

# NEW RULES

This chapter provides new rules to try in games of A Call to Arms, increasing the tactical demands placed on players.

## THE ARMY OF LIGHT

Since the first days of A Call to Arms, players have been able to combine League races into a single fleet. However, this is not really appropriate for most battles, as the League only joined forces in a major way during the Dilgar Invasion. After that, they were just as likely to fight one another!

Because of this, combined League fleets may now only include ships with an In Service Date of up to 2259. Players looking to create a multiracial fleet after this may instead use the Army of Light.

An Army of Light fleet may use ships from any of the following fleet lists:

Earth Alliance: Dawn of the Third Age  
 Minbari Federation  
 Narn Regime  
 Interstellar Alliance  
 Abbai Matriarchy  
 Brakiri Syndicracy  
 Drazi Freehold  
 Gaim Intelligence  
 pak'ma'ra  
 Vree Conglomerate

When choosing ships for an Army of Light fleet, the following rules must be obeyed.

- ⑤ You may only choose ships (and their variants) from the following list:

### Army of Light Ships

Earth Alliance: Aurora Starfuries, Hyperion, Nova, Olympus, Omega, Thunderbolt Starfuries  
 Minbari Federation: Flyers, Nials, Sharlin  
 Narn Regime: Frazis, G'Quan, T'Loth  
 ISA: Aurora Starfuries, Minbari Flyers, Nials, Thunderbolt Starfuries, White Star, White Star II  
 Abbai Matriarchy: Bimith  
 Brakiri Syndicracy: Avioki  
 Drazi Freehold: Breaching Pods, Sky Serpent, Sunhawk, Warbird  
 Gaim Intelligence: Klikkita, Sataaka  
 pak'ma'ra: Halik  
 Vree Conglomerate: Xill, Xorr

- ⑤ The Army of Light must include ships from at least two different fleets.

- ⑤ Whenever the ships of different races start working together, there are always frictions and misunderstandings. The Initiative for the Army of Light will be +0.
- ⑤ The special rules for each fleet are still used as normal, but a ship from one fleet in the Army of Light may never benefit or be penalised by the special rules of another fleet.
- ⑤ Special rules for fleets that affect campaigns are never used for an Army of Light, even on their own ships.

## BATTLES IN HYPERSPACE

Fighting a battle in hyperspace is always a mark of desperation for both sides in war. The discharge of high energies common in battle never bode well for vessels trying to navigate through this strange realm and the slightest hit or over-ambitious manoeuvre can cause a ship to lose its lock-on to its hyperspace beacons and send it wildly off course, left to roam forever in the netherworld.

Initiating a fight in hyperspace is never part of a well conceived plan and is often done in great haste. This alone makes an already dangerous situation perilous for the ships involved. There is no training and no experience that can prime a Captain for the trials he will face if his superiors throw caution to the wind and order him into battle.

There has never been a battle in hyperspace that did not end in disaster for both sides.

**Scenario:** Almost any existing scenario may be played with these rules, making things a lot more demanding for the players. However, given the complexities of fighting in hyperspace, it can be presumed that players will already have a lot on their minds. It is therefore recommended that simpler scenarios are used in conjunction with these rules, such as Call to Arms or Space Superiority.

**Pre-Battle Preparation:** No stellar debris is ever used in scenarios using the hyperspace rules.

**Scenario Rules:** The following rules are used when fighting battles in hyperspace.

- ⑤ The pulsing energy waves prevalent throughout hyperspace create havoc with sensors and other active systems. Regardless of whether ships normally have the Stealth trait or not, all ships in hyperspace battles have Stealth 4+. Ships with no or low stealth will be shielded by hyperspace shockwaves, but they also disrupt those ships who use active means to gain stealth.
- ⑤ It is vital for ships to maintain a lock-on to their navigational beacons in hyperspace if they are to have any hope of finding

their way back to realspace. In the End Phase of every turn, every ship must make a Crew Quality check. If a ship rolls less than a total of 6, it has lost its lock on its beacon. A -1 penalty is incurred if the ship fired any weapons in the turn. It also suffers another -1 penalty if it took any Special Actions and another -2 penalty if it is Crippled or Skeleton Crewed. A ship that has lost its lock-on may continue to fight in the battle but will count as destroyed for victory conditions at the end of the game (the crew will spend the rest of their lives wandering hyperspace, hopelessly looking for a route back to realspace).

- ⑤ If a ship loses its lock-on to the beacon, it may re-roll the Crew Quality check in the End Phase so long as it is within 10" of at least one friendly ship that is still locked on. Ships with the Advanced Jump Engine trait may re-roll the Crew Quality check if they are within 15" of a friendly ship.
- ⑤ Any weapon described as a torpedo or missile will lose any AP or Super AP trait it normally possesses.
- ⑤ Players may not keep ships in reserve in realspace, to be brought into hyperspace. It is impossible to open a point into hyperspace with any real degree of accuracy and even ships with Advanced Jump Points are unlikely to appear anywhere near the battlefield. All ships present in the fleet must be deployed at the start of the fight. Ships are free to make a Tactical Withdrawal as normal, by opening a jump point into realspace.

