indicate what Tech levels the vessel owners possess allowing the captors to reverse engineer some of the technology. Empire unique systems (such as Minbari Jammers, E-webs, Gravitic drives, Vorlon Adaptive Armor) cannot be replaced or researched and some ship bonuses do not carry over such as the Drazi initiative bonus.

Replacing destroyed sections on a captured vessel is very costly since the empire is trying to manufacture an acceptable and sometimes crude replacement. Ore costs remain the same, but there is an added economic cost to the repairs of 2 credits per box. The maintenance requirement for the ship is increased by 20%. Destroyed systems that cannot be repaired can be replaced with systems more familiar to the captors allowing the vessel to be refitted with racial specific weapons. Replacing a vessel's systems completely will negate the maintenance penalty. Given additional research time the empire could engineer a cheap copy of the vessel.

The capturing empire can also sell the ship on the open market. Buyers can be other Empires or interested 3<sup>rd</sup> parties such as raider groups. The GM will determine if there is a third party interested in purchasing the captured vessel and what they are willing to pay, typically the Gaim will always be interested in such vessels.

## Refitting Captured Vessels (Optional)

Sooner or later it will happen, a vessel will be captured and the empire will want to use it. Rules already exist in the player's section for allowing a captured vessel to be repaired and studied. However, what about refitting the vessel to use racial specific weapons?

Most systems will remain unchanged on a captured ship. The empire would automatically replace the weapon systems with ones more familiar to them, unless the weapons are more advanced than what the empire currently has. A general rule of thumb is that each weapon on a ship represents a single hard point that may mount a weapon of similar size (light, medium or heavy). The exception is shield projectors that do not count as a hard point. Replaced weapons should also have a total power requirement equal to or less than what they are replacing. Reduce any remaining power in half and then subtract D3 points of power when doing a racial refit.

Sensors and reactors can also be upgraded to more powerful racial versions, these types of replacement requires one campaign turn to complete and must be done in a appropriate sized facility. Larger reactors bring additional power, how much is left to the GM. Each additional box of structure on the reactor should provide 1-2 points of additional power. Alternatively the GM can calculate the total power that the reactor generates by adding together the power requirements of all systems aboard the vessel. While there appears to be no exact formula that AOG uses, this number should work well for most campaign purposes.

## Technology Gaps

Not all races are equal when it comes to technology. One of the prime reasons that some weapons from one race are not used on another race's vessel is the technology gaps between empires. During a campaign it is possible for one race to acquire another's weapon technology and when that happens the player will want to research the weapon and construct their own version. These rules apply only to weapons and not other unique systems such as Minbari Jammers or Advanced Armor.

The player first needs to determine the gap in technology levels and this is done by comparing the relative tech level of the two races. Vorlons and the Shadows are considered to have tech level 12, the Minbari have a tech level of 8, Centauri, Abbai and Brakiri are all considered to be at Tech level 5. Belt Alliance has a tech level of 3 and everyone else is considered to have tech level 4. Once the gap has been determined the actual weapon tech level must be looked at. Minimum gap is 1. At no time will an empire's relative tech level raise.

In the **B5 Wars Rules Compendium** all weapons are given a relative technology level. This technology level also modifies how quickly a weapon can be researched. A medium tech weapon adds a +3 to the base research point cost while a high tech weapon adds +5 to the base research point cost. Low tech weapons reduced the base research cost by 2 points. Having a team of technology advisors from the original government reduces the base cost in half. The final research point cost is determined by multiplying the Technology Gap by the modified RP cost.

## Conquering Systems

The campaign rules use an abstract system when it comes to determining planetary assault. For a system to change hands the core world in a system must be taken and the system must be clear of fleets from other empires. It is possible that an empire may surrender its core world and system to an attacking empire, but that is doubtful.

## Planetary Bombardment

A fleet can bombard a planet to make it easier to take or to force surrender. Each turn of planetary bombardment has a chance to destroy factories, training centers, troops and production values. For each bombardment factor, the attacking fleet gets to roll a D10. The D10s may be split between attacking troops, factories, training centers or civilian population centers.

Planetary Bombardment Table		
Fleet Bombardment factors		
Medium Vessel		2
Heavy Combat Vessel		4
Capitol Vessel		6
OSAT		4
Atmospheric Fighters		1
Unit has rail guns		+6
Unit has missiles or torpedoes		+4
Unit has heavy weapon (Max damage of 60 +)		+3
Unit has combat lasers (Max damage of 30+)		+2
Unit has weapon on Mass Destruction		+12
Unit has super heavy laser weapon (Max damage of 100+)		+8
Planetary Target numbers		
Ground Units	2 or less	
Fighter Bases	5 or less	
Factories or Training Centers	6 or less	
Civilian population centers	8 or less	

Anytime civilian populations centers are hit by planetary bombardment the economical and production value drops by -.5 and Maintenance Value is lowered by 100. Drazi systems suffer double the normal penalties because of how they cluster buildings together. Weapons of mass destruction always lower such values when they are used against a system.

## Weapons of Mass Destruction

The Vorlons and Shadows have weapons capable of destroying entire planets. These weapons can only be used under certain circumstances. The Vorlons may start using the planet killer when it is discovered that any of the other races have made a deal with the shadows and have allowed them to take up residence on their worlds, but only after the Vorlons have engaged the shadows. After the Vorlon planet killers are in play and they have destroyed a planet the Shadows may use the Death Cloud to destroy any empire's worlds they are not aligned with. The Centauri and the Dilgar use mass drivers to hurl collected asteroids at bases and planets causing massive devastation. Mass drivers may not have their bombardment factor split between different targets. Other races have also developed weapons of mass destruction that will be included in the rules at a later time.



## Planetary Assault

The actual assault comes in the form of transports and assault ships landing on the world and deploying marine units to take key areas. Each unit involved in the assault deployed rolls 1D10 and modifies the roll based on conditions. Every die that rolls a 5 or less equals one enemy unit killed. Shuttles (including assault shuttles) may carry one unit into combat. Troop shuttles may carry 2 units into combat.

Civilian commercial freighters can be converted into Auxiliary troop transports. Each cargo bay can hold 4 units of troops for a total of 32. The transport only has one shuttle so it is only useful for moving mass amounts of troops not involved in a direct assault. The ship has a +50% economic penalty.

Planetary Assault Table	
-1	Your side won battle
-1	Narn or Drazi units are attacking
-2	Gaim units are attacking
+1	Narn unit s are defending or Drazi units are defending a Drazi system
+2	Gaim unit s are defending
-2	Ship supporting action
-1	Assault ships landing during space battle (not cumulative with winning Space Battle modifier)

During the assault phases of each turn the remaining units may continue to struggle for control of the planet. If the defender's units are outnumbered he may elect to have them become Guerilla Resistance fighters.

## Guerilla Resistance Fighters

Even when a system is conquered by an empire there always exists the possibility that the local inhabitants will resist the new rulers, even if they are poorly armed. Guerillas can be useful in disrupting production, shipments and can even supply information (like a spy) and strike at garrison forces. Every turn that an empire controls a conquered world there is a chance that a unit of guerillas will be formed from the local population. On the turn following occupation roll a D10. If the result is 8 or less a guerilla unit is formed. There is a lesser chance in the weeks to follow for more to form. Every ten turns reduce the target number to form guerilla units by 1 to a minimum of 2 (3 if it was a Narn system)

Guerrilla units can disrupt shipments and production by sabotaging equipment, work slowdowns or any number of others ways. Production disputes affect the Funds, Ore and Q-40 stats. Each unit of guerrillas can reduce the values by 1D6. Disruption of shipments reduces the maintenance value of the world by D10 percent.

Empires will not be aware that a guerilla unit exists until the unit does something to attract attention such as failing an espionage attempt or striking at garrison forces. Guerillas make attacks in the planetary assault phase like marines except they are penalized +1 to their rolls. Units of Guerillas may choose which ground force units they attack and their hits are resolved first. (This represents surprise attacks and ambushes).

Once an empire is aware of Guerilla units they may attempt to rid themselves of them. Garrison units may be assigned the difficult task of hunting down guerilla units. For each ground force unit searching for the guerillas roll a D10. For each 1 rolled they may attack 1 unit of guerillas. This also follows the normal assault rules. Guerilla units located by Spies may be attacked as well. An empire may assign a maximum of 25% of the planet's ground forces to this search. Ground forces

that are searching for guerrillas are not available for defense should the planet come under invasion and may themselves end up becoming guerrillas should the planet be conquered by a third empire.

## **Supplying Guerrillas**

Empires sympathetic to the cause of the guerrillas can attempt to support them by covertly delivering weapons and other supplies to them. An empire can use their espionage agents to set up a small supply network. Each supply network established can only support 4 guerrilla units. Establishing a supply network is just like any other espionage roll and it uses the agent's Intelligence skill. Once established, the agent must continue to maintain the network. No roll is made to maintain the supply network, but it does require the agent's constant attention. An empire can try to find the supply network once they are aware of its existence and shut it down using an agent's counter intelligence skills, but it does so at a +2 penalty.

## **Refugees**

During an Invasion there is often a flood of non-combatant refugees that try to escape to the nearest friendly territory not involved with the conflict. D2 refugee groups are always created when the first system falls to an outside invasion force. Each group will contain D20 times 1,000 refugees. The GM will place refugee groups, starting with systems that are adjacent to the occupied territory. During the movement phase of the campaign turn, refugee groups will move towards the nearest friendly system uninvolved in the conflict.

On the battlefield a random number of refugee ships will be present, or possibly arrive, at any holding action and are controlled by the GM and are treated as any number of civilian ships provided in Ships of the Fleet. The defending fleet first priority should be the protection of the refugee ships. Successful escort of the refugee ships outside of the battlefield is worth a number of XP for the fleet equal to the point cost of the ships being escorted. A friendly escort vessel may choose to block LOS to a single refugee ship if the blocker is between the path of fire and is larger than the ship it is protecting. The invading force may also destroy or disable fleeing refugee ships and receive a number of XP equal to one half of the point value.

Refugees can also provide some vague tactical information based on their experiences and observations. Normally they will only provide a single piece of information if any at all and it's left to the GM to determine how accurate it is. Typical information could include general fleet movements, encounters with minefields and possibly the use of secret allies.

## Exploration Aspects

Some players may prefer the exploration aspects of the B5 Wars Campaign rules to the confrontational game that it can become. In some ways B5 wars becomes more of a limited role-playing game when exploration comes into play. Anytime a fleet jumps into a new system there is a chance that they may find it inhabited by an undiscovered race or encounter some strange phenomena that they can gather research points from.

## First Contact Situations

There are many undiscovered space faring races on the campaign map and from time to time players will encounter them. How the initial contact goes depends on several things. A disastrous first contact situation can lead to a long and bloody war, just ask Earth Alliance. When a first contact encounter occurs the GM should roll a D10. On a roll of 5 or less the contact is peaceful. Any other result indicates a hostile encounter. Some situations modify the encounter roll. If the fleets do not have the ability to communicate either from language difficulties or system failure apply a +1 modifier. Diplomatic vessels on either side reduced the roll by 1. If either fleet has been given the exploration order then reduced the roll by 1. Finally, if one fleet is looking for conflict, either because of racial disposition (such as the Drazi) or desperation add +2 to the roll.

How conflicts that arise from first contact encounters are handled are left up to the GM. Fleets should be within 20 hexes of each other and moving between speeds 0 and 5. One fourth of fighters may be launched. In most encounters of this type the attacking player will be at **battle stations** and the defending player would be either at **patrol** or **cruise stations**. A toss of the coin can determine which side is the attacker and which side is the defender. The addition of a Diplomatic vessel to a fleet automatically sets that fleet as the defender. If both sides have diplomatic vessels then the negotiations have broken down and both sides start at battle stations. Vessels and fighters should be deployed with 5 hexes of the command ship.

First contact with developed worlds is a little different. Most species that inhabit developed worlds would have limited space faring capability. The **GM Campaign Section** will have information that details how species will react to being contacted by one of the campaign empires. This is dependant on the tech level and the racial motivation.

## Strange Encounters

There will be times that a player's fleet will encounter an unknown race, such as one of the first ones or random unique game master created phenomena. Each encounter with these objects or races is worth D6 points of research provided the task force survives the encounter. An ELINT vessel present increases the amount of research points gained by +3. Only a single roll is ever made for each unique phenomena no matter how many times the player encounters it.

## Research

Players gain advantages for their race through building up research points. Research points are collected by research posts and sometimes ships when they are at specific locations at specific times. In addition, an empire may buy research from another empire.

A **Research Center** can be built at any planet that has an alien ruins present. It can also be built at a home world, near a nebula, gravity well or dark matter cloud. It costs 100 ores and 200 credits to build (1 turn to build) and each turn it costs 500 credits to keep operational. Each turn a research Center generates 1D6-1 RPs. A **Research Post** may be built anywhere and it costs 50 ores and 100 credits to build (1 turn to build) and each turn it costs 250 credits to keep operational. A research post generates 1 RP a turn. A Research Center and a Research Post may never occupy the same system and all points generated must be pre-assigned towards specific technologies. Research points gained from studying ruins and other phenomena will be randomly determined what the research is valid for.

