

Official-Race Variants

Babylon 5 Wars, itself, offers a great deal of inspiration for ship creation quite outside what the original show gave us. A plethora of races - some seen, others hinted at, and yet more simply made for game play - have led to a like proliferation of vessels and craft adaptable to the game's combat ethos. Previous Y2K+1, I'd never really held any interest in generating any of my own variant designs though I found fascinating any number of such as created by other players of the game. But then came Mike Walloch ... and this page is the result.

The Earth Alliance

Edgars Industries John Paul Jones class Man'o'War

The Man'o'War was born of a dream envisioned in the bad old days of the Earth Alliance's rule. From the earliest time of its inception, the Mars Colony was a fretful thing with many of its people desiring its independence. As time went by, this did not improve; for the grasp of Earth did not loosen with the proving of this child of its colonialization. The patriotic sons and daughters of the War God's Planet envisioned the day when they would no longer be under the heel of Mother Earth, and they knew that when that day came they would have to have some means by which they might protect themselves and assert their independence.

While it did not believe in the Resistance that came to characterize the Mars independence movement, Edgars Industries - a native corporation of Mars - had a long patriotic history toward its home planet despite the trappings of loyalty toward the Alliance (even during the worst of days under President Clark). Capable of the heavy industry needed to support such an effort, Edgars re-tasked engineers and shipwrights in total secrecy to begin the work of crafting a vessel for the protection of their interests and their home. Deals were struck with certain other nations, plans laid and a design settled upon, needed technologies quietly purchased. Work was begun in utter secrecy at a yard owned by Edgars, hidden within the Sol System. Then came the Civil War and the cessation of all efforts, as Edgars was swallowed in the maelstrom. The Mars Defender Project was shelved and all but forgotten as the corporation turned its attention to other more pressing issues.

It was only much later, after the reins of power at Edgars Industries had been assumed by Michael Garibaldi (former station Security Chief at Babylon Five and head of intelligence for the Interstellar Alliance), that the Project resurfaced following an audit of all the various doings and plans which Garibaldi undertook in cleaning the corporation up for his new wife and company owner Lise. A Mars patriot himself, Garibaldi saw the potential of the Mars Defender Project in more ways than one - not only for the protection of his homeworld should Earthgov reverse its position toward Mars, but also as a potential revenue source: Edgars would market its design to customer nations as a cost-effective capital warship design in the tradition of the old British Empire's various wet-navy shipyards.

Born of revolutionary fervor from its beginning, the Mars Defender was named for a heroic admiral of the American Revolution, John Paul Jones. In the same spirit as that naming, the first in class - launched quietly with only low-key media coverage from the Edgars Industries yards so as to keep worries to a minimum - was named for Jones' original ship, the Bonhomme Richard. The Richard herself was destroyed in action while defending the Earth during the Drahk attack of 228?, but the class lives on in those ships assigned to Mars' defense as well as those sisters sold off in the Export program Edgars implemented following the design's resurrection.

The design style utilized in the Man'o'War's construction harkens back to the Earth's far past as

explicitly defined by the ship's class name. During that time, old wet-navy sail-powered ships were relatively poorly armed at the bow and stern, but were capable of unleashing a broadside of fire simply devastating to its opponents. Also sometimes called ships of the line (among other terms), they would maneuver to bring their broadsides to bear to best advantage. The Mars Defender armament requirement exhibits this concept quite clearly, able to unleash powerful broadside fire from its arrays of Centauri-supplied assault lasers. These weapons were chosen specifically for their excellent range and quick-cycling fire ability, so necessary for the broadside tactics of the Man'o'War to have success. They are complemented by arrays of small particle beams forward and aft as well as a pair of Earth-technology Interceptor mounts for protection from light craft. The export version of the Defender Project is very different in its weapons complement, however, as the special import technology is licensed and allowable only for craft in the Mars force itself; the basic Export Man'o'War replaces the Interceptors with light pulse cannons, while the broadside assault lasers are removed and the mounts adjusted to accept the purchaser's native weaponry of choice. - (with Mike Walloch)

Earth Alliance Janet Reno class Advanced Destroyer

View this SCS only at your own risk. Everyone else seems to be doing them, so why not me? This is another one that was semi-inspired by some things my friend Mike Walloch said. Everything, from the name on, is designed to make a body shrink in terror. And don't worry, there's wilder and woolier in the future ...