**Victory and Defeat:** As scenario being played. However, if you are playing a campaign game, every surviving ship should be awarded an extra Experience Dice, regardless of whether it was on the winning or losing side in the battle – they are lucky to be alive and will have earned the admiration of their peers.

**Shadows, Vorlons and Ancients:** Ships from these fleets will never lose their lock-on (in effect, they do not require it anyway).

## Breaking Down Fleet Allocation Points

As well as using the Fleet Allocation table above, you can use a single Fleet Allocation Point to buy ships of multiple Priority Levels, as shown on the table below.

You can keep splitting a Fleet Allocation Point as many times as you like, but you may only ever split *one* of these smaller Fleet Allocation Points down further.

You cannot therefore split a War level point to get two Battle level points, and then split *both* of these into four Raid level points, in order to get more ships than would otherwise be allowed. You could, however, just split one of the new Battle level points.

## Flights and Ships

The maximum number of flights that may make contact with a ship's stem in a single turn (such as when making suicide runs or boarding) is equal to the starting Damage of the ship, divided by ten, plus two. Always round down.

So for example, an Omega destroyer getting hammered by incoming Klikkitaks would face a maximum of six flights each turn.

## Flights and Victory Points

Flights of fighters launched from ships do not yield Victory Points when destroyed. Only those purchased as separate Wings from a fleet list will give Victory Points.

At the end of a battle, count how many fighter flights purchased as separate Wings have been destroyed. The opponent will be awarded full Victory Points for every Wing destroyed, *regardless of exactly which Wing each flight came from*, as if the Wing was a ship of the same Priority Level.



# NEW SHIPS

Fleets throughout the galaxy, representing the interests and power projection of their governments, are constantly being updated and modified. This chapter looks at the newest vessels to appear on the frontline.

## Abbai Matriarchy

Though known throughout civilised space as pacifists who would do almost anything to avoid open conflict, the Abbai rapidly came to understand that survival of an empire, particularly one as large as theirs, depended on a strong show of arms. Despite their innate reticence, Abbai weapons technology accelerated throughout the Third Age, with lessons from the Dilgar War and Shadow War learned, and then applied.

### Fetula-class Warrant Cutter (Shyaric variant) Skirmish

Often used to lead Shyaric formations, the Fetula is classed as a cutter but within Abbai fleets serves in a gunship role. With powerful quad particle arrays, the Fetula often waits for the Shyarics to completely disrupt an enemy, before moving in to pound it into surrender. In larger battles, it often escorts Bimith defenders, adding its own firepower to theirs.

**Speed:** 10  
**Turn:** 2/45°  
**Hull:** 5  
**Damage:** 12/3  
**Crew:** 13/3  
**Troops:** 1  
**Craft:** None  
**Special Rules:** Anti-Fighter 2, Shields 10/2  
**In Service:** 2180+



Weapon	Range	Arc	AD	Special
Quad Particle Array	8	F	8	Twin-Linked
Quad Particle Array	8	A	8	Twin-Linked
Quad Particle Array	8	P	8	Twin-Linked
Quad Particle Array	8	S	8	Twin-Linked

## Brakiri Syndicracy

As one of the richest governments in the galaxy, the Brakiri stand just below the 'major' powers.

Their military is extremely well-equipped and, ship-for-ship, they stand comparable to the Earth Alliance, though they have proportionally much lower defence spending, resulting in a smaller fleet. They stand as a race with great potential.

### Haltana-class Gravitic Frigate (Halik variant) Skirmish

As the use of gravitic shifters becomes better understood by Brakiri admirals, so does the spread of the weapon increase throughout the fleet. The Haltana is built upon the reliable Halik hull, and sports several shifters, making it a superb 'spoiling' frigate, disrupting enemy plans, and perhaps literally shaking ships to pieces.

**Speed:** 8  
**Turn:** 2/45°  
**Hull:** 5  
**Damage:** 36/8  
**Crew:** 42/8  
**Troops:** 3  
**Craft:** None  
**Special Rules:** Anti-Fighter 1  
**In Service:** 2262+



Weapon	Range	Arc	AD	Special
Graviton	12	F	8	AP, Twin-Linked
Pulsar				
Gravitic Shifter	12	F	—	Gravitic Shifter
Gravitic Shifter	12	P	—	Gravitic Shifter
Gravitic Shifter	12	P	—	Gravitic Shifter
Gravitic Shifter	12	S	—	Gravitic Shifter
Gravitic Shifter	12	S	—	Gravitic Shifter

## Centauri Republic

The fate of the Centauri Republic has been a roller-coaster of destiny. Once covering a sizeable part of the known galaxy, the Centauri have known both great victories and crushing defeat. As both the Earth Alliance and ISA rose in power and prominence, the Republic was cut off behind its own borders, in an exile that was mostly self-imposed. Throughout all of this, the Centauri have managed to remain one of the leaders in space combat technologies.