**Advanced Agriculture** is the research into new and improved agricultural techniques, which allow an empire to readily feed its growing number of people. Level 1 costs an empire 35 research points and reduces the initial impact on production during a food shortage by half. Level 2 costs 70 research points and additionally reduces the production decrease to 1% every two turns in the cases of food shortages and adds +1 to the time required for a blockaded barren planet to suffer from a food shortages. Level 3 costs 150 research points and allows barren systems to be self-supporting. Once this technology is achieved it requires 6 turns time the level to go into effect.

**Advanced Construction Techniques** focuses on new construction techniques that make structures more resistant to damage and construction more cost effective. Level 1 costs an empire 20 research points and gives all upgraded facilities a -1 bonus when rolling on the structure damage table. Level 2 costs an additional 40 research points and reduces all construction costs (credits) by 5%. Level 3 is an additional 80 research points and gives all upgraded facilities a -2 bonus when rolling on the structure damage table. Level 4 costs an additional 140 research points and reduces all construction costs by an additional 5%. In addition upgraded structures received a -1 to their planetary bombardment target numbers. Facilities upgraded require to be shut down for a number of turns equal to one half of their construction time. Minimum time is 1 turn.

**Advanced Industrial Techniques** is an area of research that focuses on refining the manufacturing processes and can have the effect of increasing the construction rate of upgraded facilities. Each level improves an upgraded production facilities output by 5%. Level 1 costs 20 research points, level 2 costs 50 research points and Level 3 costs an additional 120 research points. Upgrading to the new techniques requires a facility to shut down for a turn and also increases the maintenance requirement by 20% per level.

**Advanced Starship Design** is the design of new prototypes as covered under “Advanced Cruiser Design” but it is also used for designing new variants modifications as described under “Modified Ship Design”. A player created variant requires 20 research points to be allocated to the specific design.

**Biotech** refers to research that can be applied towards medical resources or biological warfare. Every level of biotech makes handling plagues easier and reduces the base multiplier by 1. Every two full levels possessed reduces the impact of the production reducing effects that stem from loss of life or sickness by 1%. Biotech 1 costs 15 research points, level 2 is 30, level 3 is 60, level 4 is 120, level 5 is 240 and level 6 is 480. Biotech traded between species results in the loss of half the levels.

**Speed Tech** is the race's ability to move across the star map. It does not affect the ship's movement rate on the Tactical Map. Unless using racial modifications, all Empire's start with Speed Tech of 4. Increasing it will cost research points. Increasing the Speed Tech to 5 will cost an empire 10 research points (RPs), going to 6 is a further 30 RPs, 7 will be 90 RPs and 8 is 200 RPs.

**Improved Jump Gate Tech** allows an empire to utilize more jump gate beacons. A beacon allows two jump gates to be linked together. All jump gates automatically allow 3 beacons. Improved Jump Gate Tech increases this number by one for each level. Improved Jump Gate Tech costs 100 RPs for level 1, an additional 200 RPs for level 2. Most systems will simply place multiple jump gates than research Jump Gate Technology.

**Terraforming Tech** allows a race to terraform an uninhabitable world into something more livable. It increases the funds and maintenance points of a barren planet or mineral rich planet by 200. Each turn that a planet is being terraformed costs 1,000 credits and after 5 turns the production values start to increase by 20 points each turn up to the maximum bonus. To fully terraform a planet in a system would require 12 + 1D6 turns. Uninhabitable systems become a Barren systems once terraformed and require twice the amount of time to terraform them. Terraforming Tech costs 50 RPs. Only uninhabitable, barren and mineral rich planets may be terraformed.

**Ship Enhancement Tech** is research into various aspects of improving a ship's weaponry or basic stat. Once tech has been developed, ships must be refitted at a shipyard or base to utilize the new technology. Each enhancement must be researched separately:

**Advanced Defensive Targeting** increases a weapon's intercept rating only once (max rating is -4). The enhancement costs 25 RPs. The ship's point value is increased by 8 points if the new intercept rating is -2, 16 points if it is -3, or 24 for -4. If the weapon can fire multiple times, multiply the cost by the number of times it can fire.

**Advanced Engine Module** makes a ships engine more efficient by one step. However, they cannot improve any ship with an efficiency rating of 1/1. The enhancement costs 50 RPs and increases the ship's point value by 10% of the original point value.

**Gunsights** provide weapons with a +1 bonus to hit. The enhancement costs 15 RPs and increases the ship's point value by one forth the maximum damage the weapon can do.

**Hardened Armor** allows a player to increase the armor value of a system by +1. The enhancement costs 30 RPs and increases the ship's point value by One Half of the armor times the number of boxes in the system.

**Hardened Shields** is an enhancement done to shield generators that increases their protection slightly (+1). (It cannot be used on Abbai shield projectors). The enhancement

costs 60 RPs and increases the ship's point value by 10 times the old shield value for each 60 degree arc it covers.

**Improved Engines** increases the ship's engine output, effectively giving it more thrust points per turn. The enhancement costs 30 RPs and increases the ship's point value by 5 times the new thrust rating. Engines can be modified to operate at 150% (round down) of their original value

**Improved Reactor** increases the amount of extra power that a ship's reactor provides based on the size of the ship. The enhancement costs 60 RPs and increases the ship's point value by 10 times the amount of power added. If the ship had a power deficit, triple the cost.

**Improved Sensors** increases the ship's sensor array rating by +1. The enhancement costs 60 RPs and increases the ship's point value by 5 times the new sensor rating. On ELINT ships, this cost is doubled.

**Improved Thrust rating** increases a ship's thruster rating up to 2 times its original value. The enhancement costs 20 RPs and increases the ship's point value by the sum of all the thruster ratings that operate with the enhanced thruster multiplied by 2.

**Jump Accelerator** speeds up the ship's jump engine and increases the distance a jump point can be formed. However, it also doubles the chance that the ship will be destroyed if the jump engine has been damaged. The enhancement costs 80 RPs and increases the ship's point value by 10% of the base cost.

**Stealth Coating** makes it harder for an enemy vessel to lock onto a ship or fighter that has been treated with the stealth coating. The coating wears away with use. Each turn that the unit has fought a battle or spent time traveling the GM rolls 1D6. If the result is a 1 then D3 sides have suffered a loss of the coating. Destroyed sections automatically lose the enhancement. Lost coatings have to be reapplied. The enhancement costs 30 RPs and increases the ship's point value by the original point value of the unit divided by the average of the defense ratings.

**Weapon Tech** is research into improvements on fighters (and shuttles) along with improvements on weapons. Any improvement that can be added to a fighter can also be done to a shuttle. The enhancements are as follows:

**Improved Maneuverability** adds a +1 to the jinking limit of a fighter. The enhancement costs 20 RPs and increases the fighter's point value by an amount equal to 10% of the base cost.

**Improved Targeting Computer** adds a +1 to the offensive bonus of a fighter. The enhancement costs 30 RPs and increases the fighter's point value by an amount equal to twice the original offensive rating.

**Improved Thrust** increases the thrust rating of a fighter. The enhancement costs 15 RPs and increases the fighter's point value by an amount equal to the new thrust rating.

**Missile Rails** allows a fighter to be equipped with missile rails that have a capacity of 2 missiles. Heavy fighters may carry 4. The fighters all have a launch rate of 1 missile per turn. The enhancement costs 15 RPs and increases the fighter's point value by an amount equal to 20% of the base cost. Only one in four fighter flights maybe upgraded in this fashion.

**Ramming Plow** allows fighters to be outfitted with additional armor and structure for the sole purpose of ramming the fighter into things. It is technology of the desperate. The enhancement costs 5 RPs and increases the fighter's point value by an amount equal to 10% of the base cost.

## **Research Application**

Technological improvements that result from Ship Enhancements and Weapon Technology are slow to being fully utilized by the empire and most advances are seen in limited deployment at first. Twelve turns after the enhancement has been discovered it can only be put into service on 10% of the empire's vessels or fighters. After that it may be utilized on one third (round down) of the empire's fleet. Enhancements are never added on during the construction process unless the enhancement becomes standardized and they increase the maintenance value of the unit

For an enhancement (or set of enhancements) to become standardized it must be placed on as many vessels or fighters of one specific type in the same configuration and used in service for a total of at least 40 turns after the enhancement was been discovered. Once the game master deems the configuration has become standardized a new variant may be constructed using the upgrades from the enhancements.

## **Stolen Technology**

An empire does not immediately benefit from technology stolen from another empire by an agent and requires some evaluation and research before the technology can be utilized. The empire must spend 2D6 turns evaluating the technology in addition to 10% of the original cost in research points on the newly acquired technology.

## **Purchased Technology**

An empire may purchase completed technology another empire. The final price is up to the players involved but it should be 50-75 credits per RP that the tech requires. Purchased technology requires only an evaluation period of D3 turns and no additional research point allocation since the selling empire generally would provide assistance with the application of the technology.

## **Advanced Cruiser Design**

Every campaign will have a set year in which it starts. The starting year will determine what vessels are available to each empire. An empire may attempt to rush an unavailable design into service by spending resources on **Advanced Cruiser Design**. Every 50 RPs or 8,000 credits applied to this will reduce the year of availability by 1 for a single vessel. When the vessel's availability year has been reduced to the same year as that of the campaign, the empire may begin constructing the vessel in 1D6+1 turns. Such vessels should be considered restricted deployment.

Game masters may allow players to have a single vessel of any ship that is currently not available as a prototype. A prototype has an economic cost of +200%. If the prototype is ever destroyed in combat there is a good chance that work on the project will be abandoned. The game master should roll a D10 and add the difference in the campaign year to the year of availability. If the result is 5 or more then government officials have abandoned the design.

## **Modified Ship Design (Optional)**

Some players may want to design their own variants for use with the game. An empire may only create a new variant of a basic hull and this variant will be considered rare. The maintenance and construction costs on the vessel should be increased by 100%. If the modified design includes foreign technology the ship suffers an additional increased maintenance and construction cost of 50%. (The penalty to ship maintenance comes from not having an exact measure of point values on weapon replacement at this time.) In a historical campaign this should not be allowed.

Foreign weapons for use on variants may be purchased from other willing empires and currently the price is left to the discretion of the GM and players involved. Purchased weapons generally come with advisors that help install the weapons and teach the buyer how to properly employ it.



## Civil Unrest

Events during the course of the campaign can affect the civilian outlook of the military or current government. As unrest raises the population of the empire becomes discontented and will slow down their production and generally be unhappy. High unrest levels can also trigger events such as **Dock Worker Strike**, which halts all production coming from a system. Likewise low unrest levels can provide bonuses to production and trigger positive events. Most empires start out with a level of unrest of 20. The Drazi Freehold begins the campaign with 22. Unrest is calculated at the end of the turn and is usually done on the empire level, but it can be tracked system by system as needed.

Civil Unrest Modifiers		
Breaking a peaceful treaty	+1 to +5	+1 additional Earth Alliance
Capturing a hostile system	-1	-1 additional Centauri
Colonizing a System	-2	
Conquering an empire	-10	
Declaring War on another Empire	+ 1D6	+2 additional Abbai
Forced Labor Camps in Use	+2	Centauri ignore this increase
Leader assassinated	+3	No effect on Pak'ma'Ra
Liberating subjugated world	-2	-1 additional Earth Alliance, Abbai
Losing a major battle (6,000 or more points)	+2	
Losing a Significant Battle (4,000-5,999 points)	+1	
Losing a system to a foreign power	+4	
Losing home world to a foreign power	+10	
New technological advancement made	-1	-1 additional Brakiri
Peaceful first contact with new space faring race	-1	
Planet Defense Rating exceeded by 20%	+1	
Rebellion putdown	-1	
Rebellion taking place in system	+2	+1 Drazi, +1 Centauri
Sanctions imposed on empire by B5 Council	+6	
Signing a Treaty	-2	-1 additional Abbai
Signing a treaty after a long conflict with another race	-4	
Subjugating a Hostile System	-1	
Successfully protected shipping lanes	-1	Belt Alliance and Vree only
Surrendering in a war	+2	+2 Narns
Trade Route Established	-1	+1 Minbari, -1 additional Vree
Victim of high number of shipping lane raids	-1	
War Declared on Empire	-D3	+D3 Abbai (instead)
Weapons of mass destruction used on empire	+8	
Winning a major battle (6000 or more points)	-2	-1 additional Drazi,
Winning a Significant Battle (4,000-5,999 points)	-1	-1 additional Drazi

The modifiers provided on the civil unrest table are a general guideline for the GM to go by. Situations will arise in a campaign that is not covered by the table and the GM must improvise. The GM could assign a random die roll as the modifier in such cases. A treaty can be viewed as any agreement between two races, but originally the modifier was intended to only cover alliances.

## Inefficiency

High levels of unrest can cause a population to slow down their production. This affects the economy, ore production and Q-40 production. Factories and shipyards are also affected by this reduction as is base construction. At 20 points of unrest (and every two points thereafter) apply a 5% penalty to production and construction.

