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OCTOBER
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announcement!
EXCLUSIVE PICTURES & REPORT

Artwork: HOLGER BARTON

OCTOBER 2001

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Fleet Action: AoG finds its Turning Point

An introduction to the Turning Point universe, from Agents of Gaming

TWO HUNDRED years from now, humans have expanded into all corners of the solar system. Outposts and colonies can be found on every planet and many moons and asteroid belts. Efforts have even begun to farm the vast riches hidden with the Oort cloud which encircles the solar system.

Travel within the solar system is made possible through the use of highly advanced impulse magnetoplasma drives. The drives, generally known as Traverse Drives, propel the ship to incredible velocities, nearly .1% the speed of light - or from the Earth to the Sun in 5 ½ days. It would take approximately 28 ½ days to travel from Earth to Jupiter assuming the two planets were at an optimal point in their respective orbits. The difficulty with these drives is that when a ship is traveling at these speeds, maneuvering is not a real option.

The power requirements for these engines, however, is immense. For a long time they were simply not feasible for anything larger than a satellite. However, the discovery of a new element, known as Trilithin, changed that. Trilithin is a key component of the fusion power systems ships and stations utilize on a daily basis. Without it, the control rods used to control the fusion reaction would be impossible to manufacture. In addition, this element is vital in many advanced applications including the all-important Oran Rings that are a modern economic necessity.

Oran Rings are massive ring-shaped devices arranged in a linear formation. They are used to accelerate and decelerate cargo pallets to incredible velocities, almost 1% the speed of light. Placed at strategic points throughout the solar system, the Oran Ring stations act as a massive shipping transit system for bulk solid cargoes. Without them, mass shipping of resources such as iron and copper would be much more expensive, difficult and time-consuming. These rings, however, do have limits. Tugs eventually take the cargo pallets from the rings to their final destination.



Command
Deck

By DIOGENES

After a year of questions over exactly what path the much-needed revision of Fleet Action would take, Agents of Gaming have finally provided us with a street map.

Plans for a fan-generated Fleet Action Compendium appear to have collapsed. AoG was obviously left in a hole. How do they dig what is such a promising product out of such a morass?

The answer they have adopted is to go generic. To create their own stand-alone universe - and thus a stand-alone mechanics sourcebook that can be used as the basis for multiple universes and licences. From the fiction, introduction and Q&A sheet submitted to Babcom, AoG has obviously put a lot of effort into this project. But B5 has not been abandoned.

AoG has committed themselves to a comprehensive B5 compendium as one of the first releases under this new system.

But we can only wait and see what the future holds for the B5/AoG partnership.

A number of nations have major stakes in the solar system. Key players - the most powerful nations - are the United States, European Union, Great Britain, Australia, Russian Federation, Indian Republic, Nippon Empire, South American Federation and the People's Nation of China. The sizes of their fleets vary, with the European Union having the largest (and the most powerful economy). The United States, however, enjoys control of over two-thirds of the Trilithin deposits that have been discovered.

The Turning Point Universe is not static. The story will evolve, building up to a point that will forever alter the course of human history. As it is said:

"Every once in a while a single event can change the course of human history - that event is about to occur."

* * *

**EUStation Main:**

This is an image of the European Union's primary military base in the Saturn system (though the planet in the background is wrong). It is large enough to internally dock 5 heavy cruisers and externally dock up to 5 more destroyer class ships.

Geon City, Mars - March 23, 2193

The whistle of the club had the perfect sound one would expect of the perfect swing. Like a Screamer missile, the club head unerringly followed its path to the ball. A clean crack was clearly heard by the pair of men standing in the T-box of the 18th hole. The ball flew straight as an arrow down the 750-yard fairway. Both men watched until the ball vanished from sight, then focused their view on their respective eyepieces, watching the readout show the shot's progress. Seconds later, the ball landed in the center of the fairway, 390 yards from the tee. After one large bounce and several smaller ones it finally settled mid-fairway 435 yards away.

Rear Admiral Sam Granston smiled and turned to look at his partner, Jordan Escalle. A tall man, measuring in at almost six-foot four, the Admiral was generally considered handsome. His hair

The following story is an introduction into the world of Turning Point, the new storyline being created by Agents of Gaming. The Turning Point Universe will be at the forefront of FLEET ACTION 2, the sequel to AOG's breakthrough fleet-level combat game.

was a dark brown, without a trace of white, and looking at him, one would not realize he was almost 70 years old. He held the position of Senior Director of Interests and was ultimately responsible for European Union interests on Mars. "Think you can top that, Jordan?" he asked wryly.

Smiling back, the Frenchman selected a club from the auto-caddy and moved with confidence to the tee. Sam took up a position behind Jordan to better view the ball's flight. With very little preamble Jordan's club swung up, then down

rapidly on the ball. Once again, the satisfying crack was heard as the ball shot down the fairway. Seconds later it came to a rest almost 450 yards away.

With a grin, Jordan replied, "I'd say yes, I can do better, my friend. In fact, I'd bet you I can birdie this hole if I thought there was any chance of collecting on it."

Placing his hand over his chest as though in pain, Sam replied, "You wound me, Jordan. When have I ever given you reason to doubt my integrity?"

Laughing, Jordan simply answered, "Remember the last round, you still owe me for that. Of course, as I recall, you were called away suddenly." Suddenly more somber, he continued, "Seriously though, Admiral, this will be the last round of golf we will be able to play for some time."

Sam cocked his head to the side as the auto-

caddies began rolling down the fairway towards the balls. "How's that? You leaving all the sudden? You told me last week your position at the colony had been made permanent; that suddenly change?"

"One could say that." Turning to face Sam fully, Jordan continued. "Look, Sam, something is happening. I don't know what, but it scares me. The news was delivered to me yesterday. I leave Mars tomorrow. There's more, though. The message was delivered to Admiral Jordan Escalle. I've been reactivated. This round of golf is my last act as a civilian, and even I don't know why yet. I just know it scares me."

"What scares you? Things have never been better. Tensions between the US and the EU haven't been this low in 20 years. You guys having problems with Nippon again or should I get worried?"

Jordan was silent for moments before answering, "No, don't worry about it; just my imagination working in overtime. I've probably said more than I should anyway. Let's finish this hole. I've got some final preparations to make before heading offworld."

Jordan did indeed birdie the hole, but there was no celebration. Sam wished his friend good luck in whatever awaited him, then climbed into his transport and headed home, his mind going over the last thing his friend said to him - "I just know it scares me."

Setting his car on auto drive, Sam sat back and mulled over the possible implications. Jordan had been a civilian for over 10 years, having retired when his group, the 3rd Battle Fleet, was dissolved following the accords of the Hermes Treaty of 2183. The treaty had been enacted between the United States and European Union in an effort to improve relations between the two superpowers and reduce or eliminate any future incidents between the two militaries. It had followed a clash between the two powers over control of a number of Oran Ring logistical points. Both sides had reduced their overall battle fleets by almost 50% over the next five years. Sam's own command, the 1st Jovian Fleet, had seen a significant reduction in capabilities.

It had worked. Since the treaty's inception, the reduced tensions had allowed the US to redirect its energies and budget to research and development as well as expand their Trilithin mining operations. The economic power of the US had steadily been growing and was beginning to rival that of the European Union, a feat the US had not been able to achieve in almost 100 years. This newfound economic muscle had allowed the US to intensify its efforts in curtailing the smuggling and drug operations of the South American Federation, as well as make great strides in more humanitarian efforts across the system.

Jordan's reactivation could mean the European Union was reassembling the 3rd Battle Fleet, though it would be a clear treaty violation. Of course, it could be for any number of other reasons. Jordan was well respected by the governments of both sides and they could just be wishing to draw on his expertise in any number of areas. Intelligence had been pointing to a major

This is an image of a Powell class heavy cruiser belonging to the United States



reorganization of the EU's military structure. If this were true, Jordan would be the natural choice of Europe's leadership to mastermind the reorganization. But if this were the case, why wouldn't they have told Jordan rather than keeping him in the dark? Finally, unable to make sense of the limited information he had, Sam gave up trying to read something into what may be nothing. Instead he contacted his staff yeoman.

Moments after initiating the call, the visage of Robert Hanson appeared. "Good day, Admiral," he asked pleasantly. What can I do for you, sir?"

"Robert, set me up a meeting with Admiral Perriweather for tomorrow. Also, begin quiet preparations to return to Harbor base." Robert's normally bright smile fell slightly at the mention of a return to Harbor. It was brief, but Sam noticed it immediately. "Sorry, Robert, I know this is cutting back our stay on Mars by several months, God knows I'd rather be here, but something has come up. I want to head out within two weeks."

"Yes, sir. It may be difficult to get transport within two weeks, though. I don't believe anything is scheduled for another month. I'll check civilian schedules and see what I can find there."

"No, no civilian transport. I'll get you the authorization to reroute a courier ship."

"Yes, sir. I'll contact you with you appointment time with the Admiral. Have a good evening, sir." As the image of the yeoman faded, Sam sat back in his seat going over what he would say to the Admiral the following day.

500,000 miles outside the Jovian System

An insistent beeping woke Captain Kappel from his pleasant dream. At least as pleasant a dream as one may have while being cramped in the tiny cockpit of the Krumph-class recon fighter he'd called home for the last two days. The beeping told him he was nearing the target point for his mission. Pulling out one of the drinking straws from their storage space near his left thigh, the captain took a quick swig of coffee while glancing over the instrumentation arrayed in front of him. The hot drink helped clear the remaining cobwebs from his mind as he began inputting instructions into the computer.

Outside, several thrusters mounted in various locations on the fighter fired briefly, pointing the small craft towards the Jovian system while maintaining his current vector. In the distance the large disc of Jupiter could easily be seen. Several smaller discs were also visible, including the most important one, his target, Europa. Taking care not to fire up any active systems, Kappel began focusing his camera and passive arrays on the large moon. Within about fifteen minutes he had found his target: Harbor Base.

Harbor was the headquarters of the 1st Jovian Fleet, the United States's most important fleet in this part of the solar system. It was also a major logistics and supply base for nearly all US military traffic in the region. The Jovian system itself was an incredibly valuable system, both economically and militarily for the US, being a major source of Trilithin and a good mid-point on the way further outsystem. It was estimated by many to account for nearly 35% of the annual revenue generated by the United States and was one of their most heavily protected territories.

As Kappel began recording, he studied the images as they were repeated on several displays. The 1st Jov could be easily seen parked in stationary orbit nearby the station, many of them with worker webs built around them to assist dock workers as they performed standard maintenance and upkeep on the ships. The images were much the same as they were for the last six months. The fleet wasn't going anywhere. It hadn't gone anywhere, in force, for years now. There was no need. Why he and his fellow pilots had been making these runs every two weeks for the last six months was beyond him.

Suddenly the primary display switched from displaying what his sensors were recording to a proximity display. A pair of American Raptor interceptors were shown nearby, though it appeared they had not yet spotted Kappel's fighter. He knew, however, that wouldn't last. They were too close to miss him, even in his current passive mode. Quickly he directed the computer to kill the sensor feeds and return control of the fighter to him. After plotting a course directly away from the American fighters and away from his own carrier, Kappel activated his maneuvering jets, reorienting the fighter. As he

did so, he briefly spotted the glint of sun off something in the distance, likely as not the two Raptors. Almost immediately, the two fighters changed their course and accelerated toward the European fighter. At the same time he received a transmission.

"Unknown craft, this is Lieutenant Benning of the United States Space Force. Identify yourself and your intentions and prepare for escort."

"Yeah, right, try to catch me," Kappel said to no one in particular. As his fighter took on the correct heading he hit his thruster accelerating the fighter rapidly. Almost immediately the two American fighters accelerated in response. However, Kappel's recon fighter quickly opened the range and after a short chase the American fighters gave up. Kappel imagined they would probably hang around the region for some time and likely a couple more would sweep the area to make sure he didn't return. Not a problem. The next run wouldn't be for two weeks and would come from a different direction.

Solar Operations Command Headquarters - 24 March, 2193

Rear Admiral Samuel Granston waited patiently in the well-appointed reception office of Admiral Perriweather. John Perriweather was the Commander-In-Chief of all solar operations the United States conducted. He also held a position on the Joint Chiefs of Staff. Both had been maintained through two administrations and now he was well into a third. John was also Sam's direct boss.

Two short beeps from the receptionist's desk caught Sam's attention. The receptionist, a lovely lieutenant named Sarah O'Connor, indicated the Admiral could go in. Standing and placing his hat under the crook of his arm, Sam opened the door to Perriweather's office and walked in. The Admiral has his back to the door, admiring the view across the Martian vista. As Sam neared the desk John turned and gave Sam a big grin. Shaking his hand, John said, "Good to see you Sam. How are things going?"

"Well enough, Admiral. I always enjoy my stays here on Mars. There's nothing quite like playing golf on a low-grav world."

"I've never understood the fascination with golf, myself. You stand there and swing a club at a little ball in the vain hope it will go somewhere near a tiny hole some obscene distance from you."

"Well, you either love it or hate it. I don't think I've ever met someone in the middle."

"Would you care for a drink, Sam? I've got brandy and scotch."