The Centauri Republic

I was a "fanhead" fan before anything else, so it was likely only a matter of time before my attention turned to the Centauri. If there was a reason it took so long, likely it has to do with the fact that as one of the Big Four and an original race, a sheer plethora of material already exists. For myself, however, a first time for everything exists, and even the Centauri would get that much ...

Hevalli class Heavy Frigate

The advent of the heavy array spawned many efforts to put it on as many platforms as possible. The Maximus, which already sported an abundance of twin arrays, was a logical target for modification. Realizing that the ship would inevitably move in this process from being a more defensively oriented ship to offensive, it was decided to make over the weapons package completely. The forward and after twin array mounts were consolidated into single heavy arrays, while the three Guardian arrays were removed in favor of twin arrays. - (from a concept originally expressed by Eric Bruce and Mike Walloch)

The Gaim Intelligence

I seem to have found my niche in designing variants for the Babylon 5 Universe's version of Bugs. Just like with their miniatures, relatively few seem interested in the Gaim (though it may be that I simply have not looked far or hard enough in tracking down what others may have done). Be that as it may,

their ships hold my interest - mainly because the Gaim have the habit of taking other people's designs and making them their own. And so I have set out to help them expand their efforts ...

Vaoc class Fast Warship

They managed to buy Lias and Altarian hulls for conversion; continuing to press the issue with the Centaurum. Gaim diplomats managed to persuade the Centauri to part with a number of old and remaindered Vorchan hulls. This transaction was made possible due to the fact the Centauri were bringing more and more Demos-class units into service, making the outdated Vorchan expendable. Of course, as in all the other transactions, the price was accordingly exorbitant. Stripping a rough dozen of the familiar cruciform shapes of all weapons and important systems, the hulls were transferred to N'chak'fah where Gaim engineers retrofitted them with all-indigenous technology. It was expected the resulting Vaoc-class would fill a similar category to what the Vorchan was used for in the Centauri navy. The Vaoc refit essentially takes a standard Vorchan and replaces the twin arrays and plasma accelerator with a pair of scatterguns and a packet torpedo.

Raem class Gunship

At the same time the Gaim were negotiating the deal which gave them the old Vorchan hulls they used for the Vaoc design, the Queens' Intelligence managed to learn of a number of examples of Kutai class gunships which were currently awaiting repair in Centauri facilities. Each ship had been badly damaged in the Narn-Centauri War, and the decision was still pending on whether or not it was worth the time or expense to do so. (In fact, these Kutai were not the only such vessels in this state ... and the Gaim were aware of this.) Upon gaining this evidence, the Gaim representatives presented it to certain members among their Centauri opposites in the discussion over the Vorchan, and made it clear that the Ruling Queens would pay the Centauri considerably more than it would cost to repair these crippled vessels. Ever aware of the power of such money, the decision to turn over these hulls was fairly easy - especially since most were indeed set to be condemned and scrapped anyway.

Of the ten or so Kutai hulls transferred, only a half-dozen proved viable. These were converted into what became known as the Raem class Gunship. First, knowing that the vessel envisioned would have large power requirements, engineers tweaked the reactor power output upward accordingly; this produced hazardous radiation conditions in the crew spaces ... but such was no problem for the Queens, who could genetically tailor crew to withstand such things. Then the Gaim reequipped the vessel with its original twin array mounts and then added a pair of scatterguns in place of the after matter cannons (as well as expanding those mounts' arcs to a full 180 degrees). And the fore matter cannon mounts were replaced with particle concentrators. The Raem class (only six in number) has a limited deployment. - (from a concept originally expressed by Eric Bruce and Mike Walloch)

Shiul class Battle Carrier

As much as the Pak'Ma'Ra are interested in carrion in a victual sense, the same is desperately true of the Gaim in a ship-"building" sense. The Bugs are always on the hunt for hulls Found On Road, Dead to other races but which could possibly be resurrected for their own uses. The aftermath of the Shadow War left many such wrecks floating the spacelanes - both real and in hyperspace - and Tiac Explorers were scouring near and far for *anything* of potential. It is, perhaps, ironic that one of the greatest strikes the Gaim made was on a blasted and dead Pak ship.