## **Efficiently Bonus**

Low levels of unrest will cause a population to increase their production. This affects the economy, ore production and Q-40 production. Factories and shipyards are also affected by this bonus as is base construction. At 5 points of unrest (and every two points thereafter) apply a 5% increase.

## **Civil War**

If the unrest level ever rises to 30 or higher there is a chance that civil war will break out. At the beginning of each turn the empire must roll a D20. Each level of unrest above 30 adds + 1 to this roll. If the result is 15 or more a Civil War starts. The Pak'ma'ra are the exceptions to this because of their strange social structure and can never enter civil war because of civil unrest levels.

Brakiri can suffer from internal conflicts between corporations as opposed to civil war, but such conflicts last only for a turn or a single battle. Brakiri make a separate test for corporate warfare anytime 2 task forces from different corporations are in the same system and the unrest level is 20. Roll a D10, on a 1-5 there is no conflict. On a 6-10 there is a brief battle.

The player must pick which side he will play in the civil war, the rebels or the loyalists. The GM takes control of the other side. One of the outer system laying systems in an empire support the rebels automatically. The system is chosen at random. The home system automatically is considered loyal. All ships located at each system support that particular side in the civil war. The GM then rolls for each remaining system and ship in an empire's fleet to determine which side they are loyal to.

Roll 1D6 for each ship, system and ground force unit (the roll applies for the fighters it carries in its bay). On a 1 they become rebel. On a 2-4 they become unconvinced. On a 5-6 they are loyal. Unconvinced forces are Loyalists at first but if in battle with rebel forces they may switch sides permanently. To do this at the start of each turn during a battle the rebel player may try to convince these ships to switch by rolling 17 or higher on a D20. This may be attempted once per ship per turn during the EW Allocation phase, so long as the rebels have not damaged the target vessel. Ships that switch sides during a battle become non-combative.

Research can only be collected by the loyalist side. Current stores of resources (and future production) are based on the percentage of the systems each side holds. Unless the rebel faction has possession of a shipyard or factory they cannot build new vessels or fighters nor may they construct such facilities. They can still recruit marine units from the local population at a rate of 1D6 units per system, but such units are known as rebel fighters and suffer a -1 in combat. They also do not have a jump gate construction team but can try to recruit one but at a penalty of +3 to the roll. Espionage is generally easier against both sides since both are the same race. Reduce all target numbers associated with espionage by 2.

Unless a large number of systems defect to the rebel side, the rebels will have to make several alliances. The two sides remain at war until one is defeated or a recognition of independence is drawn up for the rebels. If this is the case the Loyalists and the Rebels become two different empires. In all respects the rebels are treated as a separate empire.

# Espionage

An empire may purchase spies to gather information on another empire. Examples of information that can be learned are achieved tech levels, task force composition, movement orders (for the following turn), location of supply depots, location of Guerilla units, system defenses, secret treaties, shipping routes, or supply line routes. Spies can also be used to perform counter intelligence and prevent the theft of information or to sabotage facilities and ships. Espionage Agents cost an empire a base of 200 credits. Agents are trained at large training facilities and each counts as a unit produced

Each agent has 6 ratings that indicate how skilled they are in certain areas of Espionage. When a spy is purchased they automatically have one bonus point to apply to any skill of the player's choosing. For an additional 50 credits a spy can be purchased with an additional point in one skill. The maximum level that any agent can earn for a skill is +10. Racial Bonuses allow an agent to exceed this limit equal to their bonus in that skill. As agents successfully complete missions they earn experience points at the rate of 1 point per mission completed. Once 10 experience points have been earned the agent may purchase a bonus point to add to any skill.

**Combat** is the agent's pure combat ability and is a bonus added to their roll for combat situations such as rescue missions or fighting off another agent once discovered. Combat rolls are straight D10 rolls with a bonus equal added to the score. The Combatant with the highest score wins the combat. Every point above the opponents indicated a wound has been caused. An agent can take a maximum of 3 wounds before they die. It takes 1 turn for a wound to heal.

**Counter Intelligence** is the agent's skill at tracking down other agents and planting false Information for them making it harder to succeed.

**Evasion** is the agent's skill at avoiding capture or detection. This skill is used to bypass customs when borders are crossed.

**Intelligence** is the agent's skill at gathering information and it is the most used.

**Loyalty** represents how loyal an agent is and thus how difficult it is to break the agent and tell his captors what he knows or join up as a double agent.

**Sabotage** is the agent's skill at successfully completing sabotage missions. Sabotage missions can either result in the destruction of a target, destruction of a system (sensors of a ship, sensor net, weapon system, etc) or the disabling of a target. Minbari agents and Rangers would never destroy a target with sabotage since it is not considered honorable.

Each empire has different goals and training methods for their agents. This is represented in the game with racial bonuses to some of the skills and in some cases unique special abilities.

**Abbai Matriachate Agents** are trained in the use of advanced electronics to perform espionage and because of this gain a bonus of +1 to both their Espionage and Counter Intelligence skills. Abbai agents are not willing combatants and suffer a -1 to all their combat rolls.

**Balosian Underdwellers Agents** are often utilized to protect their secrets and because of this are trained in counter intelligence. They start with a bonus of +1 to their combat and +2 counter intelligence skills.

**Brakiri Syndicracy Agents** benefit from the stiff competition between the numerous corporations in their home system and are trained to be effective Intelligence gathering operatives. They gain a +1 bonus to their Intelligence skill. Brakiri agents receive a bonus of -1 to the success roll on any technology intelligence gathering mission.

**Belt Alliance Agents** are generally only deployed as a counter measure against raider strikes. In this mission role they receive a -1 bonus to the success of the mission.

**Centauri Republic Agents** are focused on learning as much as they can about rivals and start with a +2 bonus to Intelligence. Agent loyalties can be divided in a civil war and should Centauri Republic enter such a state the GM needs to determine which agents are double agents. There is 25% chance that an agent is loyal to the opposite faction and operates as a double agent.

**Corillani Theocracy Agents** start with a bonus of +1 to their espionage skill.

**Descari Committees Agents** are xenophobic and paranoid and start with a +1 bonus to their counter intelligence skill.

**Drazi Freehold Agents** are naturally aggressive and start with a bonus of +1 to their combat skill.

**Earth Alliance Agents** are dedicated to protecting EA secrets from outside forces. They start the game with +2 bonus to their counter intelligence ability.

**Gaim Intelligence Agents** are quick studies and very adaptable and as such can improve a skill with only 8 XP. They are also as combat hardy as the rest of their race and gain +2 bonus to their combat skill.

**Grome Autocracy Agents** are skilled at guerilla and receive a +2 to their evasion skill. They can coordinate guerrilla units and when they do the guerrilla units attack at a bonus of -1.

**Hurr Republic Agents** are naturally corrupt and greedy. Captured Hurr agents can easily be persuaded to talk with cash. The GM makes a special loyalty test and rolls a D10 plus the agent's loyalty. On a result of 1-2 the agent becomes a double agent working for his captors provide they pay him D3 credits a turn, on a 3-5 the agent reveals his orders in exchange for 2 credits. Any other result indicated that the agent could not be bought.

**Ipsa Baronies Agents** are trained in gathering information and start with a +1 bonus to their espionage skill.

**Kor-Lyan Intelligence Agents** are extremely loyal to their government and start with a bonus of +2 to their loyalty skill rating.

**Llort Agents** are often utilized for intelligence gathering missions on shipping routes so that the Llort can hit them. On a successful Civilian Traffic Intelligence Gathering Mission, the agent adds one half of his Intelligence skill rating to the success of the mission for a single raid on the shipping lane.

**Markab Agents** start with a bonus of +1 to loyalty.

**Minbari Federation Agents** are both calculating and determined. They start with a bonus of +1 to combat and a +2 bonus to loyalty. In addition each agent must chose which caste he come from and this gives an additional bonus of +1 to one skill. Warrior caste agents receive their bonus to combat, religious to intelligence and worker to evasion.

**Narn Regime Agents** are highly skilled combatants and fanatical about their success and are often employed as assassins and bodyguards. They start with a +2 bonus to the combat skill. Any time a mission is performed and the success indicates it requires additional time, the Narn agent may take a –2 to the success test for the next turn and then must make an successful evasion test to escape regardless if the mission succeeds or fails.

**Pak' Ma' Ra Agents** are generally stubborn and as such gain a +1 bonus to loyalty, not because they are really loyal, because frustrating to deal with. Due to their undesirable qualities they are also often over looked by many people and pushed as quickly through customs as possible. Pak'ma'ra agents can freely bypass customs without a success roll. When trying to evade capture they may add +1 to their die roll.

**Shadow Agents** are trained in diplomatic subterfuge and are often deployed as diplomatic agents and can be of any race, though human is the most common. In addition they start with a bonus of +2 to their Intelligence Skill. Shadow agents are usually protected by shadow minions and In direct combat with them, Shadows agents receive a bonus of +5 to their combat skill. Wounds scored against the shadow agents are absorbed initially by the shadow minions. Every two wounds kills one and reduces the bonus received by 2.

**Torata Regency Agents** are trained to gather information and avoid confrontation and start with a bonus of +1 to their espionage and evasion skill. They fight at a penalty of –1.

**Vorlon Empire Agents** can either be a member of any younger race or a Vorlon carried by a humanoid vassal. Vorlon agents are very secretive and usually spend much of their time gathering information on the activities of the younger races. They start with a +2 bonus to their intelligence skill and a +2 to their evasion skill. A discovered or captured Vorlon agent cannot be broken and would only be revealed either as a double agent or an agent in the service to another empire.

**Vree Conglomerate Agents** are often employed to find new markets for the Vree to exploit and are more familiar with civilian traffic than other agents. They start with a bonus of +1 to their evasion skill. Vree agents may also undertake a special Trade Expansion Mission to expand on markets in any foreign system in which the Vree has a merchant vessel, trading out post or trade route. The agent may add his Intelligence to the test to this mission. A successful mission will increase the trading yield on the following turn by a percentage equal to the Agent's Intelligence score plus a D10. The agent may continue to perform this mission in the system, however on the following turns the Vree will only get half of the original bonus.

## Movement

Agents travel during the movement turn similar to fleets. The speed tech of the area that they are traveling in is used as the movement rate and the agent must make an **Evasion** test each time he crosses the borders of an empire. If the system has an **Open Port** no roll is need and the agent automatically gain passage. Agents roll a D20 to see if they can bypass customs. The roll is reduced by their evasion skill. On a result of 5 or less they bypass customs without any delay. If the result is between 6 and 18 the agent is delayed in customs for one round. A result of 19 or more indicates the spy's cover is blown and he may be captured.

If an agent is detected they may try to evade capture. The GM rolls a D10 and adds the agent's **evasion skill**. In addition, if there is an enemy agent providing Counter Intelligence the roll is modified negatively by his skill. On a result of 1-2 the agent is killed, on a 3-5 the agent maybe captured and can try and fight if there is an enemy agent involved. Against security, such as with customs, the agent's combat roll is considered 1 less. Customs Security makes two separate D10 rolls. Any other result indicated that the agent has escaped.

If an agent is captured the captors can decide if they wish to simply question the agent or attempt to break them. Questioning can only result in gaining the agent's name and suspected mission and home empire. The agent is then held in custody or deported to his home world. If the captors try and break the agent the GM rolls a D10 and adds the agent's loyalty. On a result of 1 the agent becomes a double agent working for his captors, on a 2-4 the agent reveals his orders. Any other result indicated that the agent could not be broken.

Espionage Success Table	
Modifiers	
-1	Per relevant agent skill level
-1	Trade route established with target empire
-2	Trade route established with specific system
-1	For every two units of friendly guerillas in the system
+1	Per level of Counter Intelligence Involved
-2	Spy is of the same race as the target (Double Agent)
+3	Military Combat vessel sabotage target
+1	Earth Alliance System
D20 Die Roll Result	
1 or less	Mission successfully completed and spy may leave information implicating another Empire
2-5	Mission successfully completed
6-7	Mission successfully completed and target empire knows of espionage attempt
8-9	Mission incomplete: additional time required (-1 to next espionage roll for the information)
10-12	Mission incomplete: additional time required
13-14	Mission incomplete: additional time required and target empire suspects espionage. Add +1 to espionage roll on next attempt.
15-20	Mission failure and spy must make now make an Evasion roll to escape

## Missions

There are a number of different types of missions that an Agent may perform. Each mission requires the agent to spend a number of campaign turns setting up and performing it before any success roll is made by the GM. Some missions also come with a difficulty rating, which can modify the agent's success test. Unless stated otherwise, all missions require only a single campaign turn to complete. On any turn that an agent travels, they may not attempt their mission. The espionage attempt is resolved by rolling a D20 and subtracting the appropriate skill and

looking on the **Espionage Success Table**. Sometime situational modifiers will apply. Each mission is detailed below.

