



The Torian Sector Campaign

The campaign will follow all general rules of the standard A Call to Arms campaign, as lined out in b5: ACtA main rulebook pages 78-99. The only exceptions to this are as follows:

1. The Campaign will end when a single fleet gains a foothold in the sector. This means that a single fleet must control 75% or more of the sector or when all other players decide on a final turn.
2. Those fleets that allow variable options to their ships weapons systems and craft must choose their armament for that campaign turn. You are free to make whatever changes for the upcoming campaign turn during the Repair and Refit phase of the turn, since with replacement crew come refits and rearmament. These choices will only be locked until the end of the following campaign turn, and then you are free to "re-specialize" your complement as you see fit once again.
3. Alliances are possible, but beware. You may only lend 1 FP worth of ships to the scenario. You also will receive **NO** RR for taking a new objective, nor will you loose any for the loss; you must trust your "allies" will not betray your kindness. You must of course still spend RR for repairs if necessary; however, any ships that earn Experience die may keep them.
4. If any additional scenarios wish to be played, you BOTH must agree to the scenario to be selected (online, Signs and Portents, etc).

Legend



Terrestrial Planet, Not Populated



Terrestrial Planet, Populated



Terrestrial Planet, Hospitable (breathable atmosphere)



Gas Giant



Gas Giant, Populated (on moons)



Gas Giant, Hospitable (on moons)



Asteroid Belt, Not Populated



Asteroid Belt, Populated



Inner System Comet



Space Station / Megastructure, Not Populated (automated facility, ship graveyard, abandoned, etc.)



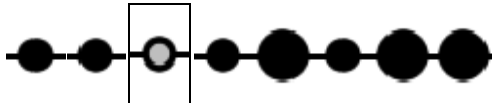
Space Station / Megastructure, Populated

Rheisa Nebula

This Strategic Target is situated in an area of space affected by heavy electromagnetic distortion and interference. Ship systems and sensors work unreliably and it is easy for ships to slip past undetected. Perhaps the result of unusual solar activity, planetary core anomalies or just an inexplicable oddity, phenomena such as this can give rise to superstitions and fears as ships drop off sensors and then never emerge from the region, though this often has far more to do with the bands of raiders and smugglers making such areas their base of operations.

Any battle fought for control of the strategic target will be affected by this electromagnetic distortion. All ships gain +1 to their Stealth score (to a maximum of 5+) or the Stealth 2+ trait if they did not have it before. This is only for the duration of the battle; they do not keep the trait afterwards, as it is a result of the local environment.

Rheisa IV



Leisure World (3 RR)

Leisure or 'resort' worlds are extremely rare but, while highly valued by most governments, are often overlooked by military commanders who fail to see them as of any particular strategic importance. A leisure world is a planet with particularly popular features for one or more races, whether it be a balmy climate, beautiful beaches or excellent leisure facilities, so that as a result the planet's primary income is from tourism and the entertainment industry. While it produces few resources of use to a military campaign, possession of such a world can be a great boon to the morale of ship crews during their periods of R&R.

A player who controls a leisure world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

A player who controls a leisure world may reroll both dice of a single Other Duties roll once per campaign turn. If this option is chosen, the player must accept the second roll and may not choose to use the results of the first roll instead.

Tigran Beltway

An unusually heavy density of asteroids and other sizeable pieces of space debris litter the vicinity of this strategic target. These might be the evidence of the destructive forces of nature at work, or perhaps are the debris left over from past conflict the torn and unsalvageable hulls of alien ships or the shattered remnants of a moon outpost.

Any battle fought for control of the Strategic Target has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris (yes, this does mean that a battle fought for control of an asteroid belt with an unusually heavy asteroid density could end up with a table near-full of asteroid fields!). The defending player will place the first and third additional asteroid fields where he likes, the attacker the second additional field. These may not be placed on top of another piece of stellar debris.

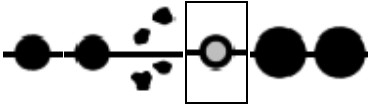
Tigran Station



Mining Outpost (10 RR)

An outpost of this kind is a facility set up to mine raw materials from a moon or asteroid where there is no justification for any larger-scale settlement to occur. Large sections of the outpost are likely to be automated. Mining outposts are valuable to any warring faction for the sheer amount of resources that they can provide and does not even require the large garrison that can be needed to keep a planetary population in line.

Lishana

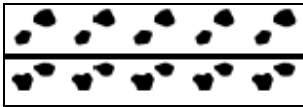


Industrial World (10 RR)

Varying from heavily-populated worlds where the inhabitants continually labor to manufacture goods and products to almost entirely automated factory complexes with a skeleton shift of overseers, an industrial world is a great prize indeed. Any power that can turn the planet's extensive resources to serve its war effort will benefit from a significant enhancement to its capability to maintain armed forces.

A player who controls an industrial world may replace ten lost Crew points for every RR spent on recruiting new Crew for a ship.

