

A Call to Arms

Player's Aid Sheet

Babylon 5 Space Combat (Rules updated through a Sky Full of Stars)

Special Weapons

Accurate: Every AD of the weapon is rolled as a hit on the targeted ship. Accurate Beam weapons automatically hit once, subsequent rolls to hit only need a 3+ roll of the AD to hit again.

AP: Add +1 to the results of all AD rolled for this weapon.

Anti-Fighter: Ignore the Dodge score of any target.

Beam: If the AD from this weapon successfully strikes a target, immediately re-roll to attack again - the target number this time, however will be one higher than before. Continue to re-roll AD that hit the target with a target number one higher than previously rolled, until you run out of attack dice. A roll of a 6 always hits. Beam weapons ignore Interceptors.

Double Damage: Double all Damage and Crew loss dealt to a target, including bonus damage caused by Critical Hits. Always causes a least one point of damage, even if the Damage Table list the attack as a Bulkhead Hit.

Energy Mine: Nominate a point in space that is within range and the appropriate fire arc. Every object within 3" of this point will automatically be attacked by the Energy Mine. Ignore Dodge and Stealth on all ships within the 3" radius.

Gravitic Shifter: Nominate a target in range and within the appropriate fire arc. Make opposed Crew Quality Checks. If you beat the Target ship you may immediately turn it up to 45 degrees in any direction.

Mini-Beam: Ignores Interceptors, but does not score multiple hits with AD. When targeting flights of fighters within 4" count as Anti-Fighter.

Precise: Add +1 to all rolls on the Damage Table.

Slow-Loading: These weapons may only fire every other turn.

Super AP: Add +2 to the results of all AD rolled for these weapons.

Triple Damage: Triple all Damage and Crew loss dealt to a target, including bonus damage caused by Critical Hits. Always cause a least one point of damage, even if the Damage Table list the attack as a Bulkhead Hit.

Twin-Linked: AD that do not successfully strike their target may be re-rolled.

Weak: Deduct 1 from all AD rolled for this weapon.

Special Traits

Adaptive Armor: Whenever the ship sustains damage from an attack, half the Damage and Crew points lost.

Advanced Jump Point: The jump point of a ship entering realspace will not deviate and the ship may act normally on the turn it arrives. In addition, a jump point created in realspace may be placed in any fire arc.

Afterburner: When using the All Power to Engines! Special Action, the ship may double its Speed for the turn. Afterburners may only be used once per game.

Atmospheric: This ship is capable of entering an atmosphere and making attacks on ground targets.

Breaching Pod: See Breaching Pod on page 8 and Boarding Actions on page 20 in SFoS.

Carrier X: This ship can launch *or* recover a number of flights equal to its Carrier score each turn. The number of launchings/recoverings cannot exceed the ship's Carrier score.

Command X: So long as this ship is on the table and not Crippled or reduced to a Skeleton Crew, the owning player gains an extra bonus to his Initiative rolls equal to the Command score in this ship's description. This is not cumulative and may not be added to the bonus granted by other ships with the Command trait.

Dodge X: Whenever the ship suffers a hit, roll 1D6. If the die equals or exceeds the Dodge score listed for the ship, all effects of the attack are ignored. The ship literally dodged the attack.

Fighter: Though counted as ships for the purposes of most rules in the game, flights of Fighters do not have a Damage score. They are destroyed by the first hit they suffer. Their Crew Quality is equal to their mother ship's Crew Quality score or is determined by Wing if purchased separately. Fighters may only use the Activate Jump Gate!, All Power to Engines! and Scanners to Full! Special Actions.

Defense Network X: The Defense Network score represents a 'pool' of dice that a player can assign for use against auxiliary craft. As well as firing normally using the Targets trait, the space station can fire on auxiliary craft using its Defense Network, effectively a Turret-mounted weapon system with a 4" range and the Anti-Fighter trait. It can target a number of auxiliary craft up to its Defense Network score, attacking each with 1 AD.

Fleet Carrier: A Fleet Carrier may always deploy two flights before the start of a battle. So long as the Fleet Carrier remains on the table, every auxiliary craft flight in the fleet is granted a +1 bonus to its Dogfight dice. Whenever you remove an auxiliary craft flight within 30" of your Fleet Carrier, roll one 1D6. On a 5 or 6, the flight was not completely destroyed and managed to struggle back to the Fleet Carrier. If you roll lower than this the flight is destroyed. If not, it will be available next turn for launch. If any enemy ship is within 4" of the counter when it was removed or if it was removed during a dogfight, apply a -1 penalty to this die roll. A +1 bonus to the roll is granted if this flight was within 10" of the fleet carrier. A Fleet Carrier may only repair craft that it could normally carry. The effects of this trait are lost once the ship is Crippled or goes down to a Skeleton Crew.

