

A Call to Arms

Babylon 5 Space Combat

Earth Alliance Missile Variants

by Matthew Sprange

With the development of missile racks on many Earth Alliance hulls, experiments quickly began on missile design. The advantage of standard fitting missile racks soon became clear as ships were able to vastly increase their flexibility in battle, simply by swapping the missile loads they carried on board.

Any Earth Alliance ship equipped with missile racks can swap the standard missiles usually carried with one of the variants below. Each missile rack on a ship may have just one missile type though a single ship with multiple missile racks may have a different missile variant in each rack system.

Thunderbolt flights may not use these variant missiles as they carry far smaller warheads than those used by larger capital ships.

When a missile variant is used, it will replace certain characteristics of the normal missile rack, as detailed below in its description, as well as possibly grant some special rules which are used when a ship is equipped with it. Each missile variant will retain the fire arc and Attack Dice of the original missile rack, as well as the Slow-Loading trait, if applicable.

In addition, each missile variant has an In Service date listed, which is used if players are following the optional rules in A Call to Arms for setting specific years in each battle or campaign.

Standard Anti-Ship Missile

This is the standard warhead carried in missile racks on most Earth Alliance vessels. With a long range and superior guidance systems, it is a cheap but solid weapon, particularly against targets lacking active defence systems.

Range	Special	In Service
30	Precise, Super AP	2165+



Flash Missile

A development from the standard explosive warhead of the anti-shipping missile, the Flash uses a plasma-based warhead for devastating effect. A well guided shot is capable of damaging critical systems of the largest capital ship.

Range	Special	In Service
30	AP, Double Damage, Precise	2229+



Heavy Missile

Sacrificing fuel load for a heavier warhead, Heavy missiles are typically used when fleets close range. Their massive payloads can deal incredible amounts of damage, without forgoing the normal accuracy of missile systems.

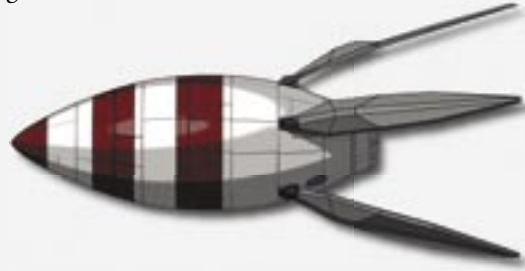
Range	Special	In Service
15	Precise, Triple Damage, Super AP	2225+



Anti-Fighter Missile

Comprising a booster rocket powering multiple, independently guided warheads, the Anti-Fighter missile gives a capital ship the ability to knock out entire flights before they can get within range to make an attack run.

Range	Special	In Service
15	Anti-Fighter, AP	2231+



Long-Range Missile

The tactical counterpart to the Heavy missile, this variant has a relatively small warhead but mounts several long-ranged boosters to its frame, greatly increasing its striking distance. Often used for long-ranged bombardment, this missile is also useful for whittling away an enemy's strength at incredible distances, long before the real battle begins.

Range	Special	In Service
40	AP, Precise	2225+



Multi-Warhead Missile

Though packing immense destructive power, missiles are extremely vulnerable to active defence systems, particularly interceptors. The Multi-Warhead missile is designed to defeat these systems, by flooding the missile's position with several warheads, as well as dozens of devices that create an identical sensor signature, in order to confuse an active defence system.

A Multi-Warhead missile will ignore all Interceptors present on a target ship. Do not roll for Interceptors against this attack.

Range	Special	In Service
30	AP, Precise	2256+

HARM Missile

Intended for use against the Minbari but passing through the development phase far too slowly to influence that war, the HARM missile specifically targets enemy sensor systems, rendering them temporarily blind with a burst of electromagnetic interference.

If a HARM missile successfully hits a target, it will deal no damage. Instead, it forces the enemy crew to make a Crew Quality check. If they score 8 or less, they fail to overcome the effect of the electromagnetic burst from the missile. This ship will count every target it attacks as having Stealth 3+ until the end of the next turn. The effects of multiple HARM attacks on a single ship are not cumulative.

Range	Special	In Service
15	Super AP	2248+