Kettalen Disc



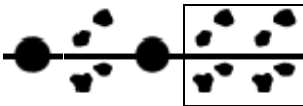
Asteroid Belt (0 RR)

An asteroid belt consists of an orbiting band of rock, ice and minerals. This form of stellar debris may be composed of asteroids of mere inches across to vast mountains with a span measured in miles. Though dangerous to try and navigate through for an inexperienced captain, the mineral deposits often draw small groups of miners willing to take the risks, and the natural hazards are sometimes exploited by raiders and military organizations to provide a hiding place for damaged vessels. Most would-be pursuers are wary of entering an asteroid belt, let alone actually capable of tracking down their prey in the shifting maze of rock and ice.

A player who controls an asteroid belt may multiply the dice rolled by five instead of three when spending XP Dice to make repairs.

Any battle that takes place for the possession of an asteroid belt has an additional d3 asteroid fields generated on the battlefield in addition to normal stellar debris. These asteroid fields are generated even if the scenario does not normally permit stellar debris. The defending player will place the first and third additional asteroid fields where he likes, the attacker the second additional field. These may not be placed on top of another piece of stellar debris.

Dro'khan System



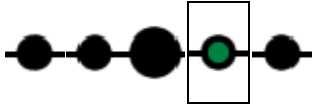
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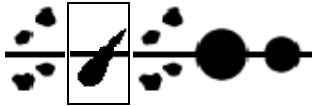
Nen'amar



Water World (1 RR)

Some planets have their surfaces mostly or entirely covered by water. Generally, planets with less than 10% of their surface area as land will fall into this category. The vast oceans of such a world can teem with life and a wealth of resources but they can be hard to begin colonization of, as there may be little or no solid land on which to build initial outposts.

Alushan I

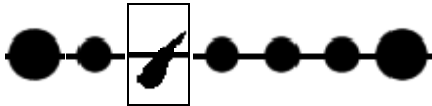


Ice-Rock Composite Comet (0 RR)

This is a normal inner system comet, composed of the usual mixture of debris and frozen gases. Its primary strategic use is to shield the arrival of jump-capable reinforcements from the eyes of the enemy.

A player who controls an ice-rock composite comet may reduce the cost of all reinforcements with the Jump Point or Advanced Jump Point traits by 10%, rounding up. This reduction may be not combined with that given for a Jump Gate or another Inner System Comet.

Alushan II

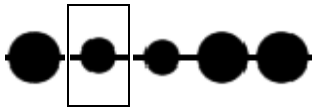


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Voss System



Molten World (1 RR)

The opposite of ice worlds, any water on the surface of a molten or volcanic world will have long since boiled away into space. Usually notable for extremely close proximity to a star, a molten world's surface is lethally hot and riven with extreme volcanic activity. The crust of such a planet is generally very unstable, with earthquakes and fresh eruptions as regular events. Despite the very hostile environment, molten worlds can sometimes be of worth to would-be conquerors of a system, as the minerals and metals vomited forth onto the surface on a daily basis can be harvested and often contain deposits of extremely rare elements and compounds. Acquiring them is, of course, extremely dangerous and unpredictable and molten worlds rarely acquire more than very small mining operations attached to them.

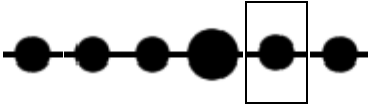
Fionna System



Ice World (0 RR)

Ice worlds usually exist on the outer fringes of a system, water worlds so far from the warmth and light of a star that they have simply frozen over. Their ice-covered surface is usually marred by cracks and crevasses and if they have an atmosphere it will be bitterly cold, making for a decidedly inhospitable environment. Nonetheless, some ice worlds have oceans and warm vents deep below the frozen crust, and potentially even ecosystems. Reaching such resources is a process rarely worth the effort.

Mor'rethian System



Barren World (0 RR)

Many dead worlds are literally just barren and sterile. They lack the basic requirements for life, sometimes entirely bereft of an atmosphere or without a drop of water anywhere on their surface. The scars of ancient wars and civilizations can be seen on some barren worlds but others have never been visited by any form of sentient life, as there is nothing noteworthy to attract any attention to them.

Hyperspace Trade Route

A trade route is not held from turn to turn by a controlling player, nor does it represent a physical location. Instead, the trade route represents the network of commerce and wealth flowing through the system, which contributes to the resource income of all factions involved in the struggle.

By choosing the trade route as a target during the campaign turn, a player is effectively attempting to exert control over the commerce, merchants and shipping routes of the system. A player targeting a trade route can be intercepted just as with any other Strategic Target.

Should a player who chose the trade route successfully win control of it, it grants an income of five RR points in addition to the usual benefits for acquiring a new Strategic Target. Furthermore, the income of all other players for that turn is reduced by two RR.

Should a player successfully intercept an attempt to take control of the trade route, they do not gain control of it. Instead, they gain a flat bonus of ten RR.

If a Raiders fleet acquires control of the trade route, the income of all other players for that turn is reduced by 1d6 RR. If Raiders successfully intercept an attempt to take control of the trade route then they gain a flat bonus of 15 RR.

At the end of the turn, the trade route returns to neutral status, uncontrolled by any player. Keeping control of the trade routes of the system requires a great deal of effort and allocation of forces on a continual basis.



Torian Sector

