

A Call to Arms

Babylon 5 Space Combat

The Second Battle for Quadrant 14

by Matthew Sprange

In the last days of the War of Retribution, the ships of the Centauri Republic had pushed deep into Narn space, inflicting devastating losses as they forged ahead. Realising that their position in Maroth and Quadrant 24 was untenable, the Narn military scuttled their bases and infrastructures in these systems and withdrew to Quadrant 14 in an effort to consolidate enough forces to face the oncoming Centauri. The attack came on November 19th, in the Earth Year 2259.

Jumping into the system, the Centauri's 15th Victorious Fleet, a force so far undefeated in the war, engaged the Narn's Silver Fleet in a bloody and brutal confrontation. With their backs to the wall, the Narn forces fought courageously and inflicted terrible losses on the Centauri, forcing them to retreat from the system. Bolstered by this victory, much of the Narn fleet jumped to Quadrant 24, hoping to take their revenge on a battered 15th Victorious Fleet wanting nothing more than to lick its wounds. Unfortunately, they encountered a much larger and more capable fleet from Quadrant 37 and though they defeated the outermost patrol vessels of the Centauri, they lost yet more ships in the process before being forced back to Quadrant 14 to await the inevitable response of their enemies.

Sensing victory was in his grasp, Centauri Admiral Dromo gathered his forces for a massive assault on Quadrant 14 that would sweep away one of the last bastions of Narn resistance. Drawing together the remaining ships from the 15th

Victorious Fleet along with the 2nd Triumphant Fleet, fresh from securing Quadrant 27, Dromo launched an attack designed to overwhelm the Narn defence.

Historical Note: The combined fleets of the Centauri proved too much for the Narn defenders, forcing them to fallback to Homeworld. This move forced them to abandon all Narn civilians in Quadrant 14, who were to suffer terribly under Centauri rule.

Scenario Date: 19/11/2259

Priority Level: War

Fleets: The Centauri player has 5 Fleet Allocation Points. The Narn player has 3. The Narn player may choose to purchase patrol boats, orbital space satellites and one spacedock from the Other Craft section of Book Two.





Pre-Battle Preparation: Stellar debris is generated randomly, though the only planet on the table is the one shown on the map. Re-roll any results that indicate another planet or moon is present. The Narn fleet is placed in its deployment zone, surrounding the planet. The Centauri player moves his fleet onto the table in his first turn from his deployment edge. Neither player is allowed to keep ships in reserve in hyperspace – this is a fight to the death and captains on both sides are eager to play their part in history.

Scenario Rules: None.

Game Length: 10 turns.

Victory and Defeat: The game continues for 10 turns. If by this time any Narn ships survive, the Narn player is awarded the victory – he has bought enough time for at least a few civilians to be evacuated. If the Narn fleet is completely wiped out within 10 turns, victory is awarded to the Centauri.

