Arctic

ADVANCED CRUISER PROGRAM

By Richard Bax

THE origins of the Arctic Class Heavy Cruiser begin with the upgrade of Earth's primary defense grid in 2252. The update involved the addition of the two versions of the new Heavy Orbital Satellite. One of the versions included the newly developed heavy particle cannon. This huge weapon was rumored to possess enough destructive energy to decimate the East coast of the continental United States, though like most rumors on military hardware, this fact was probably wildly overstated.

Never the less, the power of this weapon immediately caught the attention of a number of senior officers within Earthforce, chief among them was Admiral Jason Ashvin Singh, the Chief of Fleet Operations. He quickly came to the conclusion that this weapon should be put into immediate fleet use and by virtue of his position pushed through a Request for Design to the Fleet Design Bureau. In the request, Singh called for a high endurance, jump capable vessel whose main weapon would be the new Heavy Particle Cannon. In addition, it would carry typical Earthforce support armaments, two full squadrons of fighters and be more maneuverable than existing Earthforce capital ships.

The difficulties of what Singh was asking was not lost on the design teams. High endurance meant gravity, for which the Earth Alliance currently only had one answer: the rotating section. While the new Omega Class Destroyer relied on a rotating section, there were already questions being raised about its ability to withstand damage and remain functional. Unfortunately, there were no other real options, and a rotating section was included in the design. However, there would be one major change from the Omega class rotation system. Instead of the rotating section operating in open space, the new design would place the rotating section inside a non-rotating armored casement. The advantage was that the rotating section could be made much lighter since it would not require armor or the heavier structure needed to support the armor. A lighter rotating section had the added benefit of reducing the size of the rotation equipment. The only real problem was that the armored casement surrounding the rotating section limited the total living space and required a greater amount of spin to generate appropriate gravity. Even using a fully circular rotating section, the Arctic was going to have far less room than the Omega.

While habitation engineers struggled with the rotating section, the armaments team was discovering that a shipboard Heavy Particle Cannon was going to be a difficult proposition. On the heavy defense satellites, stabilization of the heavy cannon was simply a matter of stabilizing the whole satellite, which rarely ever saw the large gee loads typical of a starship in combat. In addition, waste heat and energy emissions during weapon fire could be dumped directly into local space without concern on the unmanned satellites. The Arctic would need careful shielding and ducting to protect its crew. Finally, and potentially, most difficult, the Heavy Particle Cannon on the Arctic would have to be made far more reliable and robust. A defense satellite's weapons received constant maintenance from the planet they protected. The Arctic's particle beam would be carried into deep space where maintenance was limited and as a result the weapon would have to be capable of high fire repetition. In its final form, the Arctic's Heavy Particle Cannon would be larger than the satellite version and while not a true spinal mount, it would prove to be too large to mount on any kind of traversing system. As a result, the high maneuverability called for by Singh in the original proposal would be of even greater importance.

To get all of this into a single, relatively agile hull meant that something would have to go. The obvious choice was the embarked fighters. By removing one of the two planned squadrons, designers freed up the space needed for the par-

ticle cannon, the support weapons and the enlarged thruster arrangement. The removal of the squadron reduced the ships crew compliment, which in turn reduced the size of the rotating section, thereby freeing up even more space.

When the final design was issued, Admiral Singh wasted little time in approaching the Joint Chiefs for authorization to build. He had expected a swift approval and instead ran headlong into a bureaucratic logjam. Omega destroyer production dominated all ship construction facilities and long lead construction supply contracts. Introducing a new design would prove to be difficult and the Joint Chiefs' response was to shelve the entire project till a later date. Still, Admiral Singh was Chief of Fleet Operations and was not without certain influences. Instead of shelving the entire study he managed to get support for a single prototype unit.

In 2258, the Arctic was completed for ships trials. By then the prospects of a line of these vessels was nearly gone. Rumors were circulating through Earthforce hierarchy that a new, powerful technology would soon be made available. Vast sums of research money had been diverted from standard R&D to a series of black projects that few in Earthforce were even aware of. Finally, further new fleet unit designs were unofficially discouraged until an, as yet, unnamed date in the future. Admiral Singh remained undaunted and throughout the Arctic's workup touted the successes of "Earth's Newest Defender." None of which made any difference.

With the unexpected death of President Santiago things began to change within Earthforce. President Clark's new administration moved quickly to sweep away the old Earthforce core officers, replacing them with people more in line with Clark's policies. Even the Joint Chief's felt the pressure and Admiral Singh's position of Chief of Fleet Operations, while not dissolved, was now supplanted by elements of the new Night Watch Organization, which overviewed all operational decisions and who were answerable only to Clark himself. Singh was fighting for his career now and could spare little time to champion a ship nobody wanted. Instead he downplayed the Arctic and quietly began to pull a few strings.

Everything came to a head in 2262. Babylon 5 broke away from the Earth Alliance and open fighting broke out amongst Earthforce ships. In Earthdome, Earthforce officers not directly supported by Clark were being rounded up and labeled traitors. Admiral Singh quickly realized that he would probably be on Clark's short list of officers to be rounded up.

One of the benefits of sponsoring a single ship and being Chief of Fleet Operations is that you can control virtually every action and activity that ship takes. Not only was the Arctic in Earth orbit, she was also fully outfitted and completely crewed by a hand picked group of Singh's staunchest supporters. When General Hague made his call for Earthforce officers to join him and stop Clark, the resulting confusion gave Singh his chance. Before anyone had realized what had happened, Singh and the Arctic had jumped out of Earth orbit.