Flight Computer: A ship listed as having a Flight Computer can never have a Crew Quality score less than 4. In addition, they ignore all penalties for being reduced to a Skeleton Crew, although being reduced to 0 Crew will still leave a ship Running Adrift.

Interceptors X: When a ship first suffers a hit from an attack in a turn, roll a number of dice equal to the Interceptor score. If any die results in a 2 or higher, the hit from that AD is completely negated. All dice that rolled 2 or more may be used against the next attack that strikes the ship, but they must then roll 3 or more. So long as at least one die manages this, that hit too is ignored. Dice that do not roll 3 or higher are removed. Any die that succeeded in rolling 3 or more may then be used against the next incoming attack, though they will need to roll 4 or more, and so on. This continues until the ship has been protected against all attacks or the Interceptors have been reduced to 1 Interceptor die. A roll of 6 on this Interceptor die will always negate an attack, no matter how many times the Interceptor dice have been used. Interceptors will cease to function when the ship becomes Crippled. Interceptors may not be used against weapons with the Beam, Mini-Beam or Energy Mine traits. In addition they may not be used against exploding ships or opening Jump Points.

Jump Point: This ship may open a jump point using the rules for creating and using Jump Points detailed in the Advanced Rules Chapter of the main rule book.

Scout: So long as you have more ships with the Scout trait than the enemy fleet, you may re-roll Initiative for both setting up and the first turn as long as the scenario allows these rolls in the first place. If a ship with the Scout trait is within 24" of a ship with the Stealth trait, it may make a Crew Quality check at the start of the Attack phase. If the roll is 8 or more, the target ship will have its Stealth score reduced by one for the remainder of the turn. This ability can not affect a target more than once in a turn. Instead of reducing the target's Stealth score, the scout ship may try to redirect attacks aimed against the enemy ship. Make a Crew Quality check. If the result is 9 or more, you may choose any one weapon system on any ship attacking the enemy target. You may re-roll the AD for that weapon system that failed to hit the target. These special abilities may not be used if the scout ship is using a Special Ability this turn.

Self-Repairing X: This ship will regain a number of damage points equal to the score listed after the Self-Repairing trait.

Shuttles X: See Planetary Assaults on page 15 of SFoS for more details.

Space Station: See Space Stations on page 13 of SFoS for more details.

Targets X: The Targets score of a Space Station is the maximum number of targets it can engage with its weapons in each turn. If more than one target is in range the Space Station may attack each available target, up to its Targets maximum, once with each of its listed weapons system.

Special Actions

Activate Jump Gate!

Crew Quality Check: Automatic

Effect: Any ship within 6" of a jump gate may activate it and prepare to enter hyperspace. While attempting this Special Action, the ship may not fire any weapons and its Speed score is halved. A ship may not enter a jump gate on the same turn that it is activated. If the jump gate is controlled by the opposition make an Opposed Crew Quality check to Activate. See the Advanced Rules chapter for details of jump points. Fighters may activate a jump gate in the same way as a ship. However, it cannot activate an enemy controlled jump gate.

All Hands on Deck!

Crew Quality Check: 9

Effect: If successful, the ship gains +1 modifier when attempting Damage Control and can repair any number of Critical Hits in this End Phase.

All Power to Engines!

Crew Quality Check: Automatic

Effect: The ship adds +50% to its Speed score this turn. No turns may be attempted. A fighter may only use All Power to Engines! if it has the Afterburner trait. It may only be used once in a battle and will only add +50% to its Speed for the turn which it is used. However it may make any amount of turns while it uses the Afterburner.

All Stop!

Crew Quality Check: Automatic

Effect: A ship may move between 0" and half of its Speed in this turn. No turns may be made while performing this Special Action. If the ship is in a gravity well at the time at this time, another Special Action may be attempted in the same turn.

All Stop & Pivot!

Crew Quality Check: Automatic

Effect: So long as the ship used the All Stop! Special Action in its last turn it may use All Stop and Pivot! in its current turn. The ship may not be moved any distance and it may not attack any target. You may turn the ship any amount, in any direction.

Close Blast Doors and Activate Defense Grid!

Crew Quality Check: Automatic

Effect: If successful, the ship has its number of turns reduced by one and can only fire one weapon system. However, for each point of Damage taken this turn, roll one dice. On a 5 or more, the damage is ignored. This has no effect on Crew loss, but may be used to mitigate the effects of Critical Hits which inflict extra Damage, though the special effects of Critical Hits will still take effect.