**Combat Mission** allows the agent to operate aggressively against other foreign agents in the targeted system once it is revealed or suspected that a foreign agent is in a system. To locate the suspected foreign spy the agent must make a successful espionage test, reducing the roll by his counter intelligence skill. This roll is further modified by adding the foreign agent's evasion skill. In the case of multiple foreign agents in the system use the average evasion skill of all agents present and then randomly determine which one is successful confronted. A mission failure will reveal false information, such as exposing a suspected double agent or indicating that no foreign agents are present.

This mission can also be used to assassinate popular public figures and create D3 points of unrest. This is a difficult mission and is performed at a +4 penalty to the success test and requires 3 turns to perform. A successful mission eliminates the target and the agent must make an evasion roll to escape successfully. This mission is against the rules of warfare and usually will result in a war between the two empires involved. In addition, if the agent is captured sanctions can be called against the empire that performed the mission.

**Counter Intelligence Mission** allows the agent to operate in defense of the system by planting false information and cracking down on people who are easily compromised. When this mission is selected, the player must choose an area (Diplomatic, Production, Economic, Military or Scientific) that the agent is protecting. This mission adds the agents Counter Intelligence skill to the difficulty of any agent performing a mission against the specific area guarded in the system and requires no time to set up once the agent is in the system. In the case of multiple agents performing this mission for the same area, use only the highest applicable rating.

**Intelligence Gathering Mission (Civilian Traffic)** allows the agent to determine the exact routes of civilian trade and commerce and makes them more vulnerable to raids. This mission can also be used to determine where raiders are likely to strike. When used to determine routes of civilian trade there is a bonus of -1 applied to the roll. A successful mission reveals all trade routes connected to the system and makes them vulnerable to empire sponsored raiding for the following two turns. When used against raiders, the agent analyzes data about previous raider hits and makes an educated guess as to the next target. This has the effect of adding and +1 bonus or ½ of his Intelligence score to the intercept rating (whichever is greater) on the first raider strike from the data in the system for the turn that the agent performs the mission.

**Intelligence Gathering Mission (Diplomatic)** allows the agent to pay closer attention to the company that the target empire's ambassador keeps through various types of surveillance, which could include electronic listening devices and even telepaths. The goal is to discover what the target empire is doing diplomatically. This mission has an indefinite mission length. When the target ambassador takes a diplomatic action, the GM will roll on the espionage chart to determine if the agent correctly interprets the information. A success will give the player the correct information.

**Intelligence Gathering Mission (Economic)** allows the agent to determine the current overall financial situation that the target government is in along with the current turn's financial yield. In addition the agent will learn of any government options enacted in the system. This mission is rather easy and has a bonus of -3 to the success.

**Intelligence Gathering Mission (Facility Locations)** allows the agent to determine if the current system has any secret facilities and also determines what type of facilities those are. This type of mission requires 2 campaign turns to complete and has a difficulty penalty of +2. This mission is also used to determine the location of dedicated supply depots but it is done so without the penalty.

**Intelligence Gathering Mission (Fleet Composition)** allows the agent to determine the current deployment for the current system, which would include ships that are present at the beginning of the turn and new ones that arrive by the end of the turn. The information gained only includes the name of the vessel and its basic hull type. It will also not specify if the ship is a modified variant.

**Intelligence Gathering Mission (Military Movement Orders)** allows the agent to determine the current orders for the fleets in the target system along with the transfer of marine units by monitoring military channels, talking with contacts and observing military bases. This mission has a difficulty modifier of +1. A success will give the agent the orders for D5 fleets in the system for that turn. If the agent uncovers a threat to his empire, such as a planned attack or invasion, the player is allowed to react. All Task forces in nearby systems can be used as reinforcements. Task forces located in other theaters in the target system that could be reinforcements arrive in half the normal time. Fighter Bases may also have all their fighters deployed. The status of task forces in the area of attack is automatically at **battle stations**. This mission can also be used to determine the routes to military supply lines, allowing them to become vulnerable to raid for D3 turns. This gives a bonus to the raid succeeding as per the **Supply Raid Table**. This mission also has a difficulty modifier of +1.

**Intelligence Gathering Mission (Guerilla Locations)** allows the agent to determine the location of a number of Guerilla Units operating in the system. This is helpful when there is a rebellion and the government wants to stop it quickly. A success will allow the agent to locate D3+1 units of guerillas for D6 turns, allowing attacks against them. This mission can only be performed once it is apparent that guerilla units exist.

**Intelligence Gathering Mission (System Assessment)** is usually the first mission an agent performs once they arrive in a foreign system. This mission determines the level of unrest, the quality of the ore and Q-40 deposits present, static system defenses (such as OSATs and bases), the number of trade routes being utilized and the presence of any research post or alien ruins. No success test is needed, but the agent cannot earn any experience from this mission. It is performed as soon as the agent arrives in the system, unless they were held up in customs.

**Intelligence Gathering Mission (Technology)** allows an agent to determine the overall technological achievements of the target empire or if performed in a system in which a research post exists what the empire's research teams are currently working on. The first type of mission requires only 1 turn to perform and is done so at a -1 bonus. A success will reveal all researched technology that the target empire has achieved. If the target empire is currently unknown to the player, the agent will gain a brief rundown on the types of technology it possesses and if the empire is more or less advanced in comparison to the agent's empire. Some examples of this would be gravitic drives, plasma weapons, laser weapons, techno-organic structures and so on. The second type of mission is performed at a + 1 penalty and a success from that mission would reveal what the research facility is working towards.



**Sabotage Mission** allows an agent to disrupt the operation of a single facility (such as from a factory, training facility, shipyard, mine or research post) by either industrial sabotage or by damaging the facility itself. This mission is more difficult to perform and requires 2 campaign turns to execute and plan. Disruption through industrial sabotage can only slow down production on facilities such as a shipyard construction dock, mine or factory. A successful industrial sabotage attempt delays production for D3 turns. An empire may buy down the delay to a single turn by spending 500 credits per turn of delay. If multiple agents from different empires target the same facility and successful sabotage it use only the highest delay.

An agent may also chose to sabotage a facility through the use of explosives or other damaging effects but this is more difficult than industrial sabotage. The agent may target facilities such as shipyards, mines, factories, training facilities, Intelligence centers and research posts. Ships based on the ground can also be viable targets. This mission has a base penalty of +4 to its success. An agent may acquire foreign explosives to frame another empire. This adds an additional +1 penalty to the success test and the explosives can only come from the target empire or a neighboring empire. Otherwise it is assumed that the agent uses explosives from his empire.

A successful mission allows the agent to set the conditions of when the sabotage takes effect. The explosion can be time delayed (max time of 2 turns) or set to a command trigger. However, the longer the explosive device remains undetonated the greater the chance that someone will discover it. The GM should roll 1D10 each turn and on a roll of 1-3 the device is found. Each turn beyond the initial one adds +1 to the roll. Once detonated, the GM must roll a D20 to determine the overall effect of the damage on the facility using the **Damaging Sabotage Success Table**. This roll is modified by several factors including a bonus equal to one half (round down) of the agent's skill.

Damaging Sabotage Success Table	
Modifiers	
-2	Facility is considered Large
+2	Facility is considered small
-1	Facility is located in space
-1	Facility is Military
D20 Die Roll Result	
1 - 3	Superficial Damage: Production delayed 1 turn
4 - 9	Light Damage: Production delayed 1D3 Turns and damage needs to be repaired (10% of original costs)
10 - 15	Moderate Damage: 50% production lost and damage needs to be repaired (25% of original costs)
16 - 19	Severe Damage: 75% production lost and damage needs to be repaired (60% of original costs)
20+	Facility is completely destroyed

Military vessels may only be sabotaged by double agents, which are of the same race as the ship being sabotaged. During a Civil War, the rebel faction is the only side that may attempt to sabotage military vessels. Such sabotage often targets critical systems such as sensors, weapons and engines in an effort to disable those systems for a critical battle. The effect of this type of sabotage is only felt for one battle on the turn that the agent successfully performed the sabotage. Once forces are placed on the map the GM will announce any sabotage in the **Power Allocation Phase**. The agent can choose to have the sabotage take effect later in the battle, set for a maximum number of turns equal to one half of the agent's sabotage rating. The agent can also attempt to affect multiple systems but each one after the first adds a +1 to the mission difficulty and only a single success roll is made. The effects will last for D3+1 turns. Any ship with an expert engineer may attempt to bring the affected systems back on line earlier starting on the next turn, but must make a repair roll for the affected system with a target number of 15 on a D20.

Successful use of sabotage will rise the difficult of additional attempts significantly on the following turns. Governments will try and make sure that another similar event will not occur in a flurry of activity designed to step up detection. Unfortunately, such activities are often short lived due to the cost of manpower or credits. For the next D6 turns there is an additional +4 mission penalty for any damaging sabotage attempts and an additional + 2 to the discovery roll in the effected system on similar facilities (such as factories or shipyards). Similar structures outside of the effected system also increase their security for the duration, but only by half the bonus.

After one such damaging incident, governments will try to prevent future mishaps by an affordable increase in security. The difficulty for damaging sabotage missions are increased by +1, in addition there is a bonus of +1 on all discovery checks in the affected structure types empire wide.

**Technology Theft** allows an agent to steal a single piece of an empire's researchable technology (such as any of the Weapon Tech) or to copy the empire's research materials (such as allocated research points). Generally this comes in the form technical documents and not examples. Any military specific technology adds a +2 penalty to the mission difficulty. A success gives the empire the technology in question.

## **Double Agents**

Double agents normally arise from having an agent captured and failing a loyalty roll, but other circumstances can arise in which a double agent is created such as a random event or civil war. Movement and skill advancement is controlled by the empire that initially trained the agent. Orders can be given from both empires that the agent is working for. Only one mission may be attempted at a time, with preference given to the new employer. However if the double agent is being used in a counter intelligence function, he will instead ignore that mission and carry out the other mission. The new employer will receive reports every other turn as to what orders the agent has been given. When a double agent attempts a mission against his own empire, a -2 bonus is applied to the role and the agent ignores half (round down) of Counter Intelligence produced by other friendly agents.

## **Tightening Border Security**

Sometime the best defense against foreign agents is to simply crack down on border security and run extensive background checks in hopes of making it difficult for foreign agents to enter legally. Unfortunately this has the effect of costing a lot of credits to maintain. Upgrades to border security is performed system wide and has the effect of adding a modifier to all border crossing rolls and is available in two levels. Level one adds a +2 to the border crossing check and reduces the income empire wide by 1%. Level two adds a +4 to the border crossing check and reduces the income empire wide by 3% and adds a point of unrest to the empire.

## **Rangers**

Rangers may be trained at specialized training camps called **Ranger Training Bases**. Each training base is treated like a normal training facility of its size except it may only train rangers. In addition the bases can be built on non-minbari worlds provided the owning government agrees and the world is not a foreign home world or developed planet. Rangers may also be trained aboard specialized training White Stars provided that the ship is assigned a special "Ranger Training Mission". For two turns the White Star is unavailable but up to 4 Rangers may be trained.

Rangers are treated like normal agents of their race and gain an addition skill bonus of +1 combat, + 1 evasion and +2 espionage. Once the Interstellar Alliance is formed, any race agent who joins may be trained as a ranger. A ranger costs 400 credits to train. Rangers also have the special ability to "Patrol the Frontier." When the ranger uses this ability he disappears for D3+1 turns and is considered to be actively looking for information for when the Shadows return. When the ranger returns, and if the shadows or their agents have been active in the time span of the mission, the player learns of one previously unknown event relating to the shadows. After the shadows have left the campaign this ability can be used to determine aggressive activities within a targeted foreign empire. This mission would allow ranger forces to respond to a surprise attack or to increase the readiness level on a system that is about to be attacked.

## Universal Intelligence Network

There are many forms of intelligence gathering available to an empire other than the use of espionage agents. Some of these alternate forms are directed by the player's themselves, but most are automatic consequences of how private individuals and corporations react to events around them.

**ISN or Universe Today** can be a useful tool for gaining information on the events in other empires or an annoyance depending on how you look at it. Reporters tend to be everywhere and create stories based on events around them. Random events that occur in an empire (and that are known) to a player are reported on. News on events that occur in a system without a jump gate will be delayed a turn. Likewise, the general nature, but not the details, of a treaty is generally reported on such as a non-aggression treaty or Alliance and the establishment of trade relations between empires become known once they go into effect.

The discovery of a previously unknown alien race or ruins in a new system is big news and as such is reported on immediately. An empire can try and keep such contacts secret. The discovery of alien ruins requires a military crackdown and a secret research base to be constructed. Every turn the GM should roll a D20 and on a result of 1 a rumor has leaked about the discovery. After that, there is only D6 turns until the information becomes public knowledge. Contact with an unknown alien race is a little more difficult to hide especially if the two races become involved in any type of trade or technology exchange. Once trade relations start, or if the unknown alien empire entering a system controlled by the player makes contact, the event is reported on. Deals made with the shadow agents are the exception to this.

The GM is encouraged to create a Universe Today to give his players after each turn highlighting the events that occurred. Full articles need not be written, as headlines can easily provide the players with what they may need to know.