"I'll take brandy, no ice."

Walking over to the mini bar, Admiral Perriweather began preparing the drinks. "Now, why don't you take a seat and tell me why you need to see me so urgently." Turning he handed the brandy to Sam and took a seat on a couch nearby the bar. Sam sat opposite him in a high back leather chair and stared into his brandy for a moment before speaking.

"Jordan Escalle has been called back to active duty."

Admiral Perriweather raised a single eyebrow

in response. "When was this?"

"I just found out yesterday. We were playing a round of golf. He told me it would be the last round we would get to play. He hasn't even been informed of why or where he was heading, only that he was leaving Mars today. Of course, I don't think he'd have told me where he was heading even if he did know."

The older Admiral took his turn to stare into his glass for a moment, "This could mean nothing. The EU may simply be calling on him to help with their imminent reorganization I've been hearing about."

"I thought about the possibility too. Thing is, he was nervous about the reactivation. If it is to handle the reorg, why keep it secret from him? It's not like the reorg is some great secret. Anyone paying attention can see that the EU is looking to do it. No, I have this gut feeling something else is going on we don't know about."

"I'll get intel looking hard into EU activity and see if we can figure out if anything unusual is up. In the meantime, keep your ear to the ground. If Jordan should say anything else, let me know."

"Actually, Admiral, I'm looking to return to Harbor Base."

"You're not due to return there for another four months, are you?"

"True, I just have a bad feeling about this. I want to take the fleet out on maneuvers. There's bound to be some cobwebs to be shook out. We've been inactive for too long."

"Expensive proposition. You're going to raise the ire of a number of key congressmen and women if you do. With the infamous level of leakage in Congress, we can hardly let them in on our suspicions until we have proof of unusual activity. Hell, some of them are talking about even closer ties with the EU. They find out you're taking the fleet on maneuvers, you're going to catch hell."

"Then I won't tell them. I'll let them find out the same way everyone else will, on SNN. Never liked politicians anyway. Hate the fact that my position forces me into that arena. Anyway, I need your authorization to borrow a courier ship to take myself and my staff back to Harbor Base. I would rather avoid civilian transport, but that's the only thing scheduled to head out that way."

"I'll forward the orders later today and have the port master contact your yeoman. His name's Hanson, isn't it?"

"Yes, Robert Hanson. I don't think he's too thrilled with returning early."

"Well, Harbor Base may be highly advanced, but it's still an orbital base with all the normal annoyances and limitations that entails. I'd always rather be planet bound. Come back by my office before you head off-world. As always, it's been good to see you, Sam."

"You too, Admiral. Thanks for the courier ship. I'll keep you posted." With that Sam left the Admiral's office and headed for home. He had preparations to make.

- End of Part 1 of Portents

Questions & Answers *about the TPU project from AOG*

Q: When will it be released?

A: We estimate next Spring, though of course this could change depending on other factors. I won't list any product information or miniature titles yet as it is too soon for that.

Q: Is this a new revision of Fleet Action?

A: Yes. The basic idea is to remove Babylon 5 from the game mechanics entirely. Needless to say, this will entail some serious changes to the way the game operates. Doing this will allow us to continue to support the Fleet Action engine even if we lose or cancel our Babylon 5 license.

Q: Does this mean you have lost the license? Or are planning to kill it?

A: Absolutely not. We still have the license and don't plan to cancel it. Even after FA2, we will continue to support our flagship game, Babylon 5 Wars, for the foreseeable future. However, the recent scare with the collectible card game has encouraged us to pursue this in such a way as to protect ourselves should the contract not be renewed (for whatever reason).

Q: What kind of changes will be made between versions?

A: We don't know all the specifics yet. Many things will be streamlined so that they aren't tied to a specific property or genre. The fighter combat system will undergo the most serious changes. I'll post more information on this in the next issue.

Q: Will this allow for crossover products?

A: Absolutely. The first supplement after the FA2 core book will be for Babylon 5, and will include FA2 versions of the ships from FA1. We'll likely offer this product for a very low price so that players of the original game don't feel ripped off by being forced to buy two books (the core one and the B5 one). In addition to this, because the mechanics of FA2 are not a licensed property, they can be used to produce supplements for other properties without worrying about crossover problems. You can imagine the possibilities this opens up.

Stay tuned for more information next month! --AOG

LEGEND OF THE RANGERS

BABYLON

Trailer review
By DIOGENES



A

OVERVIEW

A UNIVERSE rich in color, action and scope is revealed in Scifi.com's latest trailer for Babylon 5: Legend of the Rangers. But it also marks a departure from the familiar. Every clearly-seen ship in the one minute compilation of clips from the forthcoming pilot movie is new. Even the Ranger uniforms have undergone an evolution.

It is a tantalising question: Where are the Whitestars? The Sharlins?

Is there some form of copyright dispute? Did Netter Digital take their rights to B5 and Crusade down with the ship?

The only clearly recognisable element was a small grab of the Babylon 5 station itself. A few blurs may have resembled Whitestars and Raider fighters - but they equally could be something else. Even the one clearly Minbari ship - the Liandra - bundles many differences along with its familiar features.

Another apparently Ranger ship looks hardly Minbari at all - apart from its triform shape and green hull and weapons.

This is not to say I'm disappointed. Just intrigued.

So much appears to have changed - within only 5 years of the end of the B5 timeframe...

Here is what I've been able to extrapolate after viewing, and re-viewing, a download of the widescreen version of the trailer.

You can find it yourself at:

<http://www.scifi.com/b5rangers>

(A) Minbari Ranger Escort?

A ship with three familiar Minbari-style tri-wing protrusions from a bulbous central hull. But it may not be the ambassador transport Valen, as the fighters apparently attacking it appear relatively large... ..

Minbari Fighter/LCV?

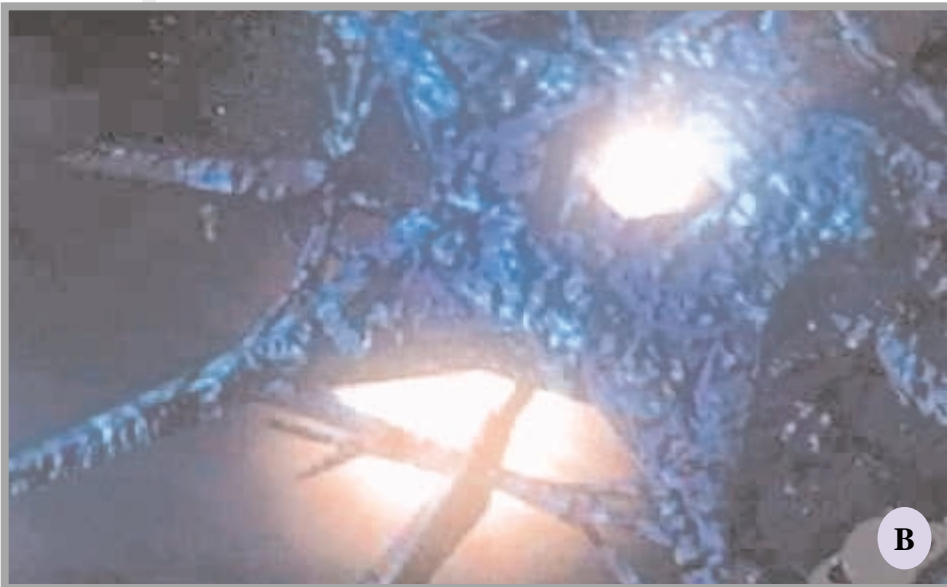
We see a brief glimpse of what may be the same escort ship engaging, and destroying, one of the attacking delta-type fighters. But it appears to be smaller than the escort, with smaller wings... It also appears to have a sheen on the fuselage that may be a cockpit. I think it is likely to be a fighter-type craft. It is shown firing green beam weapons, much like that of a Nials.

(A) Attacking Fighters:

These have the triangular look of Raider fighters. Only they appear wider (with longer wings). We don't get a good look at these craft in the trailer, but there are lots of them.

(B) Giant Space Amoeba:

Very unusual ships. And there seem to be quite a few of them. They have a basic hull of a five-pointed star, with a hole in the centre from



B



C

LEGEND OF THE RANGERS

BABYLON

which radiates a ball of energy. Their five “arms” have prongs radiating out of them, linking to each other and jutting randomly into space. The structure is almost crystalline.

At one point, an example of this craft appears to fire a large blue-white energy ball at a planet - causing damage similar to a large comet impact!. At other times, it is seen firing green-white energy balls in succession against ships, including (D)

There appears to be a second type of vessel in the same category as these ships - seen only in blurry wide-field scenes in the trailer. Smaller, with a less prominent hull section, they appear to be operating in the role of fighters.

(C) Liandra?

This may be the Ranger ship mentioned in previous articles as being the Liandra. It is a small greenish-orange ship with distinctive Minbari-like fins. It features prominently during the trailer. The ship appears to be both fast and manoeuvrable - though not as much as a Whitestar. It's weapons appear to have a good arc of fire - most likely due to the virtual-reality gun-turret. Sarah, the Ranger gunner, appears to be fighting kungfu-style, using her lunges and kicks as a means of triggering fire against targets! The weapons do not appear to be the standard Minbari green-beam. Instead, the Liandra appears to fire large red-white balls of energy from the nose in an arc that appears to only have a small “weapons shadow” to the rear of the vessel. The bridge appears to have a captains chair at the middle, with two stations for two rangers to the front and sides. The technology looks lower than a Whitestar. But the consoles have a similar curved sweep. And the view screen is a large monitor on a wall with lots of simple panels - not the viewports or holo-projections we've seen before.

(D) Mystery Ship

This large, blocky vessel is shown taking off from a planets surface - from what appears to be a landing pad in the middle of a city. For a three frame sequence, we see several smaller ships flash over the top of it - one or two of which could be mistaken for Whitestars. It has a green hull, but is very un-graceful. The bow even looks a little like that of an Omega. Whatever the big ship is, it attracts plenty of trouble. Trouble that goes in the form of the Giant Space Amoebas. In one scene it appears to be docked with one of these Amoebas - before both appear to detonate! Or perhaps it was a ramming action?

If the design wasn't so un-Minbari, I'd be tempted to think this ship was the ambassadorial transport Valen.



C



C



D

To be or not to be: what is a battleship?

WHAT is the Warlock? Is it a battleship? Is it a battlecruiser or is it merely a heavy cruiser?

This article will attempt to define whether or not the EA Warlock Advanced Destroyer is a battleship or not.

For the intent of this article, battleships and dreadnoughts even though technically they are slightly different, will be considered the same class of ship.

First of all, what is a battleship?

A battleship is the largest class of warship constructed by any race, mounting the heaviest and most powerful weapons available and heavy, if not the heaviest of armor.

These vessels usually form the core of battle fleets and are often fleet flagships.

A battlecruiser on the other hand is usually a slightly smaller vessel that mounts battleship sized weaponry (in smaller numbers) and trades armor for more maneuverability and speed.

Below is a list of criteria that can be used in determining whether key ships from a selection of races is a battleship or not:

1. **Firepower-** this is the key point to determine if a ship is a battleship. A ship may fit all the criteria listed below, but if it doesn't fit the firepower criteria then it isn't a battleship. Battleships should mount the biggest and best weapons available and it should mount them in significant numbers compared to a race's other ships. For example: if a race's heavy cruiser has four heavy lasers, then putting only four heavy lasers on its battleship is woefully inadequate. A battleship should pack the biggest punch possible (greatest damage potential). They should also be capable of fighting at all ranges, from point blank to long range and they should be capable of fighting any variety of opponents, from fighters to medium ships all the way up to other battleships.

2. **Size-** battleships are big ships and since virtually all races are capable of producing

capital sized vessels, battleships must be of capital size.

3. **Armor-** battleships should be extremely well armored and as stated previously, should mount heavy if not the heaviest armor produced by a race.

4. **Durability-** because of their size, their importance, their role and the fact that they're "lords of the battlefield", battleships should be the toughest units available. This translates into having large structure blocks that are superior to their battlecruiser and heavy cruiser counterparts.

Something that also has to be remembered is that not every battleship will be equal. One race's battleship is another's battlecruiser or heavy cruiser.

Before we examine the Warlock, we'll take a look at other battleships to see how they fit the above criteria.

Nova Dreadnought: The Nova mounts a decent number of weapons. With the exception of the interceptors, all its weapons are the versatile Medium Laser/Pulse Arrays. At the time of the Nova Beta's conception, the MLPA is the pinnacle of Earth weaponry, therefore the Nova is armed with them. At long range its firepower is negligible (due to the poor range of medium lasers), but at short and medium range, its firepower is immense, it has the potential to deliver an alpha strike unequaled by virtually any other ship in the game. To further add to its firepower it carries two squadrons of fighters.

*One nation's dreadnought is another nation's cruiser.
Technological evolution can also render yesterday's tiger of the stars a mere kitten...*

Defining a dreadnought is no easy task. Is a ship big enough?