## New Ships

### Amar-class Fast Carrier (Darkner Variant)

#### Skirmish

A powerful frigate, the Amar loses the battle laser of the Darkner, but sports hangars that are truly extensive for a ship of this size. Placed within long-ranged strike fleets, the Amar supports the attack force with its fighters before adopting a more traditional frigate role with its matter cannon. The Amar's jump engines ensure it is a vital craft for strikes of this nature.

**Speed:** 12  
**Turn:** 2/45°  
**Hull:** 4  
**Damage:** 25/6  
**Crew:** 30/6  
**Troops:** 2  
**Craft:** 4 Sentri flights  
**Special Rules:** Carrier 2, Jump Engine  
**In Service:** 2249+



Weapon	Range	Arc	AD	Special
Matter Cannon	15	F	6	AP, Double Damage

### Earth Alliance – Third Age

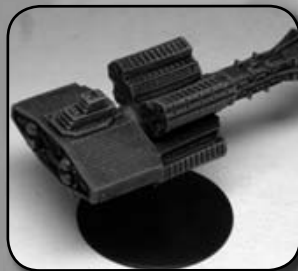
Despite the need to recover from both the Earth-Minbari War and its own Civil War, the Earth Alliance of the Third Age is riding high, confident of itself and sure of its power. With a backbone of Omega destroyers and older Hyperion cruisers, Earthside R&D constantly looks for an edge, and many new hulls regularly leave spacedock, designed for ever more specialised roles.

### Tantalus-class Assault Cruiser

#### Raid

The Tantalus is a military assault warship used by the Earth Alliance, though never in large numbers. Capable of carrying four full battalions into battle, the Tantalus has enough assault shuttles on board to transport all of its troops planetside in less than an hour, while maintaining its own fighter escort. In later years, the Starfuies were replaced by Thunderbolts, in order to provide fighter cover to the shuttles all the way through the atmosphere.

**Speed:** 6  
**Turn:** 1/45°  
**Hull:** 5  
**Damage:** 45/10  
**Crew:** 52/12  
**Troops:** 12  
**Craft:** 2 Aurora Starfury flights and 2 Breaching Pod flights  
**Special Rules:** Anti-Fighter 2, Interceptors 2, Jump Engine, Lumbering, Shuttles 4  
**In Service:** 2248+



Weapon	Range	Arc	AD	Special
Heavy Pulse Cannon	12	F	8	Twin-Linked
Medium Pulse Cannon	10	A	4	Twin-Linked
Heavy Pulse Cannon	12	P	10	Twin-Linked
Heavy Pulse Cannon	12	S	10	Twin-Linked

### Earth Alliance – Crusade Era

With the onset of the Drakh Plague and the Crusade to save Mankind's homeworld, the Earth Alliance has become more aggressive. Unwilling to reveal the slightest weakness to its rivals, EarthForce has stepped up to a war footing, though there is no clear enemy to fight. Other governments look on nervously as Earth's fleets expand and are now seen throughout the galaxy.

### Chronos-class Escort Frigate (Variant)

#### Skirmish

Replacing the heavy pulse cannon batteries with an advanced network of point defence systems, the Chronos escort frigate is a superlative companion for larger vessels. Tough and able to add its own railguns to any sustained bombardment of an enemy ship, it also provides superior anti-fighter cover.

**Speed:** 8  
**Turn:** 2/45°  
**Hull:** 6  
**Damage:** 16/3  
**Crew:** 18/5  
**Troops:** 2  
**Craft:** None  
**Special Rules:** Anti-Fighter 6, Interceptors 2, Escort  
**In Service:** 2271+



Weapon	Range	Arc	AD	Special
Railgun	15	T	4	AP, Double Damage

### Chronos-class Missile Frigate (Variant) Skirmish

An attempt to combine the toughness of the Chronos hull with a design that could withstand long-ranged attacks while launching its own, the missile frigate is a light bombardment vessel. Intended to be used alongside an Apollo or as part of a squadron, it is a support vessel rather than a frontline attack craft.