**Long Range Probes** are another method in which it is possible to keep an eye on a neighbor's movements within a system. Such devices are launched into a neighboring system and quietly collect information and transmits it back using hyperspace communications signal. These are normally deployed using covert operations (requiring 2 turns to get set up) and can be deposited from any ship class. They have a detection rating of 2 for the purposes of sensor sweeps. The probes will detect fleet movement within the system theater that they are present and reveal the basic vessel type (Cap, HCV or Medium) of vessels in task forces and the number of each. Any type of shipyard or starbase will also be revealed. A discovered probe can be destroyed or used to provide false information as to fleet strength and is not a reason to declare war against your neighbor. New probes cost 500 credits each and are available from either an Intelligence Center or the home world.

**Long Ranged Listening Posts** are essentially upgraded bases in a system adjacent to a foreign empire. The bases have been upgraded with additional communications arrays and can listen in on signals sent and received. A base can be upgraded in this fashion and requires 2 turns and 1,200 credits. Unfortunately the usefulness is limited since military signals are encrypted. However, as fleets build up on the borders the amount of communications signals increase drastically alerting the listening post to the build up. The controlling player should be alerted anytime the number of fleets change in neighboring systems.

## Raiders

Raiders plague shipping lanes throughout the campaign and can be a constant pain to most empires. Raids on shipping lanes can affect a system's production of credits, ore, Q-40 or even trade with other empires. One defense against raiders is to provide active patrols and escort duties on shipping and even that does not guarantee that raiders will be intercepted in time. Generally only one ship will respond to a nearby raider attack. Governments can also attract Pirate Hunters by posting bounties for the capture of the raiders. The amount of the bounty in credits is determined by roll a D6 and multiplying by 100. Pirate hunters appear D2 turns later.

At the beginning of each turn the GM rolls a D20 for each empire to determine if a new raider group appears to harass shipping lanes. On a result of 5 or less a new raider group is plaguing shipping lanes and on that turn and each turn after that they may make D3+1 raids against freighters. Each trade route the Empire has increases this number by +1. Vree trading posts add an additional +1 to this roll as well. The GM will determine what a particular freighter is carrying. Once intercepted, the raiders may not make any further attacks that turn.

When the raiders are active the GM must make a D20 roll on the **Raider Interception Table**, applying all applicable modifiers, to determine if the raiders are intercepted. Usually only 1 or 2 ships- or even a number of fighters, of task force will arrive on the scene to deal with raider threats when they are intercepted. For ease of play, a quick resolution system is provided so that the GM can determine the results of interception without playing out the battle. Add +2 to the roll if the raiders have a vessel with a working jump engine. The GM can add another +1 to +4 if the raider group is particularly large. Intercepted raiders are generally considered captured with 50% fighter loss.

**Raider Interception Success Table**

Modifiers	
-1	Additional raider strike to system shipping lanes that turn (Cumulative)
-1	Area has a history of Raider Activity (Previous turns raiders hit shipping lanes)
-1	Each additional task force deployed looking for raiders
-1	Nearest task force has jump engine
+6	Nearest task force is on non-shipping lane patrol
-1	Nearest task force is on shipping lane escort duty
+3	Nearest task force is on shipping lane patrol
-3	Pirate Hunters employed
+10	Nearest task force on Garrison Duty
+3	Raider group running silent before they strike
+8	Raider group is using craft with jump engine
+2	Per Parsec away
D20 Die Roll Result	
2 or less	Intelligence good, intercept raiders before they can attack (Raiders escape on D10 roll of 10+)
3-7	Raiders are intercepted during the attack on shipping lanes (Raiders escape on D10 roll of 9+)
8-10	Raiders attack shipping targets, but flee before they can destroy the freighter and interceptors can arrive. Cargo is safe
11	Intercept raiders 20% through cargo transfer (Raiders escape on D10 roll of 7+)
12	Intercept raiders 25% through cargo transfer (Raiders escape on D10 roll of 6+)
13	Intercept raiders 50% through cargo transfer (Raiders escape on D10 roll of 5+)
14	Intercept raiders 75% through cargo transfer (Raiders escape on D10 roll of 3+)
15-20	Raiders escape with cargo as the prize

Once a raider group appears the GM must create the raider group and track them in a fashion similar to an empire. Raider groups move on the star map as if they had a Speed Tech of 3,

unless they possess ships with jump drives. This is to account for raider fleets trying to hide their presence. They may move and attack shipping lanes as they choose. Each successful raid allows the group to operate for another campaign turn, this is referred to as **Raid Points**. A raider group is disbanded if it does not have a successful raid for 4 campaign turns regardless of how many raid points it has accumulated.

Some raider groups act as mercenaries and can be hired by an empire to harass a neighboring empire. When such a group appears in an empire's territory they will approach the empire about working for them. The specific terms of the deal are randomly determined by the GM. Empires may also actively seek out such groups. Raiders who are already striking at targets in the empire's territory may not be recruited. Captured raiders may also be negotiated with. Conditions of the raider employment will depend on the needs and desires of the group. The GM will roll to determine what the Raiders will request.

Raider Mercenary Terms	
D3 Roll	Terms
1	Requests a sanctuary base be built and the Empire protects them and provides maintenance on the base.
2	Raiders will operate secretly out of the Empire's territory and hit nearby shipping lanes. They split the results of the raid with the empire
3	Raiders will operate out of the empire's territory and disrupt a neighboring empire's shipping lanes in exchange for the cost of their maintenance plus 1D6 x 100 credits a turn.

## Cargo

Freighters carry a wide variety of cargo throughout the galaxy and each has limited space. Each type of cargo occupies a different amount of cargo space. Ore and Q-40 occupies 10 boxes for each unit, and 1 Credit (commercial products) takes D10 boxes. Freighters can also transport fighters or munitions to a fleets. Fighters occupy 1 space for each point of ramming factor they have. Missiles occupy 1 space per missile, but twice that number of fighter missiles can be stored. Mines are 4 to a unit. People are normally only transported on Luxury liners or Passenger ships and each cargo unit can contain 15 passengers but this can be doubled in the event of an emergency.

Civilian Freighter Cargo Capacity	
Freighter Type	Cargo units carried
Abbai Allanti Freighter	160 cargo units
Bulk Freighter	200 cargo units
Commercial Freighter	160 cargo units
Drazi Transbitrd	64 cargo units
Fast Freighter	80 cargo units
Luxury Liner	96 cargo units
Minbari Retlata Transport	220 cargo units
Ore Freighter	360 cargo units
Passenger Liner	160 cargo units
Tanker	144 cargo units
Tug	60 or 68 cargo units

## Using Captured Raider Vessels

Sooner or later a player will capture a raider vessel and he will want to use it. Raider vessels are subject to the same increase in maintenance as any other non-racial vessel is. In addition each raider vessel comes with a **Reputation**, so it may be wanted in other systems. Reputation is determined by rolling a D5. Every time a captured raider vessel is moved travel through a foreign system the GM must roll a D20 against the vessel's reputation. If the result is equal to or less than the reputation the vessel is spotted and patrols may try to apprehend the vessel.

If the vessel is to be used as an espionage craft the rules of dealing with it are a little different than the rules for normal raiding. The GM has the option of playing out the battle with the vessel or rolling a D10 to completely resolve the battle, as with other raider vessels. On a result of 8+ the vessel has been captured by the patrol. Any other result the vessel escapes and is on the run. It must leave the territory, or face another capture attempt this time with a result of 6+ being a capture result.

If the player chooses to use the vessel to raid the neighboring shipping lanes then resolve the use as a normal raider strike. No special rules apply. If the raider vessel is captured by the authorities, it automatically causes D2 unrest for the empire that was using the vessel just from the humiliation of being caught in the act. It is not possible to have the crew fight to the death or self-destruct to prevent the increase of Civil Unrest as no military unit would be that fanatical unless at war.

Most empires would not bother using a captured raider vessel and the game master can enforce this and simply not allow such ships to be used at all. The captured raider vessel would be impounded and scrapped.

## **Diplomacy**

Much of the original television series centered around diplomacy and it is no surprise that the Campaign version of the game also involves a lot of diplomatic maneuvers. Diplomacy can literally make or break an empire long before warships enter the picture. Diplomacy is carried out in real time discussions with the players who control the empires. When dealing with completely NPC races the GM can opt to roll on the diplomacy reaction chart.

## **Ambassadors**

Ambassadors are the wheels that keeps diplomacy running and without them nothing could be negotiated. Each race has one ambassador that resides on Babylon 5 and has a seat on the Council. An ambassador must be present at a location to discuss terms and negotiate treaties and deals with any other race. Negotiations conducted anywhere but a private sector of space soon become public knowledge either in fact or speculation. An ambassador may leave Babylon 5 aboard any friendly vessel.

## **Babylon 5 Council**

Each government gets a set on the Babylon 5 council. Representatives from Centauri Republic, Earth Alliance, League of Non-Aligned Worlds, Minbari Federation, Narn Regime and Vorlon Empire make up the council. The council is often used when one empire feels that they need justice against another empire usually in the form of sanctions or Aid. The Council listens to both sides of an issue and then their vote is cast. Each member of the Council only gets one vote and the league worlds only jointly get a single vote on any matter and usually elect a representative to plead their side in a major issue. Any member of the council may call for a meeting by informing the GM of their intentions.

## **Sanctions**

Sometimes when a government gets to out of control the other members of the B5 Council need to use their combined Sanction power. The Council must vote and pass an order of sanctions for them to go into effect and they have the choice of utilizing trade and economic sanctions, restitutions or blockading of the offending empire's jump gates. A sanction can place travel and trade restrictions on the offending government. Trade routes between the empires would be temporarily halted. Such sanctions also will hurt a government's economy. Each empire participating in the Sanctions that borders the target empire will also reduce all funds produced by 2%. Major Powers double this amount if they bordering an empire that is being sanctioned. Travel restrictions are more difficult to enforce, usually involving the blockading of jump gates and heavy patrols in the restricted area. Restitution is simply the payment of a fine to another government, to cover damage expenses.

## **Government Leadership**

Leaders in the government, such as the Minbari's Grey Council or Earth Alliance's President, can also conduct negotiations and create deals. However, these ruling bodies would rarely be seen outside of their borders. Travel outside of home territory can be disastrous since they would not have a full complement of protection. Assassination attempt target numbers are lowered by 1 point. While a player does have control of the direction his empire explores and makes many of the decisions that impact the race, he does not have omnipresence control over the government since there are many events that can take place that are the result of government decisions which the players cannot avoid or change.



## Diplomatic Transports

Leaders often travel aboard ships called Diplomatic Transports. A diplomatic transport usually modifies fleet reactions when an alien fleet is encountered. This modification is usually towards a positive end and hopefully will avoid an unnecessary border skirmish. Abbai Marata Diplomatic Transport, Earth Force One, Minbari Grey Shalin War Cruiser and Pak'ma'ra Tra'shu'll Armed Liner are all considered Diplomatic Transports.

## Major Powers

With great power comes great responsibility. Playing a major power in the B5 Wars campaign game is no different. Minor powers will constantly hound you for help in their latest plight and if you do not give it to them they cry foul in the council chambers. Worse is when you have non-aggression treaties with both sides of a conflict and they ask for your support, which you cannot give without breaking one treaty in favor of another. It is far too easy to become the galaxy's police force if one is not too careful. Given enough time and degree of success a minor power may become a major power during the course of the campaign. A major power does gain two advantages in exchange for the troubles they have to put up with.

**Increased Maintenance** gives the major power a bonus multiplier to the overall maintenance available. Most major races receive a bonus of 1.5 The Minbari receive a bonus of 2 and the Vorlons have a bonus of 10.

**Increased Support** allows the major power to lend military aid to another power in the form of logistical supplies. Maintenance points are simply transferred to the other power at a one for one ratio. Minor powers, such as the League of Non-aligned Worlds, transfer Maintenance points at a ratio of 2 for 1. Raider groups and races similar to the Belt Alliance provide support at a ration of 3 to 1. (It is far better to have such groups provide support in the form of ships and attacks than logistical support). This is one of the reasons that the major powers are sought after by members of the League Worlds for support of their war effort. Support from a major power prevents Civil Unrest levels from rising as a result of the empire being in war. Providing support is one method of helping out an empire without getting directly involved in a conflict. A major power could simply chose to send warships to assist as opposed to lending logistical support, but that would not prevent unrest levels from rising.

It is entirely possible that one of the minor powers in a campaign can become large enough that they are considered a major power. It is very unlikely and depends on many factors; number of systems held, respect of other empires, fleets, victories, strength of economy and so on. All these things combined contribute points to the empire' development. The rules are presented in detail in the **Game Master's Campaign Section**.

## **Treaties**

Diplomatic treaties can shape the course of the campaign and provide many unique situations. There are a number of different treaty types available and the requirements and guidelines of each are different. While each empire can add additional regulations to their treaties the GM may overrule anything he feels is unbalanced. Treaties are in place until they are broken by a player's actions or by act of a higher power. There is no such thing as a time limited treaty. Governments should enter into Alliances cautiously.