*Does it have enough guns? What about armor? As **SCOTT MCGAFFIN** argues, the definition of dreadnought is more a matter of comparison than class of ship.*

For armor its front structure is protected by the heaviest armor used by Earthforce, unfortunately its side and rear armor is rather poor for such a powerful ship. Its structure is generally superior to period Earth vessels, although not by a lot. In fact its side structure is equal to a Hyperion's. But as with all EA vessels, the Nova possesses an energy web to lower its profile which further aids in its survivability (an ability no other battleship by any other race has). Below is a table displaying the Nova's superiority to its period counterpart, the Hyperion. Note the huge difference in firepower.

(SEE TABLE A)

In summation the Nova is a capital ship, it mounts the best weapons EA had to offer at the time and in a sufficient quantity to provide massive firepower, its armor varies from superb to merely adequate and its durability is quite good for an EA ship of its era. So yes, the Nova fits into the battleship category.

Shargoti Battlecruiser: This ship is very similar to its smaller counterpart, the Sharlin War Cruiser. Its weapon loadout is only slightly superior to the Sharlin. Its heavy firepower is actually identical, its smaller guns are slightly numerically superior and it possesses two gravity nets, unlike the Sharlin. So firepower wise it's not that superior to its junior brethren. The Shargoti also carries the same fighter capacity as the EA Nova. Its armor, with the exception of the front, is superior to the Sharlin, but it's not

TABLE A

Nova vs. Hyperion *percentages are Nova's superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
20	-	-	-	20	15	-	-	19	20	61	21

TABLE B

Shargotti vs. Sharlin *percentages are Shargotti's superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
-	20	20	50	16	14	13	13	14	20	12	14

TABLE C

Octurion vs. Primus *percentages are Octurion's superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
20	-	-	-	14	62	43	43	70	50	76	81

TABLE D

Bin'Tak vs. G'Quan *percentages are Bin'Tak's superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
20	25	25	25	25	54	37	37	74	44	92	90

TABLE E

Corumai vs. Avoki *percentages are Corumai superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
-17	-17	-17	-17	-17	50	42	42	50	48	64	63

the best armor available. The much smaller Troligan Armored Cruiser mounts superior armor all around. Its structure, though, is massive, and is far better than any other vessel in Minbari service, although not by a large amount when compared to the Sharlin. Below is a table displaying the Shargoti's minor superiority to its junior counterpart, the Sharlin. Note the small difference in firepower.

(SEE TABLE B)

In summation the Shargoti is a huge ship, possessing good armor (although not the best) and massive structure blocks. Where it falls notably short, is its firepower. Although compared to other race's battleships, the Shargoti is intimidating; it still is not that much better than the Sharlin. And firepower is a key point for battleship determination. It's the opinion of the author that the Shargoti is a battlecruiser and not a battleship as its firepower is not sufficiently superior to the Minbari main ship of the line, the Sharlin.

Octurion Battleship: The Octurion is an excellent example of a battleship. Its weaponry is numerically superior to its smaller counterpart, the Primus. And its weaponry is more varied, giving it the ability to deal with its opponents more flexibly, be they fighters, or well armored warships and at any range: short, medium and long. To further add to its flexibility are the two squadrons of fighters it carries. The Octurion's only failing is in its armor. It does not mount the best armor all around. In the front it has the best, but its side and rear armor is slight-

ly weaker. But it makes up for it in structure. The Octurion's structure blocks are noticeably superior to any other Centauri ship, thereby making this ship a very durable opponent. Below is a table displaying the Octurion's superiority to its smaller counterpart, the Primus. Note the huge difference in firepower.

(SEE TABLE C)

In summation the Octurion is an excellent battleship, superior in every way to its junior counterparts in firepower and durability. The only point it falls short of is armor, which it is merely equal to the Centauri main battlecruiser.

Bin'Tak Dreadnought: If the Octurion is an excellent battleship, the Bin'Tak is simply magnificent and is probably the best example of a battleship in the game. Its firepower is excellent, easily superior to any other Narn vessel. It carries the best weapons available and is able to cover any circumstance. Energy Mines and Ion Torpedoes for fleet bombardment, Heavy Lasers for long range firepower, Twin Arrays and Light Pulse Cannons for anti-fighter and close-in work and a powerful Mag Gun for those up close and personal situations that inevitably occur in fleet battles. Like its Centauri counterpart it carries fighters, but in a slightly diminished number. For armor the Bin'Tak is superior in that its armor, while not the same on every structure block, is superior to virtually any other Narn ship. This armor protection covers the massive structure blocks that the Bin'Tak is built with. Its structure is easily superior to any other Narn vessel and in fact is better than most other ves-

COMPARISON TABLES

TABLE F

Pshul'shi vs. Resh'kas'u *percentages are Pshul'shi superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
25	-	-	-	20	17	27	27	17	67	90	92

TABLE G

Xonn vs. Xill *percentages are Xonn superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
-	-	-	-	-	20	20	20	20	36	88	68

TABLE H

Mishakur vs. Leskrati *percentages are Mishakur superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
25	25	25	25	20	17	17	17	20	23	88	42

TABLE I

Warlock vs. Omega *percentages are Warlock superiority

Armor					Structure					Firepower (alpha strike)	
F	LS	RS	A	P	F	LS	RS	A	P	Av Dmg	Max Dmg
-	25	25	25	-	20	14	14	14	-	60	62

sels in the game with the exception of one or two other ships (the Shargoti being one of these). Below is a table displaying the Bin'Tak's obvious superiority to its smaller counterpart, the G'Quan. Note the colossal difference in firepower.

(SEE TABLE D)

In summation the Bin'Tak is probably the best example of a battleship in Babylon 5 Wars. Its firepower is large and diverse and covers all situations. Its armor is excellent for a Narn ship and its durability is superb.

Corumai Dreadnought: While the Corumai is an impressively large ship and its anti-warship firepower has the potential to be devastating, it is hamstrung by a huge power deficit. That and the fact that its anti-fighter firepower is poor, but this is a problem endemic to most Brakiri ships, especially Ak-Habil vessels. It also does not carry any fighters (but then Ak-Habil doesn't operate fighters). Armor wise, the Corumai isn't very good as the Avioki Heavy Cruiser possesses superior armor all around. Where the Corumai does excel is in its durability. It has huge structure blocks compared to the Avioki. Below is a table displaying the Corumai's superiority to its junior counterpart, the Avioki. Note the difference in firepower.

(SEE TABLE E)

In summation, the Corumai may be a battleship, but it is a very poor one. The Brakiri tried to do too much with this ship and fell on their faces. It is a battleship due to the fact that it does carry a sizeable number of heavy weapons (for

the Brakiri) able to inflict large amounts of damage and it is sufficiently massive, size and structure wise.

Pshul'shi Dreadnought: It's not a huge monster of a ship like the Shargoti and Corumai and it does not possess a massive array of guns. What it does carry is the best the Pak'ma'ra have to offer. Because most plasma weapons deliver a rather high damage yield, the Pshul'shi does not carry a huge number of them, as less are needed to destroy a ship compared to raking weapons. The Pshul'shi's firepower is easily superior to any other Pak'ma'ra ship, even the dreaded Thar'not'ak Plasma Cruiser. Its firepower is sufficiently varied for a Pak'ma'ra ship from the medium ranged Fuser to the shorter ranged Medium and Heavy Plasma Cannons. Like all other Pak'ma'ra ships, the Pshul'shi has problems when facing fighters. For armor the Pshul'shi isn't the best. While it's front armor is strong, it gets worse the farther back on the ship it goes. In fact its rear armor is terrible. But this is a problem with all Pak'ma'ra ships: decent armor up front, moderate on the sides and poor in the rear. Compared to other race's battleships, the Pshul'shi's durability isn't very good, but it is superior to other Pak'ma'ra ships, although not by a lot. Below is a table displaying the Pshul'shi's superiority to its closest smaller counterpart, the Resh'kas'u Light Carrier. Note the enormous difference in firepower.

(SEE TABLE F)

In summation the Pshul'shi is kind of an odd duck, in that it's inferior to just about every other battleship for firepower, and especially armor and structure. Compared to other Pak'ma'ra ships it is a battleship, its firepower and durability are easily superior to any other unit fielded by the Pak'ma'ra.

Xonn Dreadnought: This ship is easily a battleship. Its firepower may not be the longest ranged but it mounts the best the Vree have including two of the much-feared shredders. Its firepower at close to medium range is potentially devastating. It's easily able to deal with any sort of opponent, from fighter swarms to large capital ships. And it has weapons in sufficient numbers to be able to easily fight in all directions at once. That and the fact it has three turrets. For armor the Xonn does not have armor that is superior to its closest smaller counterpart, the Xill Battle Saucer, its armor is the same. Structure wise though the Xonn is slightly superior to the Xill although not by very much. It must also be remembered that although each structure block when compared to a battleship fielded by any other race may be noticeably inferior, the Vree are able to essentially rotate their structure. Destroying a structure block doesn't necessarily destroy what's attached to said structure block. This is a further example of Vree ship durability. Below is a table displaying the Xonn's superiority to its smaller counterpart, the Xill. Note the large difference in firepower.

(SEE TABLE G)

In summation with decent structure and armor coupled with large weapon batteries that are easily superior to any other Vree ship, the Xonn proves itself to worthy of the name battleship.

Mishakur Dreadnought: The Mishakur is a massive ship bristling with numerous weapons. Able to fight at all ranges and against all types of opponents, the Mishakur for firepower is notably superior to any other Dilgar vessel. For a ship first constructed in 2227, it is still able to handle itself quite well in the modern B5 era. To complement its firepower even more, it carries a single squadron of fighters. For armor the Mishakur is merely equal to the Tratharti Gunship. All other ships it is superior to. For structure though the Mishakur is superior to the next best ship, the Leskrati Jumpcruiser, although not by very much. Below is a table displaying the Mishakur's superiority to its smaller counterpart, the Leskrati. Note the large difference in firepower.

(SEE TABLE H)

In summation the Mishakur fits into the battleship category mainly because of its sizeable weapon loadout and how it relates to other Dilgar warships.

Warlock Advanced Destroyer: First up is the weaponry used. The two Heavy Particle Cannons are the largest weapons used by Earthforce, giving superior damage and fire control when compared to the Heavy Laser. Due to their recharge time they're pretty much "one use" weapons. To complement the two HPCs, the Warlock mounts a large array of Laser/Pulse Arrays, Railguns, Missile Racks and Standard Particle Beams. Many of the weapon systems were felt to somewhat dated but as stated in Showdowns 3, induction into the Interstellar Alliance has made these systems more feasible. Its firepower is easily superior to the EA's other contemporary main heavy warship, the Omega Destroyer. Its firepower has the potential to inflict more damage than even the Nova class Dreadnought. The Warlock's weaponry is extremely versatile (as compared to the Nova's less flexible arrays) giving it the ability to fight at any range and against any opponent from fighter swarms to fast attack ships to heavily armored warships. To further augment its firepower it carries two squadrons of fighters (usually the powerful Thunderbolt Assault fighter). For armor the Warlock is covered in some of the best the Earth Alliance has to offer. On the front it's armored the same as the Nova and Omega but its sides and rear are far better armored. And for the structure, the Warlock is notably superior again to the Nova and the Omega. And to further showcase the superiority of the Warlock it utilizes a jump drive with a delay lesser than or equal to anything the more advanced Centauri use. Below is a table displaying the Warlock's obvious superiority to its smaller counterpart, the Omega. Note the difference in firepower.

(SEE TABLE I)

In summation by comparing the overall percentages of other battleships to their smaller counterparts, it's the opinion of the author that the Warlock is indeed a battleship. It's just not the same general style of battleship that the Nova is. The Warlock follows more in the tradition of the Centauri Octurion and Narn Bin'Tak battleships. In other words it is a far more flexible vessel. Hopefully this will provide some insight into the question: What is the Warlock?

Wars of the Ancients - the missing files

This hyperspace terrain generator and a new combat sequence were omitted from the supplement for space reasons.

The authors have had them printed here (and in the attachments folder) for fans to enjoy.



Random Hyperspace Terrain

The following section may be used in any game of Babylon 5 Wars to generate a random area of Hyperspace. Roll once on each of the following charts:

Hyperspace Rapids

D20 Roll Hyperspace Rapid

1-4 No Hyperspace Rapid Present
5-20 Hyperspace Rapid Present, roll on Rapid Direction and Rapid Strength tables.

D10 Roll Rapid Direction

1 From direction 1 to direction 4
2 From direction 4 to direction 1
3 From direction 2 to direction 5
4 From direction 5 to direction 2
5 From direction 3 to direction 6
6 From direction 6 to direction 3
7 From left to right
8 From right to left
9 Roll again, ignoring 9-10. Rapid is in resultant direction for D3 turns, at which time roll on the Hyperspace Rapid chart again, accepting any result.
10 Roll again, ignoring 9-10. Rapid is in resultant direction for 1 turn, at which time roll on the Hyperspace Rapid chart again, accepting any result

D20 Roll Rapid Strength

1-3 1
4-6 2
7-9 3
10-11 4
12-13 5
14-15 6
16-17 7
18 8
19 9
20 10

Breakout



Artwork: HOLGER BARTON

By ALEX ROBERTS

(For Fleet Action)

Priority Communiqué

To: Centauri Task Force
Commander Rhys Bravin
From: Dunseny Bravin -
Head, House Bravin

Two days ago our forces took the Sorith system from the Narn.

