

Chapter 1 : Babylon 5: A Call to Arms Movie () - Movies

*A Call To Arms () is the fourth feature-length film set in the Babylon 5 universe (not including the pilot, The Gathering). It was written by J. Michael Straczynski, directed by Mike Vejar, and originally aired January 3,*

Garibaldi rendezvous in deep space to oversee the completion of IAS Excalibur , and IAS Victory, the first in a series of prototype destroyers using technology reverse engineered from the Vorlon " Minbari technology of the White Stars. En route to the firing range, Sheridan is visited in a dream by Galen , who shows him graphic images of Daltron 7, a world destroyed by a massive attack. She is captured by their agents, and, upon revealing her credentials, is allowed to ply her trade provided she abide by their rules. In her sleep, she is visited by Galen who warns her to choose a target wisely when the time comes. During the test, Sheridan is visited by Galen in a waking dream. Galen informs him that while the Technomages will remain in hiding for another 20"30 years, they still watch the galaxy, and have learned of an impending attack on Earth by the Drakh: Galen provides him with descriptions of three individuals who will meet him at Babylon 5 to assist him, but explicitly warns him to never explain his actions or mission to anyone under any circumstances. Sheridan cuts the test short and travels to Babylon 5, where he provides descriptions to security, who quickly apprehend Dureena. Dureena turns out to be a refugee from Zander Prime, a world destroyed during the Shadow War by a Shadow Planet Killer ; she initially blames Sheridan for his inaction, but upon learning of the Drakh, realizes that they are responsible for what occurred. The team sneaks out of Babylon 5 during the night on Charon, and they travel to the shipyards and take Excalibur and Victory out to visit Daltron 7. They arrive to find the once pristine world scorched to ruin and they discover the body of the fourth member of their party, a Drazi , on the surface. Garibaldi catches up to the shipyard, and reluctantly takes Mr. Drake with him in pursuit of Sheridan. Sheridan and Anderson are approached by a small Drakh fleet, who inquire about their identities and intentions. The Drakh suddenly receive a powerful encoded message and begin to flee; Excalibur and Victory pursue them only to find the entire Drakh fleet departing for Earth. After a short battle, they escape and contact Babylon 5, informing Captain Lochley Tracy Scoggins to alert EarthGov to mobilize their entire fleet. Drake is subdued and forced to release the details of the Drakh attack fleet. Sheridan and Anderson arrive in Earth space just ahead of the Drakh fleet and organize the Earth and Alliance fleets assembled to repel the attack, and a massive battle ensues when the Drakh emerge. During the conflict, Sheridan and Anderson venture into the Shadow planet killer in search of a primary component: Anderson and his crew plow Victory directly into the control hub, and the planet killer activates prematurely. The Earth and Alliance ships escape just as the planet killer destroys itself and most of the Drakh assault fleet. However, the last remaining Drakh ships bypass the defense grid and plunge into Earth orbit, releasing a black gaseous weapon that enshrouds the Earth. On Babylon 5, Sheridan reports to Lochley that the Earth has been contaminated by a biological weapon engineered by the Shadows; experts calculate that the plague will adapt to human physiology and kill all life on Earth inside of five years unless a cure is found. Determined to save the planet, Sheridan turns Excalibur into a research vessel, armed with the best experts that can be found to search the galaxy for other races and technologies who may possess the knowledge that can lead to a cure. Galen arrives on the station to assist in the mission. The final scenes set up the basic premise that Crusade follows.

**Chapter 2 : Babylon 5: A Call to Arms (TV Movie ) - IMDb**

*According to Babylon 5 canon, the original Drakh plan had been to use the Death Cloud on Earth, and then use the plague on Minbar. However, when the Death Cloud was destroyed, the plague was the only significant weapon they had left.*