## **Neutrality**

All empires are considered to have a Neutrality agreement in the beginning of the campaign. Neutrality is lost when one empire actively engages in conflict with another empire by ordering an attack. Skirmishes over an unclaimed world do not count. The loss of neutrality can result in an increase in civil unrest. Roll a D6, on a 5 or 6 the unrest level raises by 1 point.

## **Non-Aggression Treaties**

A non-aggression treaty simply means that the two empires will not war with another. Trade routes may be established between systems. Neither side may attack the other even if they end up in the same system. (Some circumstances may cause this to be ignored). They are not required to loan defense against a hostile neighbor. Breaking a treaty of non-aggression by attacking an unsuspecting system cancels all trade with that empire and increases unrest in the system by 1 point. The attacker's unrest level rises by 2 points. Just breaking a treaty of non-aggression through support of another empire in a conflict raises the unrest level by 2 points.

## **Alliances**

Forming an alliance between two empires can be both good and bad, depending on what happens as the game progresses. An alliance allows two empires to pool research points if they wish to. It does not allow the trading of race specific technology. However, if one empire in an alliance is attacked all members of the alliance must commit at least 25% of vessels used in any attack fleet or defensive fleet in the theater of war. Neither empire may spy on the other, but instead they share information on most fleet deployments. Breaking an alliance is a very serious issue and raises the unrest level by 5.

## **Protectorates**

A protectorate is a specialized type of alliance in which one major power agrees to act as a guiding parent and protector for a minor power, usually in exchange for economic considerations. The minor power may no longer maintain a large navy and is limited to fielding only half of what it normally could. Other possible considerations include exclusive trade agreements, payment of tribute, or tariffs imposed on trade with other races. The minor power benefits from the protection offered by the major power's military, which must protect the power at all costs. Exact details are subject to GM approval.

A protectorate can be a dangerous alliance to enter into since the minor power still maintains a degree of independence and could drag their parent race into numerous unnecessary conflicts. A protectorate gains independence when it becomes as large as the major power in number of systems held.

## **War**

War is a terrible state to be at since it means a lot of vessels and people are going to be destroyed in a short time. When war has been declared all trade between the two empires is stopped. Being in a state of war allows the empire to increase the available levels of maintenance for the duration of the conflict at the reduction of funds. One half of funds produced in systems may be converted directly into maintenance points. Other empires may choose to protest the declared war by withdrawing trade routes and blockading the use of their systems. Multiple empires may fight on either side, forming temporary war pacts so long as they had non-aggression pacts previously. Every other turn after war has been declared there is a chance of it raising civil unrest, regardless if the war was justified or not. Roll a D6, on a 5 or 6 the unrest level raises by 1 point.

## **Sanctuary**

A government may provide sanctuary for a fleet or race engaged in hostilities with another. This action is declared in the diplomacy stage of the turn and does not need to be publicly announced. Such acts are hard to keep secret for long and will be known by all within D2 turns of forces receiving sanctuary. Non-aggression treaties prevent hostile governments from attacking fleets that have been given sanctuary.

Non-combatants that escape to friendly government territory that are providing sanctuary draw a minimal amount of resources from credits at a rate of 1 credit per 1,000 (Round up) non-combatants. The exact number of refugees that escape are determined randomly by the GM. Large numbers of refugees can overwhelm smaller colonies and cause unrest and other problems.

The big benefit to sanctuary is that it may prevent a player from being eliminated from the game completely, even though his actions would be extremely limited if all systems belonging to him have been wiped out. Fleets given sanctuary draw from the maintenance pool of the government granting it.

# Government System Management Options

A government has a number of options available to them that will impact how much revenue, military support and resources a system will produce. Sometimes measures taken by government to maximize output will bring consequences in the long run. Once an option has been enacted, it cannot be changed for a number of turns. Unless stated otherwise, it takes two turns for an option to start having an effect.

**Economy Options** primarily affects a system's production of funds. These options must stay in effect for 12 turns or more once they are enacted. The level of Tax increase or decrease may not change during this time frame.

**Open Port** lifts a system's travel restrictions and turns the system into a free port of call for aliens of all types. Over time the system will become a trading hub. Unfortunately, with such an open port the system also can become a haven for raiders, spies and other agents of chaos. Each turn after this option is enacted, the economy of the system raises by 5% up to a maximum level of 25%. In addition the system can support twice the number of trade routes. Espionage attempts on the roll gain a -2 target modifier. Minbari are rather xenophobic and do not deal well with a completely open port and as such receive 4 points of civil unrest when this option is announced.

**Social Improvements** funnels money directly to government programs that improve the overall living condition of the system's citizens. The government must choose the percentage of the economy that will go to the social programs in increments of 5%. Enacting Social improvements lowers civil unrest in the system by 1 when they go into effect. Overtime these programs can help improve a system's classification. However, such changes do not occur overnight.

**Tax Decrease** lowers the amount of taxes that citizens pay to the government reducing revenue and sometimes this lowers unrest of the inhabitants. A tax decrease must be done in 5% increments and comes in 4 levels- Slight (5%-10%), Light (15%-20%), Moderate (25%-50%) and Heavy (55% - 75%). Biggest disadvantage from a tax decrease is that the government will not be able to collect credits. Any tax decrease lowers unrest by 1 point immediately, Moderate and Heavy decreases lower the unrest by 1 additional point. Higher levels of Tax decrease may lower civil unrest throughout the course of the game and could lead to a population explosion. Tax decrease takes effect immediately.

**Tax Increase** raises the level of taxes that citizens pay to the government. Increased tax levels can lead to high levels of civil unrest in a system. A tax increase must be done in 5% increments and comes in 4 levels- Slight (5%-10%), Light (15%-20%), Moderate (25%-50%) and Heavy (55% - 300%). Slight and light tax increases have a slim chance of raising unrest by 1 point. Roll a D10, on a 9+ a slight tax increase raises unrest, on a 8+ a light tax increase raises the unrest. Moderate tax increases have a chance to raise unrest every 4 turns. Heavy Tax increase raises unrest by 2 points initially and then has a 10% chance to increase unrest by 1 point every other turn. Tax increase takes effect immediately.

**Maintenance Options** primarily affects a system's production of maintenance. These options, and the level they are set at, must stay in effect for 12 turns or more once they are enacted.

**Military Cutbacks** reduce the system's contribution to maintenance points in exchange for additional funds. Every 2 points of maintenance gives the economy 1 point. A system also loses some defense capacity in a ratio equal to the percentage of the cutback, rounded up.

**Military Build Ups** increase a system's contribution to maintenance points at the reduction of the economy. Every point of economy gives the maintenance 2 additional points. A system can also increase its defense capacity in a ratio equal to the percentage gain of the buildup, rounded down. Civil unrest may also result from this option every two turns at a chance equal to one half the percentage gain.

**Resource Management Options** primarily affects a system's production of resources. When an option is chosen the player must state if it applies to Ore or Q-40 or both. These options can be used for any length of time but require 1 additional turn to stop.

**Conservation** decreases a system's resource production by 25% and extends the life of the deposits. A deposit under conservation increases the target number for Deposit Exhaustion by +2 and lowers the target number to produce after exhaustion by 2.

### **Forced Labor Camps**

Races such as the Centauri Republic have found ways to deal with the decrease in production when they occupy a conquered system- they create work farms and forced labor camps. This increases production greatly, but it also generates more resentment towards the race employing the technique. Like all government management options setting up the labor camps requires 2 turns. Once in place each turn increases the production output by 5% up to a maximum of 25%. Centauri Republic work camps are extremely efficient and gain a bonus of 5%. Target numbers for the formation of Guerrilla units also decreases by 1. Once enacted it cannot be retracted.

**Production Increase** allows a system's resources to be heavily extracted resulting in more resources being produced. This costs the economy a penalty of 5% for each 10% increase in production up to a maximum of 50%. This cost covers the additional workers being employed. This option has a chance to shorten the life of the deposit. The GM should roll a D10 and if the result is equal to the percentage that the production has increased then mine's life shortens by 1 day. *(Example, if the mine's production had been increased 40% then on a D10 roll of 1-4 the mine's life would be shortened)* A deposit under this option permanently decreases the target number for Deposit Exhaustion by -1.

**Strip Mining** should be the last resort of an empire since it heavily impacts the system and shortens the life of the deposit. Strip mining doubles the resource production but can lead to environmental disasters and food shortages. In addition each turn of strip mining reduces the life of the deposit by 2 turns. A deposit under this option permanently decreases the target number for Deposit Exhaustion by -2 and lowers the target number to produce after exhaustion by 3.

## **Unrest Management Control Options**

Every government has methods for controlling unrest levels. Unrest management options are slightly different from other control options since they can have an equally bad effect on the unrest levels. These options can also be triggered by random events.

### **Martial Law**

When civil unrest becomes too high and there is open guerrilla resistance on a colony, an empire may decide to enforce Martial Law. This cannot be enacted on worlds taken by force. The turn following when martial law was declared civil unrest lowers by 8. Each world under Martial Law can increase the number of troops by 25%, to help enforce the peace.

Guerillas units cannot form for 4 turns and the ones who are already active have a chance to be caught during these 4 turns. Roll 1D10 for each unit, on a 1 or 2 the guerilla unit has be caught and jailed. After the initial 4 turns guerillas may only be caught on a D10 roll of 1. In addition Guerillas are penalized and additional +1 to their attack rolls during Martial Law because they have a harder time getting equipment and moving to attack.

Once enacted by a government Martial law stays in place until the GM determines the government decides that it is time to stop. It is never exactly know how the general public will deal with Martial Law. Every turn after Martial Law has been enacted there is a chance that civil unrest will change. Roll a D6, on a 1 the unrest lowers by 1 On a roll of 3 or 5 nothing happens and if a 6 is rolled then the civil unrest raises by 1.

### **Propaganda Campaigns**

Propaganda campaigns are carefully structured to change one's view on another empire through the use of media. Such campaigns can take from 2 turns to 6 turns to have an effect and allow a success roll. The GM should roll a D10 and on a roll of 1-4 then the campaign was successful and will have an effect on the population. This roll can be modified by up to a maximum of 2 either direction if the GM feels that the propaganda is against the racial bias of the race. A roll of 10 indicates a disastrous failure on the campaign's part and it has the opposite effect or worse! Effective Propaganda campaigns can have several different results on its own people depending on what effect the empire is going for. Fleets could be convinced to fight a foe despite the odds and as such would be allowed to ignore or reroll fail morale checks. It is also possible to lower the impact on civil unrest when the empire declares war on another empire by 1 or 2.

## **Miscellaneous Events**

Babylon 5 was a rich television show full of many great plot lines, events and spectacular scenes. Unfortunately on the campaign level some things are hard to create because of the unbalancing effect they would have. This section is devoted to such events and explains how they work in the campaign setting or why they are not allowed in the campaign setting.

### **Allying with the First Ones**

Besides allying with the Shadows, the other 5 first ones are out there somewhere in the campaign map and may only be convinced to join the war against the shadows when they start moving. This can only happen if one or more have encountered and if all the minor races have formed an alliance along with any 2 of the major races. The alliance must send a vessel to convince the First Ones to join the battle against the shadows. This is a special mission and only one vessel may be sent on this mission.

### **Bone Head Maneuver**

While it may be tempting to destroy a jump gate by opening another jump point inside of it, no vessel (or task force) can withstand the resulting explosion. The GM realizes that the White Star did in fact successfully pull this maneuver off in the Babylon 5 TV show. Unfortunately that ship was what is considered a hero ship, and as such can do the impossible.

### **Fleet Disappearance**

Sometimes an empire will lose contact with one of their fleets that was exploring an unknown system. This generally happens when a fleet stumbles on to Zha'dum or other such systems that have an active shadow presence. Vorlon space should never be entered by any empire, since the fleet will never return. The GM will determine if a battle needs to be fought or if the fleet will be utterly destroyed. It is usually advisable for empires to not send additional fleets to systems that caused a fleet to disappear.

### **Telepaths**

Telepaths may not be employed during the campaign to use against the shadows unless one of the empires discovers this weakness. This can only happen if all the minor races form an alliance along with any 2 of the major races. In addition, this alliance has to win D3+1 battles against the shadows. After that, telepaths may be hired to use in battle. Each PSI Rating (maximum of 12) is equal to 10 credits. During the course of the campaign Shadows may also acquire telepaths. This can only happen if Earth Alliance allies with the shadows. Telepaths working for the shadows will be of random (D12) PSI rating.

## Racial Enhancements

Each race has its own strengths and weaknesses that make it unique to play. These usually make the game that much more memorable and fun. However, these enhancements are not designed to even be remotely fair and in some cases balanced. They are designed to give an extra bit of character to the race.