During the fighting, the Narn command ship, the G'Quonth'Tal destroyed our own Octurian class Star of Centauri Prime.

As you well know, that ship was the command ship for House Bravin, and it went down with several members of our House's nobility.

Despite the best efforts of our forces, as well as those Imperial Naval forces on scene, the Narn battleship escaped, along with a small escort. 3 hours ago a Centauri listening post spotted the Narn force in a small, uninhabited system, making repairs.

You are ordered to take your task force and hunt down and destroy the G'Quonth'Tal.

The Narn must be punished for their actions.

The pride of House Bravin and the Centauri people demand it!

Forces:

Remnants of Narn fleet based at Sorith:

Squadron 1:

Bin'Tak G'Quonth'Tal (Narn Warleader on board) Flagship - 2 Flights Frazi
G'Quan -no fighters

2 Thentus

Squadron 2:

G'Sten - 1 Flight Gorith
G'Quan - 2 Flights Frazi
3 Rongoth

Centauri Task Force Bravin:

Squadron 1:

Centurion - Flagship



Frontline scenarios

Vorchar

2 Sulust

Squadron 2:

4 Vorchan

Squadron 3:

4 Vorchan

Squadron 4:

1 Altarian Magnus - 1 Flight Senti

2 Altarian - 1 Flight Senti each

Set Up:

All Narn ships set up on one side of the map, at speed 0, with all ships within a 5 hex radius of the G'Quonth'Tal. Centauri ships set up on the opposite side of the map, all within a 6 hex radius of the Centauri Flagship. They begin at speed 4.

Special Rules:

The G'Quonth'Tal's jump drive is currently off line. It was overtaxed during their flight from Sorith, and will take some time to repair. The Narn are thus cornered, and willing to fight like rabid dogs. Narn ships automatically pass any morale rolls made during the game.

Objectives:

Narn:

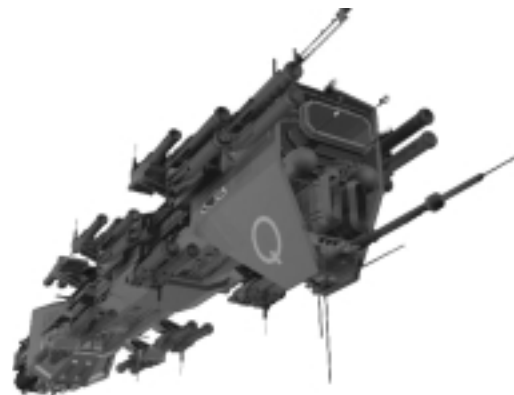
Superior Victory: Destroy all Centauri ships on the Board. The G'Quonth'Tal survives the game.

Tactical Victory: Destroy all Centauri ships.

Centauri:

Superior Victory: Destroy all Narn ships.

Tactical Victory: Destroy the G'Quonth'Tal



Destroyer:

THEN: During the early years of the 20th century, Earth's navies established a requirement for a fast and well-armed vessel capable of protecting larger fleet units against swarms of small, high speed torpedo boats.

During the course of the century this role grew into one of an all-purpose escort capable of defending against air, surface and subsurface threats. These ships also patrolled the waters around major ports and in hunter-killer groups amid the shipping lanes. Emphasis was placed on a balanced armament and high speed. They were poorly armored. The guns were almost always dual purpose (capable of anti-fighter and anti-ship). The main anti-ship armament was torpedoes. Anti-submarine weapons included depth charges and, later, torpedoes and helicopters. During the missile age these ships retained their guns for bombardment, anti-ship and anti-fighter roles. But their main armament became missile launchers, capable of firing a variety of missile types.

NOW: The ancient concept of the Destroyer being a dashing greyhound appears to have been abandoned. The definition appears to have replaced that of Battlecruiser and Battleship.

Dreadnought/Battleship

THEN: Dreadnought was the name of the first ship to fit the definition of battleship. It represented a breakthrough in naval technology shortly before World War I in combining centerline-mounted multiple-gun turrets.

Dreadnoughts were built to serve one purpose: to overwhelm the enemy by force of firepower. These huge ships were heavily armed and armored. Speed and maneuverability were rarely considerations. The object was to carry the largest possible number of the heaviest available guns in a hull capable of surviving the enemy's most powerful weapons.

NOW: The Nova-class certainly fits the ancient criteria of Dreadnought. It is a well protected hull armed with a large number of heavy weapons. It has traded speed and maneuverability for concentrated firepower.

But its successors, the Omega and Warlock classes, have been given a different designation: Destroyer. These large ships have a more balanced weapon load. They have a good variety and number of heavy weapons, supported by many dual-purpose mounts. They also carry a respectable complement of fighters. Perhaps it is this flexibility and variety in armament that prompted Earthforce to upgrade the old definition of Destroyer to supersede that of Dreadnought.



Shargotti Analysis for B5W By BEN RUBERY

AT FIRST glance the Shargotti looks like a Sharlin, only bigger. That's because it essentially is. The Shargotti maneuvers like a Sharlin, so while it has worse maneuvering statistics its 4 extra points of thrust means that it can pull exactly the same maneuvers at exactly the same speeds. Another difference is the weapons loadout. The Shargotti gains 3 extra forward Fusion Cannons and 2 aft, an extra forward EP gun, but the most important difference is the Gravity Nets. The Gravity Nets are both a boon and a curse for the Shargotti.

Gravity Nets are short-ranged weapons (for Minbari) that move the target d6 hexes when they hit. They have the same effective range as Fusion Cannons. The important part then becomes how you use them, or if you use them at all. Shutting down the Gravity Nets and EP guns gives you 16 points of power, which translates into 3 points of thrust, one point of EW, or with two rear FCs shut down, three sustained Neutron Lasers.

If you are fighting an approach battle this is a course of action you can afford to take, as three sustained NLs (4 if you shut off 6 more rear FCs) will eat through the side of most units and spend the next turn eating the primary. It may be less flashy than firing two Heavy Particle Cannons at point blank range, but it's more than the equivalent amount of damage with a quicker recharge. Don't think big guns that have a lot of crunch



Tactical Display

power are best. Whenever I've played Warlocks the vast amount of damage done was with everything but the HPCs, as my opponent was desperate to avoid those arcs and left himself open to Railguns and MPLAs.

Sustaining is certainly an option if you're using the Sharlin Spinning Turnip Retrograde maneuver. Essentially taking advantage of gravitic drive and an opponent who must fight at close range, you retrograde while pivoting. Gravitic ships can turn and accelerate while pivoting. Your opponent will gain a few hexes on you each turn, but this will be only a few hexes. You can throw him off by waiting for him to accelerate to a very high speed, and then turning. If he is EA and he's moving at a speed of 12 then only Tethys and Artemis class ships can make that turn without switching off at least all of their SPBs. Omegas can make the turn at speed 13 with all SPBs and half their interceptors off, but if he wants to gain on you and you're traveling at speed 12 then he's tied himself to only maintaining the existing distance, which will suit a Minbari player just fine. Which means accelerating and potentially being left making extended turns. By the time he gets to less than range 15 you'll have been able to squeeze off several rounds of fire (even more if you use a Gravity Net equipped ship to move his ships back the

way they came). With the Minbari you simply need to keep your opponent at range for 6 or 7 turns in order to have inflicted so much damage on him he can be picked apart at close range with the profusion of FCs you have.

And now on the use of Gravity Nets, rather than deactivating them for extra power. The GN has several limitations. One is range, as the GN has the range of a FC with worse fire control against medium ships and fighters. Another is that you cannot change the facing of the unit you move. Another is the random number of hexes you can move the target. You simply don't know how effective the weapon will be when you fire it. But let's assume you want to fire it. What do you fire it at? In the first few turns of the battle your opponent should be at range (exception to this, Ancients, as your Jammer is useless and you may as well turn it off for extra power, and to overload the defenses of Vorlon and Shadow ships you need lots of FCs as well as piercing NLs), and all you will have to fire it at will be flights of fighters. There are several things you can then do. One of them is use it to shoot ballistic armed fighters to force them back out of range. Due to the nature of ballistics you fire before movement and the basic fighter missile has a range of 10. If a flight of T-Bolts or Badgers moved to range 10 last turn simply move them out to range 11 at least and you've avoided a barrage of ballistics at the start of next turn and given your Nials an extra turn to intercept them. You can use the GN to relieve assault fighters of interceptor escorts (moving Falkosi

away from Pikitos, Sentris from Rutarians, etc). This can be done to help your Nials, which unless you are fighting Ancients or a fighter poor League race, will be outnumbered in the fighter battle. You can move ordinary flights of enemy fighters attacking your ship. This is particularly effective against plasma armed fighters, whose damage drops off to almost nothing above range 4. With other fighters you simply worsen their chances to hit (but bear in mind you also worsen yours, though at a 50% lower rate, as fighter weapons are -2 per hex and FCs are -1). But you may also want to move friendly ships using GNs. Bear in mind that while the Jammer will not count (Minbari firing at Minbari), defensive EW will. This can be useful if your opponent has centerlined a friendly ship (but is out of range of the GN himself). Other uses would be moving ships out of anti-matter shredder range (a weapon the Minbari with large profiles have to fear) and out from under a swarm of enemy fighters. This last maneuver is guaranteed to seriously annoy your opponent, particularly if you then shoot his fighters in the back with fusions and Nials.

And of course when your opponent does reach close range you can move his ships with the gravity net. While you cannot change his facing, you can move him d6 hexes in any direction, which can make a significant difference to fire arcs, and some to range penalties (particularly of twin arrays and SPBs, as every hex away is -2 or -4 to hit). The best advice is to use this to mess up your opponents carefully calculated maneuvers by shifting him 3 or 4 hexes to the left so instead of centerlining you with his 30 degree Heavy Laser arcs he now can't hit you with any of his heavy weapons.

However all of these are defensive uses of the GN. There are offensive uses. Say you're fighting Narn and your opponent has invested in some Mag Guns. You can move Narn ships and fighters into the same hex as your ships so they get flash damaged. You can also move your opponents' ships to where you think the Narn player has fired e-mines. If you have a Narn ally you can move enemy ships and fighters so a stack of e-mines lands on them. While the uses of the GN are mainly defensive there are some offensive uses for it. However the GNs on the Shargotti have to be one of the more controversial weapon choices in my opinion, as I would simply remove them and replace them with NLs for a 50% increase in laser firepower forward. If you want to use GN tactics then the Troligan is a reasonable dedicated unit. I'd also replace the EP guns with either shock cannons (which can damage ships and have better range) or molecular pulsars (better range, add a lot more bite to fighting in the fusion cannon range bracket).

The Shargotti is bigger and tougher than the Sharlin, but it is harder to use effectively, and can act as something of a bomb magnet to opposition players (though I think battleships and dreadnoughts for any race suffer from this).

* * *



By BEN RUBERY

I've often looked at the Shargotti and thought the Minbari really do need a true dreadnought design. I also thought that the Black Star, which was the Minbari flagship, should be a cut above the normal Shargotti in the same way the Grey Sharlin is better than the normal Sharlin. This is the product of my diseased mind.

Black Star: Shargotti Dreadnought



*Shipyard
Supervisor*

The Drala Fi: The Black Star is the flagship of the warrior caste and is a variant of the Shargotti Battlecruiser, equipped with the latest in weapons technology. Just as no expense was spared constructing the Grey Councils Sharlin, no expense was spared equipping the Drala Fi. The Warrior caste decided to replace the plasma nets with neutron lasers and also removed the EP guns, replacing them with the new molecular pulsar technology. This was time-consuming and expensive, but this did not bother the warrior caste, which could afford any price for a ship to display the true glory of their caste. The primary systems were more heavily armored, and the hangar bay enlarged so that five flights of fighters could be carried. The sensors are on a par with the Grey Sharlin, and are easily better than any younger races DN. The Drala Fi is often used for meetings of the warriors council, and is the Minbari flagship in times of war. Even on its own it is a match for a fleet of younger race warships or a small Ancients ship (records of Shadow Cruisers were used as a simulated opponent when design studies were being carried out). It was destroyed when Commander John Sheridan seeded an asteroid field with mines during the Earth Minbari war. A replacement has yet to be constructed.

The Drala Fi is a unique ship, only one of them may be purchased in pick up games, only one purchased in campaign games. If it is destroyed, another cannot be purchased.

(SCS is included in the Attachments folder)



INCOMM

Interstellar Alliance Standing Committee on Military Matters

THE BRIEFING ROOM

Warlock: The arguments presented to the Warlock commander were as follows:

A) Try and get in close and hammer him. If you are playing on a fixed map this is easy. If not it is much more difficult as he can execute a Kauphman retrograde and run away from you. Use your Thuds to swarm him and knock down his big guns, then he has to close with you to win the fight. (Ko'Doth).

B) If the Thunderbolts have missiles, use them as fast as possible. Nials are nasty, especially if they play defensive. Once out of missiles, you dodge around and hope you can get off good shots on the Sharlin. (Agnostic).