**Speed:** 8  
**Turn:** 2/45°  
**Hull:** 6  
**Damage:** 16/3  
**Crew:** 18/5  
**Troops:** 2  
**Craft:** None  
**Special Rules:** Anti-Fighter 2, Interceptors 2  
**In Service:** 2302+



# SCENARIOS

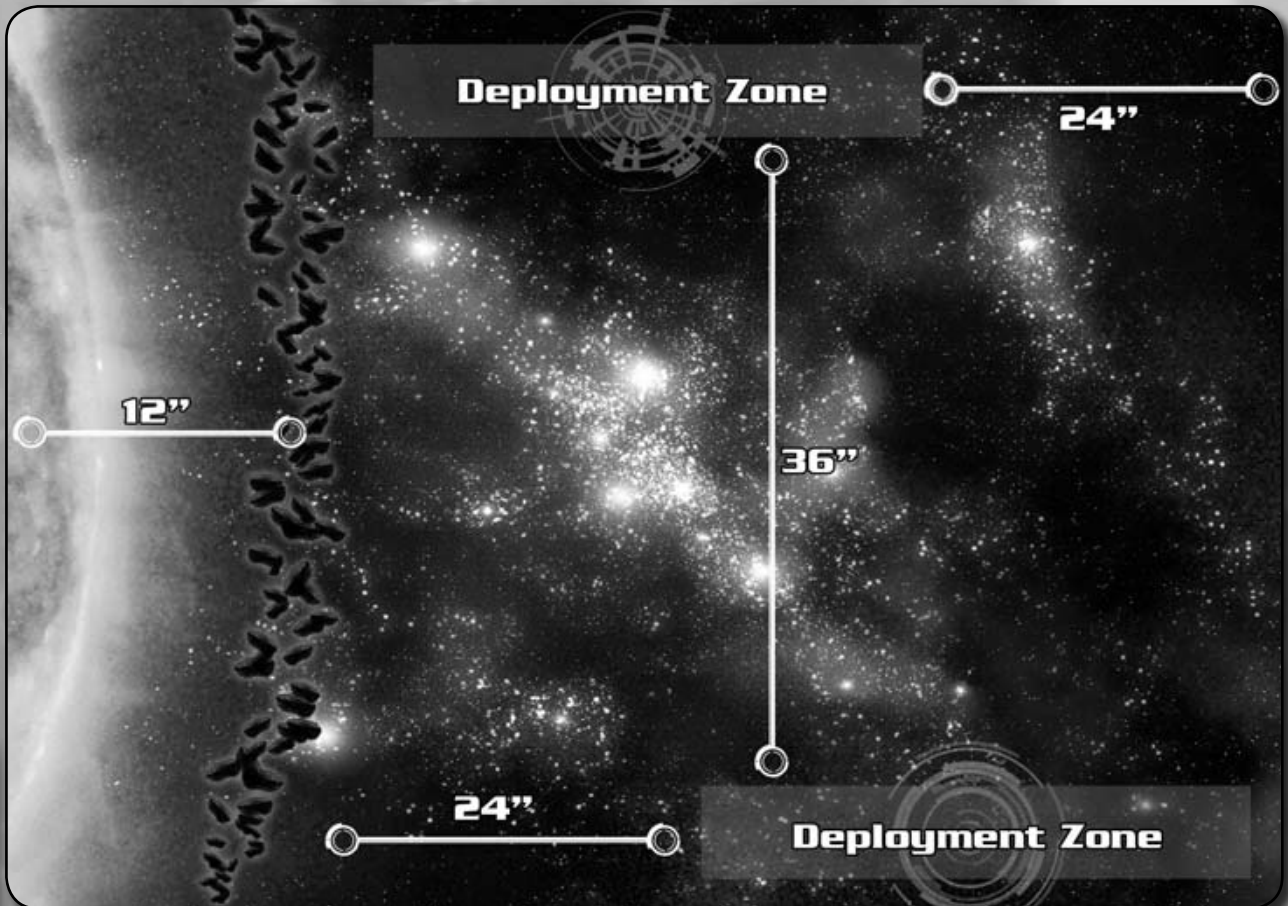
This chapter introduces a variety of new scenarios for your games, each designed to test your tactical intellect! Not all are completely 'fair', and each presents a new set of challenges. Master these battles, and you can call yourself a true master of the game.

## Gravity Well

A recent battle saw the loss of the flagship for one fleet, but distress signals have been picked up from the admiral's lifeboat. The signals are being transmitted from within an asteroid that encircles a dangerously volatile star. A rescue attempt is launched immediately, but it soon becomes clear that the enemy have picked up the signals too, and are interested in having a little 'chat' with the admiral.

**Fleets:** Both fleets have three Fleet Allocation Points.

**Pre-Battle Preparation:** Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map.



**Scenario Rules:** The asteroid field is Density 7. Any ship (not fighter flight) that is within the asteroid field during the End Phase and did not perform any Special Actions in that turn may search for the admiral by rolling one dice – a bonus of +1 is added to this roll if any friendly fighter flights are within 6" of the ship and are also within the asteroid field. On the roll of a 6, the admiral's lifeboat has been found, and he will be immediately transported to the ship.