**Abbai Matriachate** starts the campaign with Terraforming Tech, which is assumed to have been used on any applicable systems at the start of the campaign. Due to the lack of fissionable materials in their initial systems captor and proximity mines constructed by the Abbai require 50% more credits to build than normal. This cost is lifted when they colonize outside their starting territory. The Abbai home world is treated as if it was an agricultural planet in regards to abundance of produced food because of their agricultural capabilities. They usually receive a bonus to most senior tests as outlined in the rules. Abbai must hire mercenaries for 75% of their marine contingents used for boarding actions. They are limited to hiring 6 mercenary units a turn in this fashion. Mercenaries cost the Abbai 2 credits a turn to employ for each unit.

**The Alacans** were devastated by the Dilgar and start a campaign game on a barren system.

**The Balosian Underdwellers** are a race of underground dwellers and are not part of the league. Their home world is a network of caverns and caves and if it comes under attack, defending marine units receive a +2 bonus. Planetary bombardment target numbers are also reduced by 2. Balosians purchase a number of their ships from the Centauri and follow the same rules for doing so that the Gaim do. Their empire is very suspicious of outsiders and protect their military secrets extremely well. Any espionage attempt to discover information relevant to the military is done so at mission modifier of +2.

**Belt Alliance** is truly a minor power since they start the campaign in the Sol system in habiting the Asteroid belt and possess 8,000 hard earned Credits, 6,000 units of ores and only 10 units of Q-40. They have the unique ability to colonize and utilize asteroid fields for their main habitations and to co-habituate with other willing empires. A Belt Alliance asteroid establishment requires 2 turns to establish and produces D10x10 credits and 500 points of Maintenance. This is doubled if the asteroid belt is dense. Asteroid belts must roll to determine the type of deposits available, but do so at a +1 modifier. The Belt Alliance starts with only 8 points worth of shipyards and 2 medium factories and one star base. The belt alliance may also purchase light fighters (such as Centuari Razik Fighters, Narn Goriath Fighters) from any empire that is willing to sell them to be used in their escort ships but they can construct Delta V fighters. Any vessel or fighter sold to the Belt alliance by another empire (Earth Alliance included) will have an increased maintenance cost of 25%. Belt alliance may not build research centers (but may construct research bases) unless they build them near stellar phenomena or ancient ruins. There is a very, very slim chance that they will discover some ruins or a relic in asteroid field. They may only establish traditional trade routes if they possess a system.

The Belt alliance may sell its services to patrolling shipping lanes for anyone who is willing to hire them. Rates should range from 5 to 50 credits per parsecs covered in the patrol per campaign turn. An empire can also loan fighters and fighter pilots to the Belt Alliance if they are operating within their territory, but the fighters must stay in their home territory. Since the majority of their craft designed for escort duties, the Belt Alliance is extremely limited in their fleet movements. Only the survey ship may explore outside friendly territory and the rest follow police ship restrictions.



Belt alliance can colonize unclaimed worlds but are limited on defense. Only a maximum of one half of the garrison may be trained and deployed. They may not take worlds by force or build supply depots but they may construct their own jump gates. Initially they have a non-aggression pact with Earth Alliance and may travel that space freely.

**Brakiri Syndicracy** starts the campaign with one free weapon or ship enhancement tech. Their ship selection is limited by the corporate proportions presented in **Ships of the Fleet** with a margin of 5%. If the Brakiri ever declare war, or war is declared on them then they may ignore the corporate structure for the duration of war. After the war they must try and get back to their original composition as soon as possible.

Ak-Habil Conglomearte	35%
Ly-Nakir Industries	30%
Pri-Wakat Concepts & Solutions	20%
Im-Rehsa Technologies	10%
Others	5%

Corumal Dreadnoughts and all their variants suffer from the breakdowns detailed in **Ships of the fleet** page 47. The roll must be made before each battle in a campaign. In addition star map movement is limited to only half due to the breakdowns. Brakiri earn an additional research point each turn for each Ishtaka Techbase that is operational.

**Centauri Republic** starts with one free expert officer that they may select. Rutarian Strike Fighters are harder to detect at long range because of their stealth abilities and increase the difficulty by 3. Their availability is only restricted by the carriers they may operate from. The Dargan is capable of slipping undetected through systems disguised as any civilian vessel because of its chameleon sensors.

**The Corillani Theocracy** has three distinct militaries and the maintenance allowance should be divided among them in the following fashion: CPN 50%, OSF 30% and DoC 20%. Fleets must be constructed to only contain one of the three different militaries. Civil wars are usually fought between the CPN and OSF militaries.

**The Descari Committees** are a xenophobic race and suffers one point of unrest anytime a trade route is established with a foreign empire and they may not enter into an alliance or share a system with another race.

**Drazi Freehold** Drazi Sunhawks are easily converted into one of their variant after the vessel is constructed. It takes only one turn to refit and this can be done without the aid of a shipyard. Drazi Nightfalcons have difficulty launching all their Sky Serpents at once, refer to the rules in **Ships of the Fleet** page 53. During war Drazi Throkan Corvettes may be used to attack like any other combat vessel. Drazi fleets are more aggressive and may modify morale rolls by 1.

Drazi deploy a special fighter mine that allows the empire to provide some limited support it its light fighters. The mine has only enough supplies for use during one campaign turn. It is not cost effective to resupply them. A damaged Star Snake fighter can land in the mine and there are materials to repair up to half of its structure. The mine allows the Drazi to double a fighter unit's movement range or patrol. Drazi may also use the mine to lay an ambush using only fighters. The mine can also be used like a normal proximity mine.

**Earth Alliance** starts the campaign with one explorer vessel. Their second star base is the diplomatic Babylon 5 station and it must be located at Epsilon and may not contain production facilities nor is maintenance, Ore or Q-40 collected. Technically the area is considered neutral space. They are allowed to station Star Furies at the station for standard defense. B5 may not be upgraded to a listening post. If war is declared on them by a non-human government or if there is war between any two of the other Minor or Major Powers they are allowed to upgrade the station's firepower. The upgrade is public knowledge and requires 1 turn to complete. The cost is handled like any other refit.

The Explorer Class ship carries enough materials to construct up to 5 temporary jump gates. These are unique to Earth Alliance and is used to expand their domain quickly. These jump gates are smaller and rather limited in their function. They can only allow a Heavy Combat Vessel to pass through and can only contain a maximum of 2 beacons regardless of the technology available. They also can only function for 12 turns before they require maintenance for upkeep. They require the Explorer to spend two turns setting them up.

EarthForce One is limited to 2 active vessels, one of which is the EarthForce President's ship and the other belongs to the Vice President. There is an economic penalty of +50% for construction. The Elite fighter's point cost is paid for entirely out of credits when fighters are assigned to the vessel.

Only 1 Babylon 5 station may ever be constructed, since it is the last of the stations. Starfury Badgers are considered long ranged fighters and can operate twice as far as normal fighters on patrol. Badgers do not count towards the half limit of fighter deployment for **Fleet Attack Orders** and may be deployed. Twelve turns after Earth Alliance allies with the shadows they may begin refitting some of their Omegas into Shadow Omegas. A Shadow Omega is considered an uncommon variant of the Omega.

**Gaim Intelligence** starts the campaign with one ship with an elite crew. In addition they earn a 10% bonus to experience every time they are in combat or on training maneuvers. They do not possess normal shipyards and do most of their starship modifications with the use of dry docks. Dry docks function like a shipyard with the same construction rate but they cost half as much (construction and maintenance) but can only modify hulls. Gaim also receive a bonus to the construction of biological weapons.

Except for the Koist Fighter, all designs are purchased from other empires or on the free market or sometimes salvaged from a battlefield. Delta V's maybe purchased on the open market. The Gaim pay 50% of the point value in credits for any hull purchased. In an exploration campaign hulls may only be purchased from other empires for conversion once contact has been made. During modification the Gaim spends an amount of additional credits and ore equal to 25% of the combat value of the ship. The ship is then treated as if it was being modified into a variant. An empire may not prevent this purchase unless they are at war with the Gaim or one of their allies. As an option the GM can roll a D10 to determine if the cost has increased any. On a roll of 1 the price drops by 10%. On a roll of 2-7 there is no change in price. On a roll of 8 the price has increased 10%. On a roll of 9 the price has increased by 25% and on a roll of 10 the price has increased by 50%.

Koist Fighters are not restricted to the normal fighter patrol limits and can move at the full speed tech range because of the nature of their pilots. They may also operate without the support of carriers for 4 campaign turns. After which time they must spend 1 turn at a base or with a carrier to resupply. Their ships are all long range vessels and are not restricted by duration times. During

war they must maintain a supply line like anyone else. Geun Defender and Tiac long Range Explorer are all considered limited deployment vessels.

**The Grome Autocracy** is very self-reliant and will not steal or trade for technology. Grome are skilled at guerilla warfare and military units that become guerrilla fighters receive a bonus of -2 to their actions. Martial Law tests to locate rebel guerilla units are done so at -2 modifier. Grome sensor nets are extremely poor and as a result have their rating reduced by -4 to a minimum of 1.

**The Hurr Republic** is a corrupted society. All espionage attempts against them can be done so at a -1 success test bonus in exchange for the spending of 1 credit. A maximum of 3 credits can be spent this ways and is effectively considered the purchase of the information from individuals or the use of bribes.

**The Ipsha Baronies** start with no Q-40 deposits in their beginning territories and are not recommended for exploration campaigns. Ipsha must arrange each fleet to contain only one of the 5 baronies and ideally should start with 5 different fleets at the beginning of the game. Any time a race makes a trade agreement with the Ipsha there is a risk that trade route will come under attack by another Ipsha faction. The GM determines this by rolling a D20 and adding the current amount of unrest minus 20. If the result is 18 then a small civil war starts between two of the Ipsha baronies. The GM can roll a D5 to determine which of the 5 factions are involved.

**Llort** starts the campaign with one selected Weapon Technology. Their nature grants them +1 bonus to success tests made for raiding and they also receive the normal experience earned. In addition they automatically gain an additional civil unrest point any time they take unrest. Martial Law has half the usual effect on the population because of how rapidly the government changes.

**Kor-Lyan Kingdom** starts with abundant ore resources on their home world. The Kor-Lyans are very honorable people and will not break any agreement made.

**The Markab Theocracy** is a deeply religious race. Anytime they normally gain unrest there is a chance that the people who believe they are responsible for the problems will atone for their sins. The target number is the amount of unrest generated minus 1. The GM rolls a D10 and if the result is equal to or less than the target number the unrest has been atoned and is negated. Markab may never declare war unless they have already been attacked. Markab vessels that have been damaged and have lost at least one section may ram enemy ships during times of war or when defending a colony world. In campaign year 2259 the Markab are wiped out by the Drafa plague. The GM should roll a D20 and on that turn in 2259 the Markab all die and the empire is removed from the game.

**Minbari Federation** starts the campaign with Improved Jump Gate Technology. The Minbari worker caste is extremely efficient and as such the Minbari automatically gain a 5% increase to their production rates empire wide. The Minbari are only allowed to have one Grey Sharlin Warcrusier and it should be the first vessel they purchase. The vessel cannot be pointed out as different unless the conditions are met that appear in **Ships of the Fleet**.

White Stars are able to perform limited repairs during the repair phase without the need to sacrifice their movement. They can repair a maximum of 20 boxes of damage in this manner, treating critical hits as boxes as defined in the self-repair rules. A destroyed system must be completely repaired before it can function again. This ability is lost if C&C is destroyed. White Star Command Ships are considered uncommon while the Vorlons are present, but become rare when the Vorlons depart.

White Stars should be kept secret and their construction performed at remote or secret shipyards. Once Shadows have begun to move openly the white star becomes an unlimited deployment vessel. After the shadows have left the campaign no more maybes constructed. Esharan Anti-Fighter frigates are not required to carry fighters and may ignore the rule concerning fighter deployment during initial fleet construction.

Minbari ships that have been mothballed can be redeployed without having to spend the turn preparing them because of the great care they provide for their mothballed fleets.

**Minbari Protectorate** starts the campaign with no shipyards (nor can they build any) and as a protectorate of the Minbari. They can only make trade agreements with the Minbari and may patrol their systems with fighters from bases. Tishats are the fighter of choice and Nails are considered restricted deployment. Protectorate specific ships are constructed from mothballed hulls that are given to the protectorate and refitted at bases as per the normal rules. The Minbari Federation is responsible for protecting this empire from incursions and must patrol their systems with at least one fleet. Protectorate agents gain no specific bonuses.

**Narn Regime** starts the campaign with one additional Weapon Tech. In addition all of their systems have their normal defense ratings increased by 10% and Narns do not suffer unrest from Military Build ups. The hatred between the Narn and Centauri is legendary and as such cannot form any peaceful alliances with them alone during the course of the game except after the Shadow War.

**Pak' ma' ra** freighters (not standard combat vessels) can carry 20% more cargo than standard ones. Their combat vessels with cargo capacity can operate as their own supply ships making breaking Pak'ma'ra supply lines virtually impossible. They also start the game with D3 research points earned through debate on their world. They also do not suffer the full reduction in research purchased from other races. Reduced purchased research points by 25% instead of 50%.