C) Keep the Warlock at midrange. Out of range of the Fusion Cannons, but in enough range to use the Warlock's mid-range weapons. Force the Sharlin to have to pick between you and your fighters. (Agnostic)

D) Utilize specialty missiles like chaff and heavies. Don't waste points on Harm's. You will end up at point blank range with the Sharlin as it can't out accelerate you (even retrograding). Defensive EW will be very important and pray he wastes time and energy going for sustained fire, the charging up will cut his defensive fire and ensure no offensive fire against you. (Alias)

E) You have to get close enough to use the -1 per 3 Guns, and then the -1 per 2 guns. Unfortunately, if you're in range to hit him at -1 per 2 vs. his Jammer, he can hit you with his fusion cannon (at -1 per 1). (Alias)

F) Hang back out of range of the Fusion Cannons until after the Heavy Particle Cannons and a volley of missiles have gone in. Try to strip off some of his weapons, meanwhile he's ripping off your nose. After your Heavy Particle Cannons are gone, he has equal or better range with all his guns. I say you may as well get in there right beside him and give him broadsides with everything that will bear. (Neuromancer)

G) Do not shut down almost all your weapons to get a high EW rating, unless confident you can get

them back up again before the Sharlin gets there. The Sharlin has a higher EW than the Warlock has, even after the Warlock shuts off everything but the HPCs. The Sharlin may have a profile like a barn, but the Jammer makes up for that at longer range. So little will be gained by doing this.

H) Generally keep your own

against cap ships with lots of FCs and Twin Arrays. (Alias)

J) Firing sequence - first missiles, then STBS, then LPAS followed by HPC and finally last is the railguns. You want those railguns to be eating at juicy primary systems. (Alias)

Sharlin: The arguments presented to the Sharlin commander were as

B) Try to dance around at longer range. Use the Jammer and Neutron Lasers as they are meant to be used, to smack the upstart around without him able to even touch you in return. Remember: 32 hexes - NL -8 to hit. 32 hexes - HPartC -22 to hit. (Neuromancer)

C) I would keep the fighters on the defensive. If the EA fighters come close enough to engage without serious risk of AF fire from the Warlock, the fighters should engage them. But do not risk the fighters dying pointlessly to the Warlock's guns without ensuring the death of the EA fighters. EA fighters will make the Sharlin's life very difficult without Nials or Tishats to oppose them. If the range between the warships closes, the Minbari fighters should take out the EA fighters first. The Fusion Cannons should only go after fighters if there is a chance that too many will survive the Nials and Tishats. Otherwise those d10+9 weapons should be blowing holes in the Warlock. (Neuromancer)

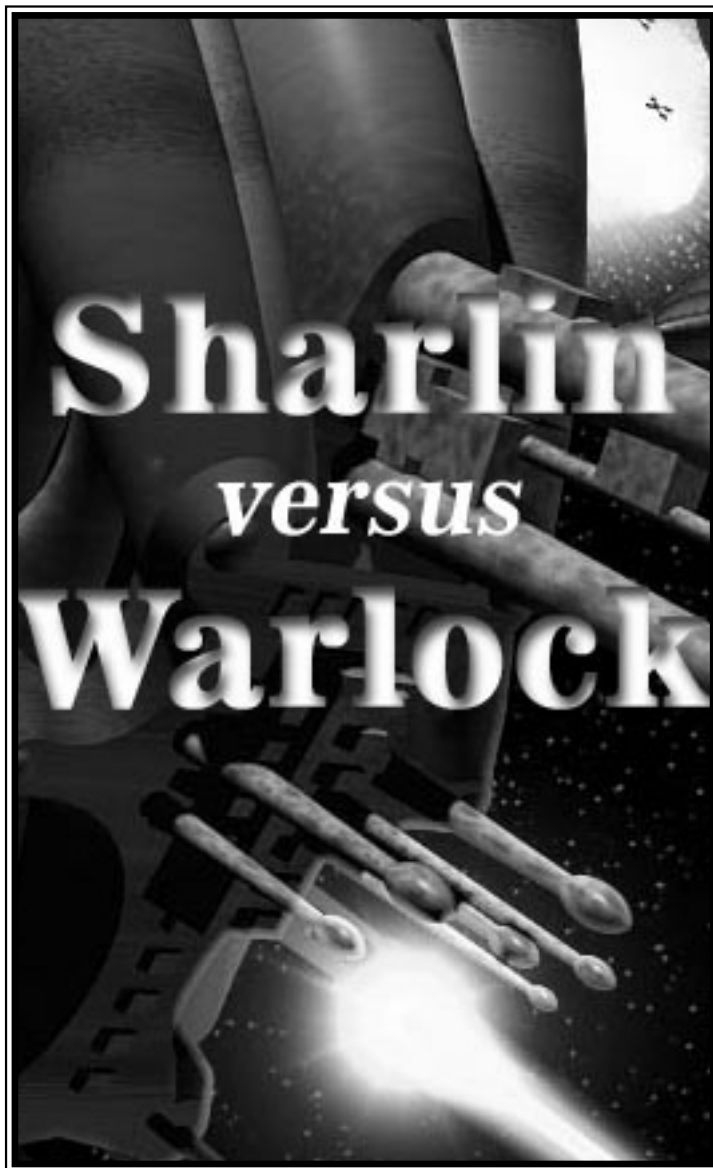
D) EW should be used carefully. A mixture of OEW, DEW, and CCEW as necessary. Remember though, that at longer ranges he cannot even touch you, so you may as well go all OEW and blow his face off. But as the range closes, shift more and more to DEW, and CCEW if his fighters are being heroes. (Neuromancer)

E) When you have fighters in range of your defensive weapons shoot at the Thuds not the Starfuries. Starfuries are Nial bait. Thuds can inflict serious damage. (Alias)

F) Some people say go piercing I usually say go raking. Piercing is a damage mode that can be effective but its even more effective to rake off the forward section of an Earth ship so you eliminate their big guns. (Alias)

G) Fire by sequence. Fire Fusion Cannons first - then Neutron Lasers so that your Fusion Cannons strip off excess systems and leave you with structure for your raking attacks. (It also helps reduce the structure of other systems as well) (Alias)

H) Nials should always avoid in hex combats as it throws away the Jammer benefits which you paid for when you bought it. Conversely, attacking fighters

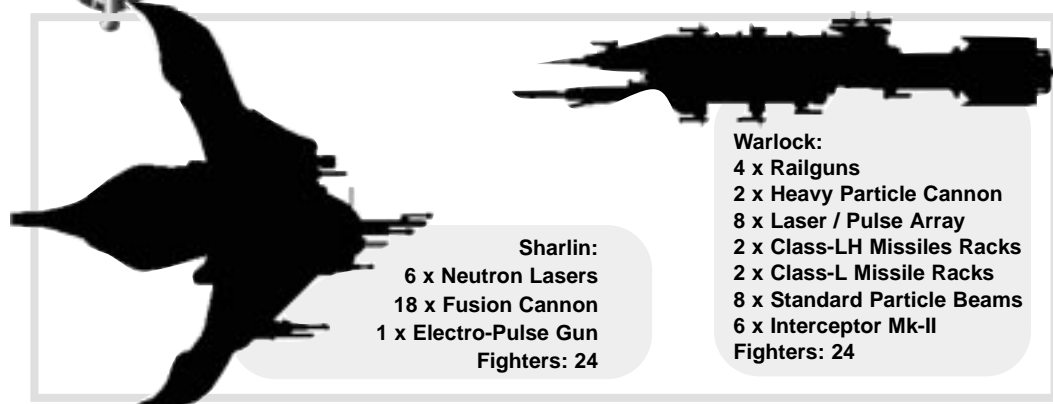


fighters in range of your own guns. That way he either has to come out to get your fighters (and you can get his), or all the fighters sit around until the close-in battle starts, whereupon everybody has to decide who to shoot at. (Neuromancer)

I) Chaff missiles are an Earth player's best friend, the -3 to hit applies to all targets the ship hit with it aims at essentially improving the survival of your fighters

follows:

S) The Sharlin doesn't ever want to close the range - unless the Warlock shuts down most of his weapons for EW, and the Sharlin can get within 10 hexes before the weapons recycle. If the Sharlin gets next to the Warlock, and the Warlock has few if any weapons left to hit the Sharlin with, the Sharlin's Fusion Cannons and Neutron Laser will rip the Warlock in half. (Neuromancer)



Sharlin:
6 x Neutron Lasers
18 x Fusion Cannon
1 x Electro-Pulse Gun
Fighters: 24

Warlock:
4 x Railguns
2 x Heavy Particle Cannon
8 x Laser / Pulse Array
2 x Class-LH Missiles Racks
2 x Class-L Missile Racks
8 x Standard Particle Beams
6 x Interceptor Mk-II
Fighters: 24

always want in hex fights to cancel the Jammer. Also, as you have low flight numbers use the individual fighter to hit option. (Damnation) I) Having fired the Neutron Lasers, switch them off for extra defensive EW. The key shots in this fight will be the two HPCs. If they miss you should be able to do the Warlock. You can switch them back on once the HPC have fired as they recharge 3 rounds before the HPC. Likewise, on round one if the FC can't be fired offensively switch them off for a round and buy an extra point of EW. (Damnation)

THE BATTLE

Engagement 1 (Rroman):

Neither side used fighters, and we played on a fixed map. First turn, the Sharlin coasted forward at a speed of 4, fairly split EW between OEW and DEW. Warlock is mostly defensive, but accelerates forward. I fire the 4 Neutron Lasers with OK odds to hit, hoping to kill the Particle Cannons before they fire. The Sharlin gets one hit out of four, and damage a couple weapons and structure, but not the Particle Cannons. Turn two. The Sharlin turns away, trying to keep the range open. The Warlock accelerates forward with full OEW, I'm full DEW. The Warlock fires the 2 Particle Cannons - 1 hits, and mostly blows off the starboard side, a hit penetrates to the primary, hits the engine, and triggers the full acceleration critical hit. At this point, it's mostly over, as the Warlock knows exactly where the Sharlin is going to be the next turn and he can maneuver to stay on the Sharlin's damaged starboard side. The Sharlin ends up taking more primary hits, including a reactor hit that leaves it with a 15% chance of

exploding. The Warlock took minor damage to two sides.

Engagement 2 (Xeperi):

Sharlin & 15 Nials versus Warlock (4L & 2P missiles) + 12 Auroras & 12 Thuds. Floating map engagement, start speed 10, fighters deployed.

Turn 1: Warlock turtled, Sharlin went full OEW. Sharlin dropped to speed 9, Warlock turned to present the starboard rather than front of his hull. Sharlin hit with 3 NLs in piercing mode. Hit mostly structure, but got a lucky reactor hit, no critical though. Turn 2: Sharlin split 9DEW / 3CCEW, turned away from Warlock to avoid the HPCs' arcs. Huge furball with all fighters just off Sharlin's starboard side to minimize FC fire. Sharlin wiped out 6 Starfuries (Thuds were maxed on jink), lost 3 Nials in return (bad hit rolling). Thuds took out 2 FCs and half the side structure. Turn 3: Warlock went full OEW (boosted to 10 w/aft RGs offline), turned again, fired 2 L missiles, HPCs, MLs, RGs. Sharlin fired FCs defensively against the cursed HPCs. RGs missed, 2MLs + 1 HPC almost took off the side structure, but the last HPC blew the Sharlin.

THE COURT-MARSHAL

Rroman on Engagements1:

The one thing that sticks out in my mind is just how difficult it is to make a Warlock ineffective in combat. You might blow off some weapons, but the thing has so many, you actually have to blow the ship up completely, otherwise it just hangs around. In hindsight, I would almost try to go with piercing shots early to generate a mission kill by knocking out the sensors or engine.

Damnation on Engagement 2:

Turning the flank of the Warlock was a bad idea. First, it increases the to hit chance by 20%. Second, it exposes the L rack to hits. Any hit generates a 1 in 20 chance of a magazine detonation, which will ruin your day. Low odds, but why take the chance? Thirdly, your main point defence weapons, the 4 SPB were in arc. If the NL's raked them off you would become vulnerable to Nial attacks. Fourthly, the side thruster could have been damaged or destroyed. You have enough problems getting close enough to the Sharlin in order to get hits without having it move to the side you can no longer turn into and permanently taking the HPC out of arc. Fifthly, owing to the turn delay a speed 10 your going to keep holding the range open. It was not an issue in this fight, but it should have been. A lot of these potential problems were avoided by the use of piercing fire, a fire mode which hits structure most often - the chance to hit structure is always the greatest single chance on any hit table. Unless it's primary when Murphy's Law kicks in and you get the Jump engine or the Hanger instead! Plus lack of overkill means you can expend a 13 point hit killing a 4 box interceptor. It wastes a lot of the damage of the weapon. The Sharlin turning to take the HPC out of arc on turn two was good. Not turning again on turn 3 to take the side out of arc was bad. As with the Warlock, side hits are 20% easier than front/rear hits. Rear hits could hurt maneuvering but at least that side was undamaged and as you have a grav drive it is possible to get round maneuvering difficulties using pivots to reset the thrusters in play.