Come About!

Crew Quality Check: 9

Effect: The ship can *either* make one more turn than normal or may increase one normal turn by an extra 45°.

Concentrate All Firepower!

Crew Quality Check: Automatic

Effect: Nominate one enemy target before you begin moving your ship. All AD used by the ship that miss this target may be re-rolled. No turns may be attempted, nor may any other target be attacked.

Give Me Ramming Speed!

Crew Quality Check: 10

Effect: If a ship is Crippled, its Captain may decide to make the ultimate sacrifice and order a course that head straight for an enemy vessel. A Crew Quality check must be made. The ship may add 50% to its Speed but can only turn once. If it contacts an enemy ship, you may try to ram it. Only one enemy ship may be targeted in this way and auxiliary craft may not be targeted. Both Players make opposed Crew Quality checks. If you score is higher than the target ship you have successfully rammed the enemy. Both ships suffer immediate Damage and Crew loss equal to half the opponent's starting Damage score. This damage is automatic; no AD are rolled. Each ship also suffers 1D6 Critical Hits.

Initiate Jump Point!

Crew Quality Check: Automatic

Effect: Only ships with the Jump Point or Advanced Jump Point trait may use this action. While attempting this Special Action, the ship may not fire any weapons and its Speed score is halved. A ship may not enter a jump point on the same turn that it is activated. See page the Advanced Rules chapter for details of jump points.

Launch Breaching Pods & Shuttles!

Crew Quality Check: Automatic

Effect: Using this Special Action, you may use any and all Troops on board your ship to launch a boarding action on a nearby enemy ship. No one may attack the ship you are targeting for the boarding action in the following Attack Phase and the ship must be within 4" of your own. In addition, the enemy ship must be stationary, either through damage suffered, inherent immobility or the All Stop! and All Stop and Pivot! Special Actions. If all of these conditions are met, a boarding action may be launched in the Attack Phase of this turn. See page 20 in SFoS for the full rules on conducting boarding actions.

Manoeuvre to Shield Them!

Crew Quality Check: Opposed

Effect: Nominate one friendly target and one enemy target. Note that auxiliary craft may not be targeted with this Special Action. You ship must end up within 3" of the friendly target, directly between it and the enemy target. If your ship does not manage this, the maneuverer automatically fails. If the enemy target attempts to fire upon the friendly target this turn, it must make an Opposed Crew Quality check with your ship. Should you ships result exceed the enemy target's result, all attacks that were to be fired at the friendly target are instead fired at your ship. The attacks are resolved normally.

Run Silent!

Crew Quality Check: 10

Effect: If the Crew Quality check is passed, the ship gains the Stealth 3+ trait for this turn only. During this time it may not fire, its Speed score is halved and it may not turn. If the Crew Quality check is failed, these restrictions still apply.

Scanners to Full!

Crew Quality Check: 9 (Auxiliary Craft Only)

Effect: Auxiliary craft may be used to aid larger vessels gain a lock-on to Stealth capable targets. A flight within 4" of an enemy ship with the Stealth trait may attempt this action at the end of the Movement Phase before any attacks are nominated. The flight may not attack in the same turn, nor may it be in base contact with an enemy flight. A Crew Quality check is made. You may add +1 for every other flight that is within 6" of the target that is also performing this action. If successful, the Stealth score of the target is reduced by one for the rest of the turn. Each flight attempting this action may either make the Crew Quality check or add the bonus. It may not attempt both.

Scramble! Scramble!

Crew Quality Check: 7

Effect: Using this Special Action, the ship can launch two flights of auxiliary craft at the end of its movement. If the ship has the Carrier trait, it may launch one more flight than normal. Note that this is an exception to the normal rule that a ship can not launch auxiliary craft if it uses a Special Action.

Stand Down & Prepare to be Boarded!

Crew Quality Check: Opposed

Effect: If an enemy ship is either Crippled or on a Skeleton Crew, you may try to force it to surrender. You must have ships within 10" of it whose total starting Damage points are greater than the enemy ship's starting Damage points. Ships involved in this Special Action (other than the enemy ship) may not make any attacks. Both players make an opposed Crew Quality Check. If you beat your opponent, his crew will surrender. The ship remains motionless on the table. So long as one of your ships stays within 10" it will take no further part in the battle. If attacked, control passes immediately to your opponent once more. If you do not have any ship within 10" in the Initiative Phase of any turn your opponent may make a Crew Quality check. If he scores 10 or more, control of the ship passes to your opponent once more. Auxiliary craft may not be affected by this Special Action.