This particular find occurred in a little-known and deserted system on the fringe of Pak space, where a Shadow squadron had ambushed a Pak fleet enroute to Babylon Five. The ships had been attacked while still in hyperspace; all communication had been lost and the entire squadron had been presumed

annihilated - fairly typical where the Shadows were concerned. Given the enemy's usual thoroughness, the Pak made no attempt to even locate the missing ships. Despite this, there was some valuable material still around, and a Tiac Explorer - stumbling by sheer chance upon the small graveyard of wreckage - hit paydirt in the form of the fairly intact hull of a P'Shul'Shi dreadnaught. This news was communicated back to the Queens in all haste and possible secrecy, and the result was as large a task force as the Gaim could put together escorting the hulk back to N'Chak'Fa as rapidly as could be managed. Haply for the Gaim, there were no incidents en route, and the new shipyard received another dead ship in order to begin its transformation.

Reconstruction would be long and arduous, tough for something it was much desired to keep as secret as possible. To begin with, all the old weaponry needed to be replaced - it was all completely useless, burned out or destroyed in the fight against the Shadows - and so too would the engine; and while it was fixable, the reactor was heavily damaged. It was also decided that the massive cargo spaces which the Pak typically shipped would be converted to something more useful - hangar space for fighters. After all, if there was only one of these, the Gaim might as well make it worth the effort. Another decision was to make limited use of a couple of their rare battle lasers in re-arming the vessel. And that was only the beginning ... In the end, it was three and a half long years, but the result was a new and powerful addition to the Ruling Queens' fledgling star fleet.

The Shiul Battle Carrier is - at this time - a unique unit of extremely limited deployment. The Shiul will always be the command unit for any Gaim squadron it accompanies; it has had installed various equipment and special electronics packages and suites to enable Gaim command staff to direct the progress of battles in a way previously unknown to the forces from N'Chak'Fa. It always carries a full load of Koist medium fighters, the best the Ruling Queens had to provide it with - though there is space enough for heavier craft should they ever become ... available. (Updated 1/22/01)

Aiiv class Command Cruiser

Given their scavenging proclivities, it was only a matter of course that the Gaim would run into instances where their attempts would be met with violence in order to prevent their being able to nab a choice bit of technology or an otherwise intact hull. One we know of in particular involved a wrecked and drifting Brakiri Avioki heavy cruiser which another of the Ruling Queens' exploring Tiacs ran across in hyperspace. The salvage mission to retrieve this vessel was set upon by a Brakiri task force - tipped off by the Syndicracy's inveterate espionage, and determined to prevent the operation - and failed as a result, with the loss of several Gaim vessels in addition to the derelict's final and complete destruction. But what if this sad result had turned out otherwise, and the target was indeed returned to N'Chak'Fa for reconditioning?

It would have its problems - the Gaim might possibly get the grav engine and drives functioning, but only imperfectly. Note the resulting drop in engine efficiency and increased acceleration cost. In addition, there is a +5 modifier to any critical hit result die rolls on all thrusters and the engine. Thus my take on the subject - the unique Aiiv class Command Cruiser. And who knows? Maybe, somewhere among their holdings, the Gaim DO have such a one stashed away anyway in despite of the Brakiri's best efforts ... (Posted 1/22/01)

Xaoseac class Destroyer

View this SCS only at your own risk. There is no fluff for it, as it could never possibly exist and no justification for such could ever be found. I won't even try. I had thought to save it as an April Fool's present, but preferred to sow my chaos more immediately than that. All that said, have fun with it! (Updated 1/22/01)

The Interstellar Alliance

Telcara class Flagship Cruiser

The Victory/Excalibur class warship was not the only the design to receive consideration as a possible capital ship for the Interstellar Alliance's usage. The failure of the Tigara as a unit within the Minbari arsenal had relegated it to second line usage if not mothballs. No one is sure quite who came up with the idea of converting an example with the technology available to the IA for its potential use, but suffice to say it did happen. The Telcara was the result.

The weapons conversions to the Tigara's listing is mostly complete. Improved neutron lasers and molecular pulsars replace all the basic armament, and - as the Telcara was being envisaged as the possible command ship for the IA - some Earth technology was introduced in the form of the Alliance's excellent interceptors (later adapted on the Victory/Excalibur class as well). The bays which had housed the huge antimatter converters were consolidated and reformed for use as a fighter hangar. The prototype had tremendous power requirements - the new weapons were far more power-intensive than the original complement - and the slightly upgraded reactor which was installed was not quite equal to the task; thus, the Telcara was generally required to leave some few of its weapons deactivated. All of these modifications also resulted in a slight decrease in maneuverability from the original Tigara, but this was considered a minimal issue in light of the movement away from the closer range engagement which were the Tigara's lot to the much more extreme range ability of the Telcara's improved neutron lasers. -
(Created 2/13/01)

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