Archangel on Engagements 1 & 2:

This is a classic example of a dynamic fight. First, regardless of points cost, the Warlock is the better ship. The Minbari has to pay for grav drive, better sensors and all that jazz, while the Warlock has most of its points in guns and the energy web. The Warlock is more maneuverable (1/3 engine efficiency on a ship that size?), has more weapons (of better variety), and has the ability to intercept weapons without having to resort to more offensive weapons (via the interceptors). The Sharlin has to use what some might argue as its primary armament (its highly damaging fusion cannon) for that purpose. Also the Warlock can equal the Sharlin's EW fairly easily by shutting off some rear and side weapons (in fact, if you count the energy web, it already surpasses it...)

The fighters, on the other hand, are the opposite. The Nial is superior to the Thunderbolt and will probably win the fighter duel if they can keep the Thunderbolts at even a slight distance. Then they can go for strikes against the Warlock. While they may eventually die (even with the Jammer, the missile range is a good 20 hexes around the Warlock), combined with the damage the Sharlin will do, they have a reasonable chance of nailing it. The key to this fight for both sides is to use everything in combination. If the T-bolts try it on their own, they will get thrashed. The same applies, but even more so, for the Minbari. As an additional point, flying around a missile carrying ship is one of the few times Jammer equipped fighters can benefit from Jinking.

The Sharlin player's plan, as every time you play Minbari, is to not panic, and to use patience. The Neutron Lasers will seem to bounce off the monster's hide, but play it cool, try to get the rear lasers into him at least once but always maneuver for another shot with the front ones, and remember, live the Jammer... become the Jammer... The Jammer is all...

Oh and buy an armed flyer for 70 points. You'll need the extra guns.

Centauri Internus



By **HYPERION**

INTERNUS Class History: The Internus is a rare ship within the Centauri fleet.

They suffer from some sort of "bomb" envy in that they think with their cap ships that bigger is better. They wanted a larger ship than the Primus, but didn't cost as much as an Octurian, since the Republic was in decline, but due to construction over-runs and the decision to mount only newer heavy weapons aboard it made is cost 50% more than an Octurian.

They already had their Battleship, so they needed something smaller, but not as small as a Primus. The term Light Battleship didn't sit well with the Centaurum, so they called it what the most numerous large EA ship was called by, "Dreadnought." It carried no fighters, but had an impressive array of almost single-minded weapons, another thing it had



*Shipyard
Supervisor*

in common with the EA's Nova. The Nova liked only one type of weapons mount, so the Internus followed suit, though traditional Centauri doctrine stated that only having one type of weapon system aboard was a waste of space, so they installed more heavy weapons.

Not many Internus class were completed, as a ship that has this many Heavy arrays and Battle lasers has its operational limits. The lack of fighters on a ship so large also saw to its limited construction.

- <http://hyperion.mystarship.com/internus.htm>

(SCS is included in the Attachments folder)



Trek builds a universal baddy

BRANNON Braga, co-creator of UPN's upcoming Enterprise has spoken to various sci-fi magazines and websites about the Suliban, confirming long standing rumors of a new time travel oriented menace that will be appearing in the new Enterprise TV series, and possibly the Trek X movie.

"The Suliban are interesting creatures in that they're very much like humans, but they've taken evolution into their own hands. They've acquired super-advanced bio-engineering techniques, where they can basically re-arrange their DNA to do anything. More importantly, through, they're getting this technology from the distant future. They've made a deal with the Devil from some faction from the distant future, and they're essentially soldiers fighting some sort of temporal cold war. Somewhere in the distant future there are different factions on different temporal cold war fronts and different centuries. One of these fronts, obviously, is the 22nd Century. We won't for a very long time know who or why this is going on. We see this as an ongoing mysterious element for the show that we will revisit."

He adds, "What it gives us in a TV show that is a prequel and is also, to some small degree, a sequel, is that you're going to see elements of Star Trek that haven't happened yet versus elements that happened a long time ago. I can't explain it further because I haven't quite developed it yet. All I can tell you is that something is going on in the very distant future of the Star Trek universe that is affecting what's going on in the prequel universe...We just don't want to plop it out all at once, but we will certainly hope to tantalize the audience."

TrekGalaxy.com was given a few hints about the new Star Trek series' chief aliens and its plot arc. "The Suliban have subcutaneous pigment sacs, like octopi have on their skin," Braga told TrekGalaxy. "This allows them to not become fully invisible, but take on the colorization of backgrounds. It's a very imperfect camouflage. The Suliban are bald, and they have a really weird texture to their skin, and we've come up with a makeup design that is really unique and very cool-looking."

Centaurum: claw of the lion

*The Centauri Centaurum-class Battleship in Fleet
Action Converted to B5FA*

By **KEITH FRYE**

BY THE time of the War of Retribution, the Centaurum-class Battleship was considered long obsolescent, having seen its day in the battle-line against the Orieni, as well as giving good service in the Centauri Civil War of 2046-48.

Still, during the WoR, the class was found operating in the Great House Fleets, and information in Showdowns 5 suggests that Lord Refa's flagship, the Valerius, may itself have been a Centaurum.

In Fleet Action terms, the Centaurum is not much bigger than a heavy cruiser, as the nomenclature 'Battleship' has grown along with the shipbuilding capabilities of the major races. With twelve structure and two morale boxes, the venerable warrior is about equal to a modern Primus battle cruiser. However, as suits even an out-dated battle-leader, the Centaurum bristles with Twin Arrays and has a generous spread of

Matter Cannons as secondary armament. While seeing action in the WoR (mainly as an auxiliary fleet command ship or convoy escort) the Centaurum was plagued by minor systems problems. In B5W, the ship is more likely to fail its critical rolls. There are no such rolls in FA, so the following rules are suggested:

Ablated Armor: At the start of the scenario, roll a d10 for each armor rating, re-rolling "10's". On a roll of "1", reduce that armor rating by one level.

Comm Problems: In the pre-turn phase, roll a d10. If the roll equals or exceeds the amount of remaining structure, the ship drops "Out of Command". Continue to roll a d10 check against this problem in the pre-turn phase of each turn.

Sensor Fluctuations: In the pre-turn phase, roll a d10. If the roll equals or exceeds the current sensor rating of the ship, subtract one from the current sensor rating. This effect lasts until the next turn.

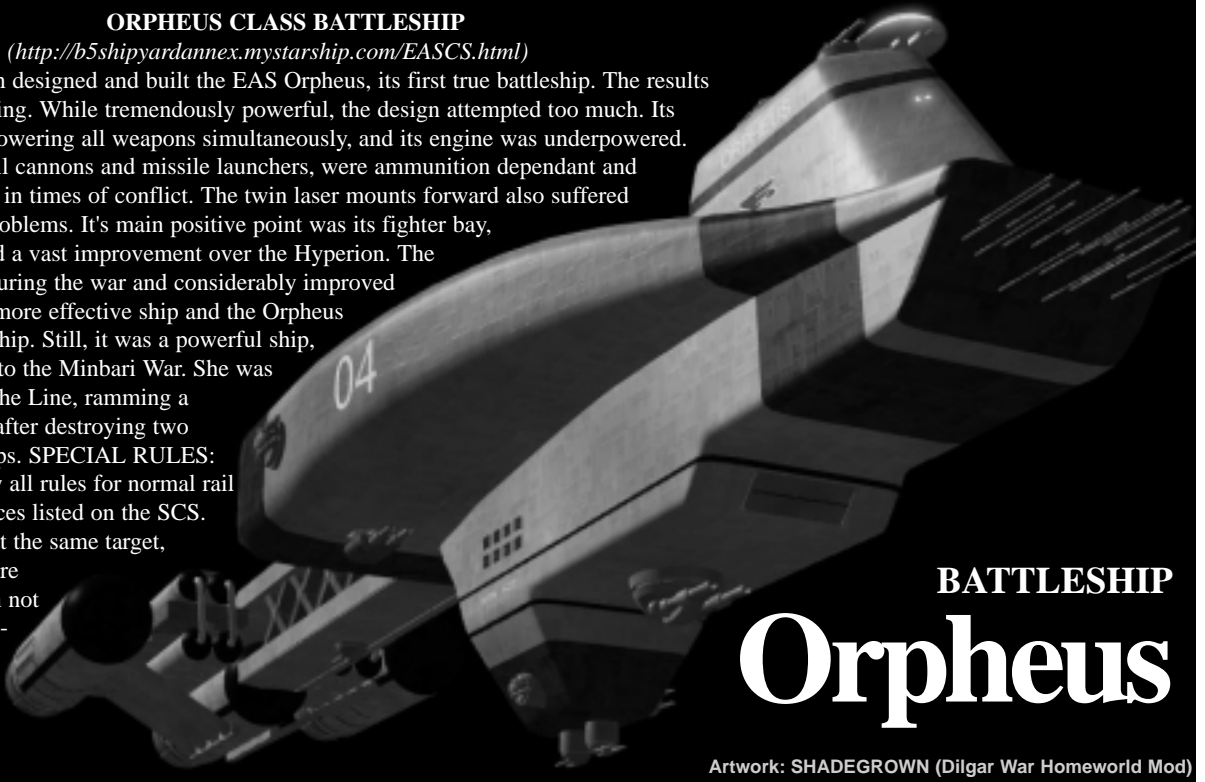
(SCS is included in the Attachments folder)

ORPHEUS CLASS BATTLESHIP

(<http://b5shipyardannex.mystarship.com/EASCS.html>)

After the Dilgar War, Earth designed and built the EAS Orpheus, its first true battleship. The results were somewhat disappointing. While tremendously powerful, the design attempted too much. Its reactor was incapable of powering all weapons simultaneously, and its engine was underpowered. Its main weapons, huge rail cannons and missile launchers, were ammunition dependant and required frequent resupply in times of conflict. The twin laser mounts forward also suffered from power distribution problems. It's main positive point was its fighter bay, designed for efficiency and a vast improvement over the Hyperion. The Nova design, introduced during the war and considerably improved afterwards, was seen as a more effective ship and the Orpheus remained a one of a kind ship. Still, it was a powerful ship, and remained in service into the Minbari War. She was destroyed at the Battle of the Line, ramming a Sharlin class War Cruiser after destroying two smaller Minbari escort ships. **SPECIAL RULES:** The heavy rail guns follow all rules for normal rail guns, save for the differences listed on the SCS. The twin lasers must fire at the same target, though damage locations are rolled seperately. They can not be powered down individually, both or neither must be deactivated. Critical hits apply to both beams.

(SCS is included in the Attachments folder)



BATTLESHIP Orpheus

Artwork: SHADEGROWN (Dilgar War Homeworld Mod)

Achilles with no heel

A FEW months after the Omega Destroyer's prototype started its final tests, Earth force asked the designers to design a much bigger ship, a heavily armed and armored battleship to be used as a flagship in EA fleets.

The design was to enter service as soon as possible so tried and tested technology should be used. three years later the plans were finished, but the situation as changed: Clark's administration was favoring a number of "black" projects, and more traditional designs were pushed aside. Rumors of advanced designs that made conventional ships like the BB project obsolete didn't help either.

The BB project wasn't without its supporters however and their pressure resulted in an order for a limited production of the class. Two vessels were commissioned the "Achilles" and the "Hector" to serve as the prototypes of the class. Outside the designers and a few traditionally minded EA offices few people had faith in the design, and it took 4 and a half years before the Achilles left for its maiden voyage. Results were encouraging and both ships performed remarkably well in fleet level exercises. Two more were ordered the "Invincible" and the "Indomitable" to keep the production line operational as word of new advanced designs like the experimental Advanced destroyer (later to become the Warlock class) circulated. Two more ships "Ajax" and "Nelson" were commissioned in 2264 and were the last ships of the class that entered service.

The ship was built using a similar level of tech to the Omega: it sports a similar rotating section, and uses Heavy Laser and Heavy Pulse Cannons

as its main armament. The only new weapon used in the design was a pair of LH missile racks that along with a pair of L-racks provide integrated missile support. Medium pulse cannons round out the medium weapons of the BB, and a large number of Particle beams and Light pulse cannons offer significant anti-fighter and close range firepower.

The large size of the ship made it possible to replace the FW and AFT interceptors with Heavy interceptors, and the addition of one Mk-2 interceptor per side.

Two spacious hangars house 24 fighters each, making the Achilles class second in fighter capacity only to the Poseidon super-carrier. These can accept Starfurries or T-bolts, and a standard practice is two full squadron of each design to be carried.

A large (and somewhat power hungry) sensor array improves slightly on the capabilities of the sensors found on the Omega.

The ship was build to withstand tremendous abuse with heavy armor and redundant systems, and special care was taken to make the thrusters (a vulnerable spot on EA ships) as damage resistant as possible.

BETA: As the building of the two first BBs, christened Achilles and Hector progressed, a slightly modified design was introduced for the next 4 ships of the class that were still nothing more than parts on their way to the production line. specifically the FW and AFT couples of Heavy interceptor batteries were replaced each by a trio of Interceptor Mk-2s that was fleet offered greater flexibility and overall firepower along with simplified circuits and maintenance. Another small change was introduced with the

replacement of the FW and AFT Light Pulse Cannons with Standard particle beams in order to simplify maintenance and give the ship a better close quarters anti-ship punch.