Psi-Corps Earth Alliance Early Years [ edit ] The Earth Alliance was formed in following the formation of their first offworld colony and eventually led to the formation of a global and interstellar unifying government. After a successful conflict from to , the Earth Alliance became increasingly belligerent and when confronted with the Minbari suffered their greatest defeat and came within one battle of being completely annihilated. Earth Alliance ships from this era are solid and rely heavily on plasma and pulse weaponry. Railguns and missiles are also seen but beam weaponry only really came in during the Earth-Minbari war when the Narns sold Centauri beam technology in an attempt to make money and implicate the Centauri during a conflict they wanted to otherwise stay out of. Earth Alliance ships are generally slow and cumbersome with solid defences, including innovative interceptor grids, and one of the best dogfighters in the galaxy - no mean feat for one of the newest major races. The Aurora Starfury is an unusual design and succeeds in being one of the premier fighters, coming second only to Minbari designs. An unsubtle fleet but one full of power and no lack of impetus to defeat even the most determined of foes. They were a mysterious race to all but the Vorlons - who were their mentors. And it is not until they started to form the Army of Light that they revealed themselves to talk and help other races, instead of unleashing their rage as they had done so before. Even after this there were still numerous secrets and mysteries surrounding them, some of which even most Minbari did not know of. They have three castes, several religious artifacts are triangular and the Grey Council - the leading body of the Minbari consists of nine Minbari ; three from each caste. The caste system usually works well, and is the main reason for the Minbari being so advanced. However, there was once a war between castes which nearly cost the Minbari as a race dearly. The Minbari are a very advanced race who have developed complex engines for their ships. Most of their weapons are beam weapons which can literally cut hulls cleanly and easily into two. However, it is their defense system which makes them so hard to defeat. All their ships, and even their fighters, have complex stealth systems which simply stop the enemy from targeting their ships. This is why the Minbari have lower hull scores than most - as there is rarely a weapon aimed at them that actually hits; but this does mean that if the enemy finds a way of penetrating the stealth they will find the Minbari ships easier to destroy than they might expect, but this is easier said than done and the Minbari will normally have killed several of the other fleet before this happens. Centauri[ edit ] The Centauri were known as the Lion of the Galaxy and for good reason. The great Centauri Republic was an empire to be feared and respected by all but the oldest of races. A Roman style senate leads the Centauri people and is directed by the Emperor. This system of government oversaw a vast galactic empire that the Centauri carved out for themselves over centuries. Although not fully gone, the Centauri Republic at the time of Babylon 5 was a shadow of its former glory. Many saw the beginning of the decline as the Centauri withdrawal from the Narn occupation of the 22nd Century. From this point many smaller nations including the Narn and Drazi have claimed former regions of Centauri territory and due to political infighting and disunity there has been no concerted effort to reclaim these lost territories. With the arrival of the Shadows the Centauri Republic once again made a bid for expansion that ultimately collapsed as enemies of the Shadows united against the Ancients and drove them out of the galaxy. Centauri war doctrine follows similar martial codes to the fights demanded by their system of family honour. Despite highly advanced beam technology, the Centauri make extensive use of the more explosive ion cannon and matter cannon technologies. These weapons sacrifice range for destructive power and many Centauri hunt in packs of lightly armoured but heavily armed ships, aiming to swarm larger enemy vessels before they can pick off the Centauri targets. The larger Centauri capital ships such as the Primus are dissimilar to the larger ships of other races in that they tend to provide support for their packs of smaller vessels rather than be equipped to directly take on the lead enemy ships. Narn[ edit ] The Narn are an aggressive, expansionist race with strict codes of personal honour and fervent religious beliefs. The Narn were

historically an agrarian society with little or no interest in the universe around them and lacked the technology to travel beyond their own planet. This changed with the Centauri invasion early in the 22nd Century followed by years of oppression and slavery until finally the Centauri wearied of Narn resistance and withdrew. This left a bitter enmity of the Centauri and led to the Narns rapidly carving out an empire for themselves, initially using scavenged ships but later integrating the fruits of their numerous dealings with other worlds. Eventually breaking free from this occupation the Narn emerged weakened but keen to retake their rightful place in the galaxy and were one of the founding members of the Interstellar Alliance. Narn fleets are built around brute force, being powerful yet unsubtle. A favoured tactic is the long-ranged bombardment of an enemy with energy mines before closing with their beams and arrays of lighter weapons. Narn ships are built solidly, with few active defences, relying instead on weathering the punishment inflicted on them directly. This leads to Narn tactics of long-ranged beam and energy mine salvos followed by pushing into the centre of an enemy position if possible. Poor speed and manoeuvrability of Narn ships often prevents this and many enemies attempt to stay out of range of the multiple Narn secondary weapons. The lighter Narn ships excel at bringing large amounts of firepower to bear on targets and any ship targeted by a Narn fleet rarely survives for very long.