**The Shadows** are even more elusive since they do not need to operate from a home system. They scatter their living ships throughout the systems and as the time that they will be needed approaches they awaken. Shadow agents can be any race and found anywhere. Shadows use their agents and their power to cause the other races to begin fighting one another by planting false intelligence information.

Shadow ships may regenerate lost fighters at the rate of 6 fighters per campaign turn. Destroyed tendrils are grown back after 3 full campaign turns. Shadows also follow the normal duration rules that younger races follow and require to reenergize at a regeneration outpost for one turn. Damaged shadow ships regenerate 6 structure boxes a turn. This is doubled if at a regeneration outpost. The use of a phasing drives cannot be detected by any of the younger races and as such the shadows suffer no modifier to being detected when they enter a system. Shadows are considered to have a speed tech of 10.

**Torata Regency** starts with their initial colonies requiring food shipments and an additional barren colony in their home system. They are short on military personnel and can only field 70% of their normal military allotment. Their marines fight at a penalty of +1 to their attack rolls. If their leader is assassinated, the Torata suffer only a +2 gain to unrest.

**Vorlon Empire** begins the game with 4 developed worlds and 1 home world. Vorlons have no interest in expanding their empire and are waiting for the day that the shadows will return so that the ancient battle can begin again.

Vorlon Dreadnoughts and Heavy Carriers are limited deployment. The much feared planet killer is limited to only 3. Vorlon heavy fighters automatically eject their pilot safely. Vorlon observation posts are scattered throughout the campaign map and can be activated by the Vorlons at any time that they need a base of operations. Until they are activated they cannot be detected. Vorlons are considered to have a speed tech of 10.

**Vree Conglomerate** begins the campaign with 2,000 additional credits. They also earn a +5% bonus on any trade route they establish with another empire. The Vree may also build Xeecra Trading Posts to further increase profit. A Xeecra increases the trade routes value by +10%. Empires who establish trade routes also benefit from the bonus, but only half as much. With so much to be gain, such trade routes are often the targets of raider attacks.

Xeecra Trading Posts maybe established in any friendly system provided the owning empire agrees. The trading post increases the income of the system by 5%. The Vree also receive 5% of the systems income and earn an additional 1D6 x 50 credits a turn for the Vree.

Vree may also create merchant fleets composed of Vymish Armed Traders and travel along the jump routes trading goods with other races. Such fleets earn 1D3 x 50 credits every turn. Each additional ship in the fleet beyond the first one adds + 1 to the roll. The earnings are not deposited until the fleet returns to a Xeecra Trading Post or Vree System. Also a merchant fleet may not earn credits if it is in a system with a trading post.

## **INITIAL ACTIONS STEP**

### **Raider Activity Segment**

GM rolls for raider activity and determines targets

### **Construction Allocation Segment**

Allocate research points to developing new technology

Allocate construction of units

Purchase Agents

Guerrilla Units formed

### **Government Segment**

Empires negotiate with each other

Empires choose Government Options

## **FLEET ACTION STEP**

### **Fleet Orders Segment**

Fleets are given combat orders and movement orders

Agents are given orders

### **Fleet Movement Segment**

Fleets move and repairs on damage are completed

### **Fleet Intelligence Segment**

Sensor rolls made and results revealed

### **Fleet Combat resolution Segment**

Raiders Attack Shipping Lanes or Supply Lines

Phased Sneak Attacks Occur

Jump engagements are resolved

Assault shuttles launched during space battle may land and assault

Outer system conflicts resolved

Inner system conflict resolved

Core system conflicts resolved

### **Planetary Assault Segment**

Planetary Bombardment

Guerillas Strike

Assault Forces attack

## **END OF TURN ACTIONS STEP**

### **System Upkeep Segment**

Government Options take effect

Systems produce credits, ores, maintenance, Q-40 and trade income is collected

Research points are collected

Hyperspace beacons status change

Unrest is calculated

### **Construction Completion Segment**

Technology researched becomes available

Construction completed on units and bases

Marines and Army units available for transfer

### **Transfer segment**

Shuttles and fighters may transfer between units

Marines and Ground forces may transfer between planets and ships in core world area

O-SATs become operational

Supply Lines resupply Units

### **Agents Report**

Agents report success or failure of missions

### **Shadows Awaken**

Shadows roll for ships that awake based on points earned

# Game Master Section

## System Creation

The game master must create each system that the players will encounter. The first thing that needs to be determined is the type of planet that is in the core system theater. That is done by rolling a D20 and consulting on the **Planet Determination Table**. The GM can also determine if there is a second usable planet in a system by rolling a D10. On a roll of 1 there is a 2<sup>nd</sup> planet that can possibly be used by the player and another world is required on the **Planet Determination Table**. Each system contains 1D6 + 5 Planets. Each planet can have 1D6-2 Moons.

There is a good chance that each system will contain an asteroid belt. Roll a D20. On a roll of 1-5 there is a dense asteroid field present. On a roll of 6-10 there is a normal asteroid field and on 11+ there is no asteroids present in the system. Dense asteroids field rules are described in the **B5 Wars Compendium**. Normal asteroid fields have little to no effect on combat because they are so spread out.

Another D20 is rolled to determine if the system has any unusual phenomena present. Consult the **Stellar Phenomena Table** to determine the exact one present. If a First One Encounter is rolled then the system is home to one of the first ones. It's advisable that the GM randomly roll for each system as it is encountered by the players.

Planet Type Determination Table	
D20 Roll	Planet Type
1-2	Developed
3-6	Agricultural
7-9	Barren
10-13	Uninhabitable
14-16	Mineral Rich
17-20	Terrestrial

Stellar Phenomena Table	
D20 Roll	Stellar Phenomena
1	First one encounter
2	Dark matter Cloud
3	Gravity Well
4-5	Dust Cloud
6+	Nothing or Meteor Swarm

## Mineral Deposits

Once the GM has the system created, he needs to determine the rating of the mineral deposits that are present in the system. He does this by rolling a D10. Some planet types give a bonus to this roll.

Mineral Deposit Quick Reference chart					
	Deposit Rating Determination (D10 Roll)	Ore Lifespan	Q-40 Deposit Lifespan	Chance to become Exhausted on D10	Chance to produce after deposit becomes exhausted
Few	1-2	10 + 1D6	6 + 1D6	3+	9+
Good	3-4	20 + 1D10	10 + 1D10	4+	8+
Average	5-7	45 + 2D10	20 + 1D10	6+	6+
Abundant	8-9	130 + 2D20	30 + 2D10	8+	5+
Rich	10	Unlimited	40 + 2D10	9+	4+

## Battle Field Random Events

Not every battle will take place uninterrupted by an event. The GM should roll a D20 before each battle between empires to determine if the battle will have an unexpected event that makes it more difficult for one or both sides.

Battle Field Events	
D20 Roll	Result
1	First one encounter
2-4	EM Storm
5-6	Meteor Swarm
7	Non Combatants in Area
8+	Nothing

The events and how they could affect the combat is described in the following section.

**First One Encounter:** There is a random first one who is either present during the battle or enters the battle on a random turn. If the system is home to one of the first ones then they might simply just pass through the battlefield ignoring the combatants, unless they get shot at. The GM should place an unknown ship counter and use the ship identification rules.

Should the system not be home to a first one, the players will most likely encounter the Dark Knife. The Dark Knife will stay cloaked and observe the battle moving about the board. It should be set up on turn 1 somewhere along the middle line of hexes of the battlefield. This encounter would also use the ship identification rules and an unknown ship counter. Only if the Dark Knife is shot at will it return fire. The GM should attempted to keep the Dark Knife away from the combat as much as possible.

**EM Storm:** The battlefield is affected by an EM storm as described in the **B5 Rules Compendium**. The storm will last the duration of the battle. The GM can also decide that he wants the storm to start or end on a random turn (but not both). Roll a D10 and that is the turn number in which the EM storm will start or end. This happens during the **Initial Actions Segment**, at the **Power Allocation Step**.

**Meteor Swarm:** The battlefield is affected by a meteor swarm as described in the **B5 Rules Compendium**. The swarm will last the duration of the battle. The GM can also decide that he wants the meteor swarm to start or end on a random turn (but not both) just like an EM Storm.

**Non-Combatants:** There are civilian ships in the combat zone for either one of the empires or possibly a third party. There will be D3 ships that start out in the middle of the zone facing a random direction with a speed of 3. They will attempt to move off the board on a friend side. If an empire makes an attempt at protecting their civilians then they earn a 10% bonus to experience. Ignore this result if the system is unclaimed by any empire.

**Nothing:** The battle is played as normal with no special rules or weirdness.



## Shadows

Unlike the Vorlons, which start with a massive fleet, the shadows must slowly build their numbers over the course of the campaign by awakening ships that were hidden in the last war. At the start of the campaign the shadows have only a few ships and D3+1 human agents. Roll 2D6 to determine the number of vessels they have. After the number has been determined roll to see what type of vessels the shadows have at their disposal. If the vessel rolled breaks any of the deployment restrictions just reroll.

Shadow Vessel Determination Chart	
D6 Roll	Shadow Vessel Result
1	Shadow Cruiser with fighters
2	Shadow Destroyer
3 or 4	Shadow Cruiser (D6 chance of Fighters: 1-4 No fighters, 5 or 6 Fighters)
5	Shadow Destroyer or Scout
6	Shadow Cruiser (D6 chance of Dreadnought: 1-5 Cruiser, 6 Dreadnought) (Dreadnought has chance of having fighters: 1-3 No Fighters, 4-6 Fighters)

Each turn the shadows earn **Chaos Points** based on their actions and the situation of the galaxy. Each of these points are automatically turned in at the end of the turn for a roll on the shadow vessel determination chart. Once the shadows have begun to move openly (or turn 61 whichever comes first), a shadow player should only get a single Chaos point, no matter how many they earn. A single chaos point may be exchanged for a shadow agent, but only one agent may be purchased per turn.

Shadow Chaos Point Table	
Action taken by Shadows or circumstance	Chaos Points Awarded
Cause conflict between two empires	8
Cause unrest through action taken	1 per point of unrest caused
Conflict exists between any two empires	1
Having ships present in another system on the ground	1
Holding Za'ha'dum	2
Make a deal with an empire	3
Winning a battle	2

When shadow vessels awaken they must head for Za'ha'dum. For book keeping purposes GM can randomly assign newly awakened shadows in small groups (no more than 4 vessels) to random unoccupied systems and track their movement like any other task force. Exploration vessels in the area that the shadows pass through will notice something living in hyperspace, but will be unable to gain any information about them.

Before the shadows start moving openly they use phasing sneak attacks to conceal their identity and take advantage of surprise. During this period when a shadow force attacks another race, that race's readiness level is reduced by one level for the battle. The shadows may only utilize a maximum of 4 ships and must destroy all vessels and bases in the area or risk allowing the younger races to be forewarned of their activities. They may only use more vessels when they chose to move openly.

## Broken Shadow Agents

Should an empire ever break a shadow agent the shadows begin to move openly. The turn that the agent is broke the shadows attack the system with everything they have within moving distance. After that they will continue their attacks on the rest of the galaxy.

## Allying with the Shadows

Anytime an empire allies itself with the shadows they risk being blown apart by the Vorlons when they go on a rampage. The typical agreement allows the empire to request shadows intervene or attack a neighbor. Shadows will not fight along side of another race and must make such strikes alone. Sometimes an empire will want advanced tech (in the case of EA this is the only option) and that empire will gain a single variant modified with shadow technology. Like the Shadow Omega the empire would have access to the shadow variant after 12 turns and it would be considered uncommon. Such vessels must be built in secret shipyards.

# Vorlons

Playing the Vorlons as a race is very different from playing any other empire. While the Vorlon Empire does start with a massive fleet, the player actually only controls a small portion of it but as time passes and he gets to control more of it. The player begins the game with 2 Vorlon agents and a transport under his control.

Much like the Shadows, the Vorlons must earn points to gain access to their units. The Vorlons do this by accumulating **Order Points**. The points are exchanged for agents or ships. Each ship comes with its maximum fighter compliment and replacements are free. Vorlon transports and agents are 1 order point each, Destroyers are 2, Light Cruisers are 3, Heavy Cruisers are 4 and Dreadnoughts are 5.

Vorlon Order Point Table	
Action taken by Vorlons or circumstance	Order Points Awarded
Avoid direct involvement with any empire during a turn	2
Successful Intelligence Gathering Mission	1
Winning a battle without losing any ships	2

## Becoming a Major Power (Optional)

The path for a minor power to become a major power is very difficult and truthfully beyond the scope of most campaigns. Rules have been included for the benefit of long running campaigns. A minor power must have control of a number of systems equal to the average of all the current major powers. In addition the empire must have earned 50 **respect points** through the course of the campaign. Refer to the table below for the actions that lead to respect points.

Respect Points Award Conditions
Empire has achieved a new level of non-military tech
Empire has negotiated a new trade route
Empire has created a developed planet
Empire won a war against an equal or stronger opponent on their own
Each system possessed above the major power average

Once the minor power has achieved enough respect points they are considered a major power. Each 3 turns their maintenance multiplier is increased by .1, until it reaches 1.5.