This second batch of ships comprised by the Invincible, Indomitable, Incomparable and Indefatigable were dubbed "betas".

GAMMA: As the last of the 6 BBs was getting ready to be launched, naval engineers started contemplating the use of the Heavy Particle Cannon on a ship. the BB was the obvious test-bed for such and undertaking and a single heavily modified ship names "sword of the Stars" was produced. In order to fit the gigantic weapons in the hull, a lot of changes were made:

A) The two FW Heavy Lasers were removed along with the FW Medium pulse Cannon.

B) The FW Heavy pulse cannons were replaced by Medium pulse cannons.

C) one of the FW Interceptors Mk-2 were removed as it interfered with the alignment of the two massive weapons that had to be place very close to fit int he hull.

D) To make room for the extensive support mechanisms of the long weapons that actually reached back towards the primary hill of the ship the two side mounted L-racks were removed as well.

No more ships of this design were commissioned, making the "Sword of the Stars" a unique ship, but the layout saw use a few years later in the Warlcok advanced destroyer project.

- <http://users.otenet.gr/~koumdros/B5Wars/SCSs/Earth/BB.html>

(SCS is included in the Attachments folder)

Hot Pursuit

Flight of the Warlock - Part 1:
By ALEX KETTLE

THIS is to be the first scenario in an ongoing series detailing the flight of the EAS Warlock, a prototype advanced destroyer at the end of the Earth Civil War.

Since these are meant to depict an ongoing series of battles, you should save your Warlock SCS from battle to battle, only repairing or reloading where indicated. If you lose your ship, start with a new one in the next scenario or try assigning damage based on the descriptions from each encounter, or even go back and try again.

For this series there is a special rule in effect: Any freighter or transport that has its main thrusters destroyed will automatically surrender (all other surrender rules as per Raiders and Privateers). The Warlock may use its shuttles to transport cargo from the freighters to the ship at a rate of 2 boxes per shuttle. For every 2 boxes of captured supplies received, the Warlock may repair any one point of damage (except primary) at the end of the scenario, prior to the next encounter. Thus the Warlock player should look out for freighters and transports in every scenario, but should always be wary of primary damage. If any structure block is completely destroyed, it, and all systems attached, can no longer be repaired.

At the end of the Earth civil war several secret projects started by the Clarke administration soon came to light. One of these projects led to the introduction of the prototype advanced destroyer, the EAS Warlock, shortly before the final push on Earth. Crewed by elite EA officers and crew totally loyal to the Clarke cause, this ship was sent out for its initial trials. Unfortunately, while the Warlock was away from Earth at a secret testing facility, the final battle was fought and Clarke's regime was toppled. The crew found themselves suddenly deep in hostile space, low on supplies (they were never intended to be on a long term mission) and without a base to return to. Knowing that they were responsible for several atrocities committed against civilians during the war they realized the noose would soon tighten. The Captain realized that Earth Force would probably come looking for them, and may discover the presence of the secret research base. Desperate to find a way to continue the fight in Clarke's name, to try and buy some time and escape the clutches of Earth Force, the Captain ordered the ship to jump for League space. Still reeling from the recent Shadow war, the League was badly weakened and a lone ship could potentially sneak through its space relatively unnoticed, even one



Frontline scenarios

as large as the Warlock. Unfortunately for them, a lone police vessel picked them up entering a jump point near Epsilon Indi, and word quickly spread. The only ship in the area, a lone Command Hyperion EAS Vigilance, was dispatched to try and slow them down to allow an EA squadron to catch up and deal with the rogue destroyer.

The chase went through several systems until the Warlock jumped into the Brakiri system of Gamma 7. Entering the system near one of the outer jumpgates, the plan was to leave Hyperspace, then activate and enter the jump gate immediately in an attempt to lose their pursuer. What they discovered was a small Brakiri convoy, waiting for the jumpgate to recharge after their heavier escorts had already went on ahead. Seeing a chance to capture some desperately needed supplies for their run, the Warlock's commander launched his fighters and immediately attacked, hoping to disable some ships, take their cargoes and escape before the pursuing Hyperion caught them.

FORCES:

Brakiri:

4 Brotrados armed transports

1 Haltona frigate

1 Halik fighter-killer

Clarke's Force:

1 Warlock Advanced Destroyer EAS Warlock-

24 Thunderbolt assault fighters, each with navigator.

The Warlock is carrying 216 fighter missiles, once these missiles are used that is it as they have no way to replenish the stock. During each scenario the player is free to equip his remaining Thunderbolts with these missiles as he see fit up to their 6 missile maximum until the last missile is used.

Earth Alliance:

1 Hyperion Command Cruiser EAS Vigilance - 6 Starfury fighters.

SETUP:

Set up the map normally, place one jumpgate in the center. Brakiri forces set up around the jumpgate at speed 0, they are waiting for the jumpgate to recharge so they may follow their heavier escorts on to their destination. This is a floating map.

Warlock and Earth Alliance players should select their jump-in points prior to the Brakiri set up - normal scatter rolls apply. Warlock jumps in on turn 1.

Earth Alliance player should roll a d6 each turn in secret, and keep a running total of the result, when it equals 15, the Hyperion CC may jump in. By keeping this total secret the Warlock player will not know what turn the Hyperion will enter until it happens. The jumpgate is on turn 10 of its recharge.

VICTORY CONDITIONS:

Brakiri: - Simple, try and keep as many of the transports alive as possible and either avoid the Warlock or escape through the jumpgate when

SCENARIO

it's recharged on turn 10.

No freighters escape = Loss

1-2 Freighters escape = Minor Victory

3-4 Freighters escape = Victory

4 Freighters and both escorts escaped= Total Victory

Warlock: You are desperately short on supplies, you need to at least take some from one of those transports, but you also have to worry about the arrival of the Hyperion. If you capture a transport do you battle the Hyperion when it arrives and hope for enough supplies to fully repair, or do you take what you can and run?

No supplies + ship crippled or destroyed = total loss, you have failed in your mission.

No supplies + ship escapes = minor loss, you have failed to capture the crucial supplies, but the ship survives, things will be lean for awhile but the mission continues.

10 Boxes worth of supplies = Minor Victory, you captured barely enough supplies to continue the battle.

From 10 up to enough boxes of supplies to fully repair your ship = Victory, you completed the raid, in spite of the unexpected opposition you have captured the crucial supplies and your ship is once again in peak condition.

Enough supplies to fully repair ship + destroy EAS Vigilance = Total Victory, you have captured all necessary supplies and crushed your pursuer, this should buy some time for you to escape deeper into League space!

HISTORICAL OUTCOME:

The Warlock came out of Hyperspace and immediately opened fire on the Brakiri escorts, obliterating both under a hail of Heavy Particle Beam and Railgun fire while the fighters disabled two of the freighters. While in the middle of recovery operations to capture needed supplies the EAS Vigilance arrived and attacked. After taking several hits from the Warlock's Laser-Pulse Arrays and Railguns the Vigilance backed off, but not before it scored heavy damage with her own Heavy Pulse Cannons. Fearing more crippling damage and not knowing how far off EA reinforcements might be the Warlock moved to the jumpgate and escaped into Hyperspace. The captain of the Vigilance decided not to pursue the Warlock into Hyperspace, having sustained heavy damage and knowing that reinforcements were days away, they began to conduct rescue operations amongst the wreckage of the Brakiri convoy.

The captain of the Warlock cursed his luck at having taken on barely enough supplies to keep them operational, but knew that he had no time to worry over it, he had yet to decide on where they would next come out of Hyperspace. It would be a dangerous proposition wherever they went now that the League would be on the look out for them, but it was necessary, they couldn't give up the dream yet, all they needed was a little time and some breathing room.

The Warlock's mission goes on.

To be continued...

Crisis of confidence: Struggle to survive the EA Civil War

By MARK WALLACE

(For Fleet Action)

In playing this scenario you will have great fun. It is extremely chaotic. Nobody knows who to trust or who is really on his or her side. Players will lie, cheat, backstab and generally have a great time! Thanks to the writers of Harpoon for the idea, Sink the Kuznetsov was a great scenario. P.S. The EAS Merlin has yet to survive!

SCENARIO

YOU can play this scenario with any number of players, around 8-10 is ideal. Each player must create an Earthforce squadron, they receive 500 pts + (1d6 x 100) pts. This will give them a point value of between 600 and 1100 to create a squadron. Any ships with a fighter compliment must take the full compliment and all Squadron cohesion rules must be followed with regards to Command Rating, etc. A Gamemaster will prepare an extra squadron that consists of a Warlock Advanced Destroyer, EAS Merlin, along with its escort vessels - 2 Artemis Frigates, the Bediver and the Tristam. The time-period for the scenario is during Clarke's regime and Sheridan's crusade to liberate Earth.

The player's brief is as follows; "You are Task Force Gamma, you are currently in training near the Military Shipyards of Luna. Be aware that renegade forces belonging to the traitor Sheridan could appear at any time, so be on your guard. The training mission will pitch roughly half of you against the other half, all weapons are on a non-live Training setting which simulates damage only."

SETUP

- Randomly place half of the players on each side of the table, allowing each player to set-up their own squadron following normal fleet deployment rules. Each player should have their first turns' orders prepared as usual, acting under orders from their own "Fleet" admiral. This will be the player with the biggest squadron, (in the event of a tie roll randomly) in their "Fleet". Turn 1 should commence as per a normal game, with both sides facing off against each other.

After movement on Pulse 2 however, things go a little wrong.

READ TO PLAYERS: "This is Captain Richard Von Muller of the EAS Merlin, I am no longer prepared to sit on the sidelines whilst this illegal government butchers innocents. I will be jumping for B5 once I have cleared the moon's gravity. I will not fire



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unless fired upon, but be warned, this vessel is capable of destroying all who oppose her. Any who wish to join me, respond. Muller out."

At this point the GM should pause the game and hand each of the players an envelope, at random. He should have pre-prepared these and each should read either

A. "President Clarke is your Commander-in-chief, for right or wrong. There is a chain of command and what Muller proposes is mutiny. You will not stand by and watch him steal the prototype for what is Earths' most advanced ship."

B. "Von Muller is right, Clarke must be opposed. Your crews are behind you. You are going to sign up now for Sheridan's crusade."

Each Squadron Commander should read their orders and return them to the GM without letting any other player see them. Place the EAS Merlin and her escorts on a table edge halfway between both "training" fleets. It will take a full pulse (pulse 3) to reset all weapons from training to "live". Any Captains who do not declare that they are ordering their squadrons to activate all weapons will soon realise their mistake, as Training weapons do absolutely no damage whatsoever.

On Turn 2, pulse 1 things will really warm up. The EAS Merlin must escape off of the opposing side of the map boards, running a gauntlet of ships as she goes. All movement and firing orders must be pre-written or they do not take place. This is especially important for the firing orders, as no one knows who is on their side or whom to trust. Movement is simple; all players roll 2d10, the highest is first and movement goes clockwise from there around the table. Normal movement for fighters, etc is followed, simply in clockwise order. Any squadron who supports the defection of the EAS Merlin may maneuver themselves to jam incoming fire, or even place themselves in the way of incoming fire as per the special ability rules in MEMA. An opposition squadron interceding does not add its jamming rating to incoming fire, as they are happy to incinerate the EAS Merlin.

The heart of the fleet, the soul of a nation

Compiled by CHRIS NASIPAK

WHEN the first battleships put to sea in the late 19th century, they were envisioned not as flagships, or the cores of cruiser squadrons, but as the main combatants: they were ships designed to stand in the line of battle. Many games disdain this role because of the huge cost of the ship, instead focusing on the limited roles of the battleship in the carrier-centric navies of the latter half of the twentieth and early twenty-first centuries.

Not everyone agrees with them, however, and you've been assigned to prove them wrong.

Toward this end, Babcom asked that you select a fleet for your chosen races with which you can demonstrate your point. We asked for a selection of ships and units (special missiles, expert officers, et cetera) with a complete cost breakdown, and a discussion of how you would use them against a cruiser squadron of similar point value.

THE SCENARIO

In the late 2260's and early 2270's, the Interstellar Alliance had just faced war with the Centauri and the Drakh. Gearing up for more integrated joint naval operations was a priority as the Drakh war heated up. A major problem, however, was how best to integrate such radically different ships, tactics, and design philosophies.

In order to work on this problem, a series of exercises was carried out to demonstrate the tactical options available. One of the most vehement arguments was over the value of the overlarge capital units commonly called "Dreadnoughts" and "Battleships". Many races had them, but used them rarely because of their expense. A competition was called to demon-

strate the Dreadnought tactics of various races and showcase these potent combatants.

Setup:

Select a 12,000-point force centered on at least four battleships (or use one of the forces listed above). See the Battle Force solicitation for other rules on designing the squadron.

To create the opposition:

Round 1: Select three elements from the list below to represent the cruiser squadrons being faced (or design your own).