**Abbai**[ edit ] The Abbai are a semi-aquatic race with a matriarchal and deeply pacifist society. They are fully capable of acting normally on dry land and in space too, being as physically resilient as most other species. Their history of peaceful coexistence has allowed them to develop their technology to advanced levels without the disruptions war brings about. This has also led to their adopting an approach of diplomacy over open warfare and are a stabilising influence over the League of Non-Aligned Worlds and later the Interstellar Alliance. Their fleets reflect their society and Abbai ships are as a result almost impregnable tough due to their advanced armour, shielding and particle impellers but lack the heavy weaponry other fleets possess. Lacking the support of a good fighter or heavy firepower, the Abbai often form a coordinated fleet with other races in the League of Non-Aligned Worlds. With the advent of the Drakh War the Abbai declared a holy war on the Drakh and unleashed the distinctly un-Abbai *Juyaca Dreadnought* - a ship with the sole intention of destruction of enemy fleets and ending the Drakh threat.

**Raiders**[ edit ] Raider is the name given to many groups of pirates, bounty hunters and smugglers of varying nationality. Most Raider groups consist of just a few dozen fighters and their pilots, occasionally with a small supply ship to back them up. However, some bands gain sufficient wealth and notoriety so as to purchase a large mothership and many fighters and attract larger numbers of pilots to help. Sometimes with their purchasing information such as shipping routes and being a large enough force, they can even cause significant threats to the local governments and military. The largest groups may even receive indirect support from League governments interested in disrupting local, rival nations. Most Raider fleets consist of large numbers of fighters, backed up by a few larger support ships. Most of their ships are undergunned and slow but can prove surprisingly durable. Given their commitments and limited resources, most Raider fleets succeed best when they hit suddenly, using their faster fighters, then retreat quickly before attrition cripples their expensive motherships. This tactic works well with smaller engagements although due to a lack of warships, Raider commanders would do well to avoid larger conflicts.

**Drakh**[ edit ] The Drakh are a secretive race and were dedicated servants of the Shadows until they left the galaxy in . Their plans were on two main levels, one an underground campaign of infiltration on Centauri Prime and the other, a more open war on the Earth Alliance and the Interstellar Alliance. They attempted to unleash a Shadow Planet Killer on Earth itself but were foiled at the last moment see *Babylon 5: A Call to Arms* movie and instead unleashed a deadly Shadow tech plague. Their legacy continues and their secretive nature makes them a very difficult opponent to defeat. Drakh ships are based upon Shadow technology and are highly advanced. Their ships carry deadly beam weaponry that causes great damage but generally lack the range of other fleets. However, their strength lies in numbers and it is a common sight to see Drakh carriers unloading hordes of Raiders to swarm and overwhelm their enemy. Individually these ships may be weak, but in packs a wise enemy must scatter the Drakh forces before they can form up and present an impenetrable wedge of ships.

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### Chapter 4 : Babylon 5: A Call to Arms - Wikipedia

*Babylon 5: A Call to Arms is a Action, Adventure, Drama, Science Fiction film released in and directed by Kate Lewis, Michael Vejar, Tracy Yates with a runtime of 94 minutes.*

### Chapter 5 : Babylon 5 War Games for sale | eBay

*Five years after the events of the Babylon 5 series, a technomage named Galen predicts an imminent attack by the Drakh, the old allies of the Shadows. Through dreams, a thief, a captain, and a president are brought together to head them off.*

### Chapter 6 : Babylon 5: A Call to Arms () - Movies | Free Watching Movies Online

*A Call to Arms is the fifth of six Babylon 5 TV movies. It is set in the year , five years after the founding of the Interstellar [blog.quintoapp.com](http://blog.quintoapp.com) TV movie serves as a pilot to the short lived spin-off series Crusade.*

### Chapter 7 : Babylon 5: A Call to Arms (TV Movie ) - Full Cast & Crew - IMDb

*""^Babylon 5: A Call to Arms ~~""^Babylon 5: A Call to Arms ' () ~-Â»\* ~:W.A.T.C.H. in.H.D.:Â»Â»[[[ [blog.quintoapp.com](http://blog.quintoapp.com) ]]]Â«Â«:~++~ Subscribe on #.*

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*Watch Babylon 5: A Call to Arms, Babylon 5: A Call to Arms Full free movie Online HD. Five years after the events of the Babylon 5 series, a technomage named Galen predicts an imminent attack by the Drakh, the old allies of the Shadows.*

### Chapter 9 : Watch Babylon 5: A Call to Arms Online for Free | The Putlocker

*Synopsis: Watch Babylon 5: A Call to Arms online free. In Babylon 5: A Call to Arms Putlocker Full Movie, Allies of the Shadows seek revenge against humanity. This movie sets up the series, "Crusade," the sequel to "Babylon 5."*