Element 1 (Earth Alliance):

Hyperion-Epsilon, 2x Hyperion-Theta, 2x Artemis-Beta

Element 2 (Narn Regime):

2x G'Quonth, 2x Rongoth, 2xThentus

Element 3 (Brakiri Syndicracy):

3x Avioki, 3x Halik

Element 4 (Abbai Matriarchy):

4x Lakara, 2x Tiraca

Element 5 (Minbari Federation):

4x Tinashi

Element 6 (Drazi Freehold):

4x Sunhawk, 4x Warbird

Element 7 (Descari Committees):

3x Scorrar, 2x Rulnar

Element 8 (Balosian Underdwellers):

3x Brahassa, Lahas, 2x Krassus

Place a single standard mapsheet. The four selected elements enter from the 01xx side of the map, while the dreadnought player's fleet enters on the 42xx side. The map floats as needed. The battle ends when one player concedes, or all elements of one fleet are destroyed.

Victory conditions: Score 1 point for each Dreadnought still functional at the end of the battle, plus 1 per 2000 BPV worth of lighter ships still alive.

0: Cruiser total victory

1: Cruiser marginal victory

3-4: Draw

5-6: Dreadnought marginal victory

7+ Dreadnought total victory

Round 2: Fight against another Dreadnought force. Score each side as above, substituting 'Cruiser' with 'Opponent'.

VARIANTS:

-- Design your own cruiser elements - each should be about 3500 points and be at least 2/3 mainline cruisers, such as the ships selected above.

-- Add a third round, wherein the dreadnought squadron faces a matching 12,000-point force consisting of carriers, their fighters, and HCV and MCV escorts (build using the same rules as the DN Battle Force, but substituting 'carrier' for 'battleship')

THE RULES OF SELECTION:

1) Your total BPV allotment is 12,000 points. You may not exceed it.

2) You must include at least FOUR (4) Dreadnought/Battleship units, such as the Nova,

Bin'Tak, Octurion, etc.

3) All units must come from the same race and be available at the same time. (No mixing Hyperion missile cruisers with Warlocks, please.)

4) No fighters are available.

5) Deployment restrictions are suspended for your Dreadnoughts and Battleships, but standard limitations apply to all other units.

6) Only units officially published by Agents of Gaming in publicly available print or public playtest may be selected. No homebrews, please. (Yes, Ships of the Month are legal, except for the Battle Laser Lupa.) Ipsha and Grome selections should use the revisions as posted by Agent 1.

TF 62 (Centauri, Paul Wolf)

Task Group 62.1 "Anvil" Group

Octurion x4 (+1 EW)

This Task Group's primary purpose is to concentrate long ranged firepower on the largest tactical threat in the OpFor and eliminating them systematically. Utilizing the superior range on the Battle Laser combined with the capability to boost EW with additional power and totaling 16 forward firing Battle Lasers, this group is capable of providing sustained and accurate long ranged firepower. Placing them out of immediate reach of any but the longest ranged return fire offsets the relative fragility of these hulls.

Task Group 62.2 "Sword"

Demos x2

Haven x4

This Task Group provides a mobile, agile and effective quick reaction force. While this Group lacks long ranged firepower, it is not intended to engage at longer ranges. This group's main purpose to utilize its speed advantages to come in on the OpFor in flanking attacks taking advantage of its high initiative bonuses and maneuverability. In addition, this force can be utilized to finish off those units in the OpFor that have been crippled earlier in the battle. This force's best tactics are to utilize its numerous secondary weaponry (Twin Arrays and Heavy Arrays) to remove any remaining systems on a target unit and utilize its Matter Cannons to finish the unit off in concentrated fashion. The presence of the 2 Demos gives this group the opportunity to engage at medium (20-25 hexes) range, utilizing the Heavy Arrays rate of fire while closing on the enemy.

Task Group 62.3 "Hammer"

Centurion x4 (+1 EW)

Dargan (+1 EW)

This Task Group's function is as a fast attack group to engage selected enemy forces at long-medium ranges. Utilizing the Dargan as an EW support platform, this group should have the capability to concentrate firepower on selected targets and eliminate them from the battlefield. In addition, this force has the ability to close to medium/short range and dish out a considerable volley of Matter Cannon fire. The increased EW capacity will serve this Task Group well in performing offensive lock-ons with the capability of reserving some EW for defensive purposes. In summary, this Task Force capitalizes on the

Centauri's main strengths: Battle Lasers and strong sensors. This group is not intended to engage in close-in combat. While some units within can perform adequately at this function, the overall commander is well advised to engage at range and work to keep the engagement at long range for as long as possible. To accomplish this, the unit commanders are encouraged to utilize a slow rate of closure, retrograde tactics or even to engage in an oblique approach combined with rolling of units to ensure that charged main batteries are constantly bearing on the enemy forces. That concludes this tactical brief.

Long Live The Republic!!!!!!

EarthForce Battle Line (Gen. Lefcourt)

7 Nova DNs (Beta) 9450 pts

2 Sagittarius 1400 pts

3 Tethys 1125 pts

+ 4 L missiles 24 pts

Nothing very fancy. Use the Saggies to pummel the enemy at range while the Novas close to force him not to go too offensive. You should try to kill off the smaller ships to keep them out of the back of the DNs after the squadrons close. The Tethys should be sufficient to occupy any surviving smaller units till the Novas tail cannons can kill them off. During the approach you might try the Nova swivel maneuver as described in the Tactics Guide.

Minbari Strike Fleet (Malcolm Lu)

2 Shargotti

2 Neshatan

2 Whitestars

1 Letann Scout

The Letann would serve as a defense with blanket or full DEW for a ship. The Whitestars would rip apart any idiot who comes close to the Shargotti or Neshatans. Or, they could also be used to take advantage of the damage hole the Shargotti and Neshatan would create when they fire their Neutron Lasers. The Shargotti and Neshatans purpose is for long range sniping. The Shargotti could very well defend herself at close range thanks to over 20 Fusion Cannons... quite a good combination...

All Right, What Lunatic Invited The Dilgar? (Venlesh)

Pentacan 1:

1 Mishakur-D DN

5 Mishakur DNs

Points: 6125

Pentacan 2:

1 Mishakur DN with Exp. Helmsman

5 Mishakur DNs

Points: 5875

You have to love those Mishakurs. :-)

Pak'ma'ra Battle Squadron (Todd Boyce)

6 Pshul'shi Dreadnought 5100

1 Thar'not'ak Plasma Cruiser 775

8 Sim'sall'e Transport Cruiser 3200

1 Pla'sall'e Wave Cruiser 550

1 Sim'tor'ka Survey Transport 500

2 Urik'hal Destroyer 890

3 Tra'shu'li Armed Liner 945

Tactics: With so many ships the Pak will be suffering serious penalties to initiative, so in general, the plan would be to create large zones of inescapable plasma death. Tantamount to this plan would be to lead the fleet with the Sim'sall'e Cruisers as they will seem to be less of a threat to most opponents than the six Pshul'shi and the Thar'not'ak. Their purpose would be to spread out ahead of the core of the fleet and hinder the movement of the opponent and also do as much damage to the enemy as possible as they concentrate on the Pshul'shi in return (and they most likely will for fear of the fusers).

The escort ships (Urik'hal and Tra'shu'li) would primarily be used to tie up the enemy's lighter escorts or ambush the ships that have ballistics as a wolfpack at high speed. They could also be used to protect against flanking actions, engaging ships that try to come at the Pshul'shi from the side or aft.

The Sim'tor'ka would mostly be used in a defensive role using blanket DEW or jamming enemy ELINT ships though occasional offensive use when the Fusers and Mega Plasmas are fired might be beneficial. The Pla'sall'e would hang back and be used to tie up the short-range weaponry of the enemy ships with its Plasma Waves when the rest of the Pak fleet gets into close range.

And finally, the Pshul'shi and Thar'not'ak will form the core of the fleet and kill anything that gets in their way.

Narn Line of Death (Dean Caruna)

4 Bin'Tak Dreadnoughts 5000

Each having Engineers 88 ea

2 G'Quonth Attack Cruisers 1600

2 G'Quan Heavy Cruisers 1250

2 Sho'Kar Scouts 1140

+2 Power each 60 pts 60

4 Rongoth Destroyers 1940

1 Heavy Thentus 465

Use Scouts to use Defensive EW Screen on the fleet 1 at a time (Have 2 to make enemy use more firepower up killing them rather than the Big ships bearing down on them) until the ships get in close. The DNs and Heavy Cruisers (G'Quans & G'Quonths) fire Heavy Lasers and Ion Torpedoes at Targets of opportunity, generally advance on full DEW. Use Energy mines to target where you don't want your opponent to be or to scatter throughout enemy fleet "softening 'em up". The Rongoths and Hvy Thentus advance slightly ahead of the Cruisers and DNs on full DEW. Rongoths should aim to get into very close range so as to be able to hit a ship each with a maximum capability blast from the 2 HPCs the Hvy Thentus should aim to support or do the same to a lighter ship. The DNs and Hvy Cruisers should advance into the middle of the enemy fleet using their maneuverability and toughness to maximum effect, using stacking and covering tactics against masses of higher initiative ships.

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The League battles to find its place under the suns

Review - Showdowns 6

By **ALEX ROBERTS**

What They Say:

This book focuses on the League conflicts that took place in the final days before the Shadow War. All of the following are included; The Great Conquest March, The Drazi Western Front, Tactical Campaigns, Balosian ships, Brakiri Kam-Lassit Enterprises, Descari ships, and more Gaim ships.

Presentation:

The cover is a very nice illustration of a number of ships opening fire on an alien planet. It is entirely CG, as with most of AOG's covers recently, and very nicely done. There is some very small greyscaling on the image, but it is a relatively minor thing that does little to detract from the beautiful image.

The format within is very similar to previous Showdowns books, which is certainly to be expected. Racial sections come first, covering the Balosians, Brakiri, Descari, and Gaim. A final section covers tactical campaigns. The only real complaint that could be offered about the presentation would be the lack of art. Certainly it is understandable as commissioning art can be quite expensive, but it would have been nice to have perhaps line drawings of the ships, perhaps on their SCS's. This would help people to visualize the ships being used as they played, and is always a nice touch. Again, however, this is no different from previous Showdowns books in print.

Material:

Four races get very significant coverage in this release of Showdowns. The first are the Balosians. Showdowns 6 picks up where The Dilgar War left off, detailing their history in the intervening period between the Dilgar War and the formation of the Interstellar Alliance. 10 SCS's are provided, covering ships, bases, and fighters produced by the Balosians after the Dilgar War. Just about every base is covered as far as this race is concerned, and they make a fine addition to the current panoply of younger B5 races.

For the Brakiri, 5 SCS's are given, as well as significant background covering a new corporation, Kam-Lassit Enterprises. Largely responsible for safeguarding tourist sites as well as mining operations (among other concerns), the ships of Kam-Lassit are well thought out, and include patrol frigates and auxiliary cruisers that would be of use in protecting their assets. An additional bonus is that several of these ships are not specific to Kam-Lassit, and can be used by other corporations covered in League 1.

Although the Descari did get some coverage in Showdowns 4, along with the Balosians, that book only covered their history and ships up to the end of

the Dilgar War. Showdowns 6 gives them much the same treatment as the Balosians, covering their history and activities after the Dilgar War. Their technological development and fleet evolution is also covered, and provides 11 new ships to allow B5W players to field Descari on a relatively even footing with other players in a 2250's-2260's setting.

The Gaim are the final race covered in Showdowns 6. As much of the Gaim history was covered in League 1, Showdowns 6 instead takes a closer look at some of the Gaim activities during their development into space. Specifically their ship acquisition activities are covered, as well as the Great Conquest March, where the Gaim waged a war of aggression against their Descari neighbors. 13 SCS's are provided for the Gaim, ranging from the powerful Laska Battlecruiser, to support barges such as the Tocrat. These ships fit in well with the previous Gaim ships provided in League 1, complementing their fleet and filling gaps in their battle order.

The final section in Showdowns 6 is Tactical Campaigns. This is a very inventive section, and even if one has no interest in the races covered, Showdowns 6 may be worth it for this. The tactical campaigns section provides a method for players to generate their own mini-campaigns, instead of simply providing static scenarios. Rules are given for movement on a strategic map, as well as repair and endurance for the ships involved. Special missions are also given, allowing players to designate their fleets as "Silent Running" or on "Ambush" status. Supporting the mini-campaign rules are 2

pre-made campaigns, allowing players to reenact the Great Conquest March or one of the League Wars, specifically the Drazi's western front, where the Drazi fought the Balosians and Brakiri.

Conclusions:

Showdowns 6 has much to offer for all B5W players. For those who like the less powerful younger races, there are a number of ships that, though they certainly can hold their own, are a far cry from Minbari cruisers or Vorlon dreadnaughts. For others, these 4 league races provide a large amount of enjoyable background and historical reading that make the book certainly a worthwhile purchase. In addition, the Tactical Campaign rules, though perhaps a bit short, are a nice change from previous Showdowns books, and a very nice addition to this book. With its large breadth of material, not to mention additional ships and counters posted on the Agents of Gaming Website, just about every B5W player should find something to pique their interest in this latest addition to Agents of Gaming's Showdowns series.