Now safely in hyperspace, Singh's initiated the second part of his plan with the interception of the EAS Bulwark, a Cotton Class Long Range Tender, just 5 days out from Earth. She was fully loaded for a re-supply mission to the fleet units around Sirius. A few well-chosen words to the Bulwark's commander about the situation back home and the looming bulk of the Arctic, freed Singh and the Arctic of all supply problems for the foreseeable future.

After politely but firmly declining Sheridan's offers to join his forces, the Arctic spent the rest of the Earth Civil War avoiding an Earthforce task force Clark has assigned to tracking her down. While mostly successful, the Arctic's cruise was hardly quiet. She fought several small battles with other Earthforce vessels, had a brief but violent disagreement with a Centauri task force who felt the Arctic had deliberately entered their space and managed to stumble on to a pirate enclave who shot first and never managed to ask questions later. She took damage and lost fighters but the Bulwark was able to make good on all her losses though by the end of the Civil War, the Heavy Particle Cannon was considered almost too dangerous to fire, being held together with spit, duct tape and a number of well directed profanities.

When the Civil War ended Singh returned home. His position as Chief of Fleet Operations was reassigned and he spent the next year helping to rebuild the fractured Earthforce command structure, after which he retired.

The Arctic continues to be a one of a kind, though her distinction of being the only Earthforce vessel to mount the Heavy Particle Cannon ended with the completion of the new Warlock destroyer. However, the legacy of the Arctic may live on thanks, in part, to the new technology being made available to Interstellar Alliance members. The Arctic design plans have been pulled from storage and a new version, which incorporates artificial gravity, may be in the making.

Credits

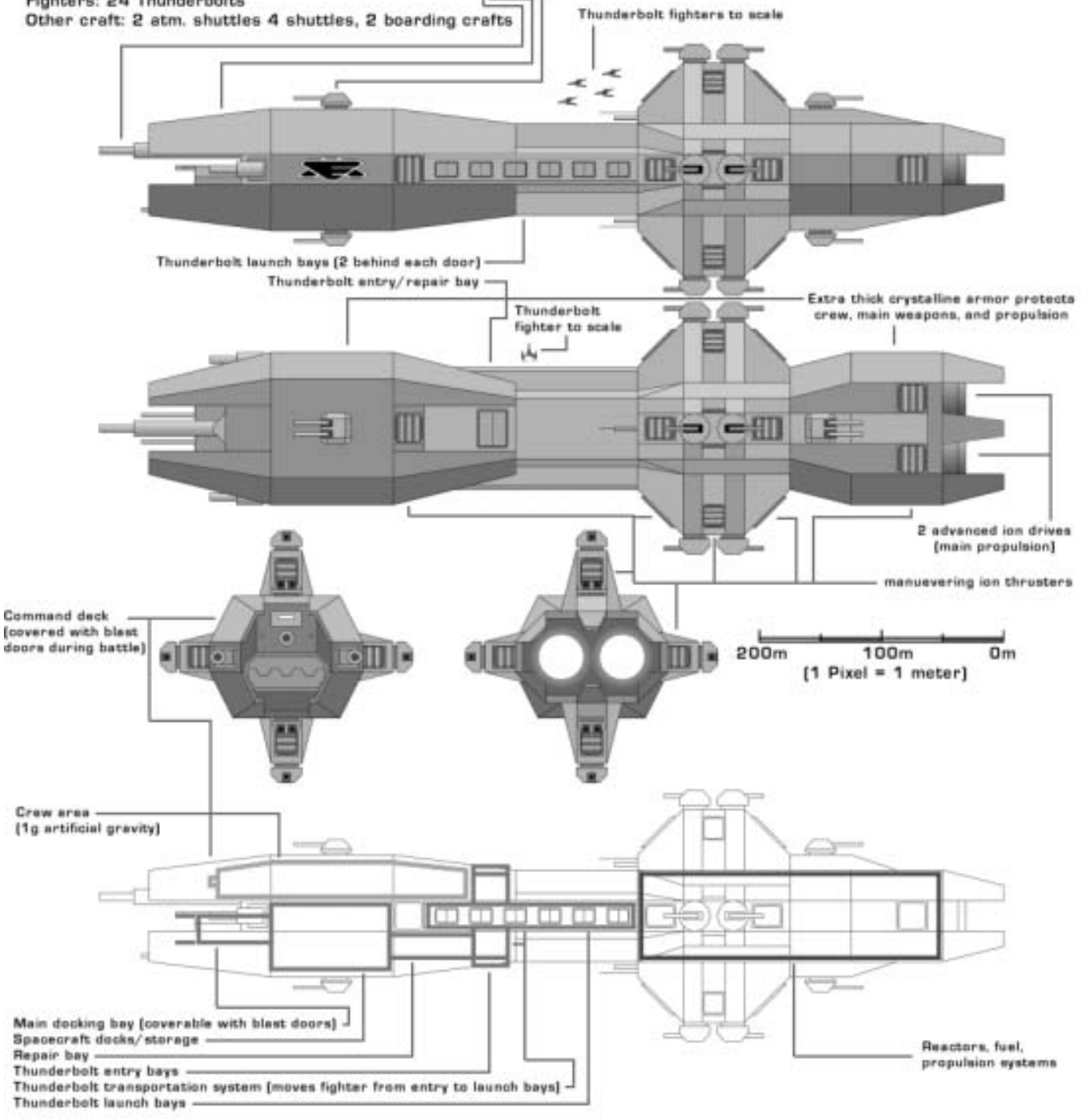
The entire Arctic ship idea and background is a direct result of the efforts of Lars Joreteg. Most of you won't recognize the name but you will recognize his main contribution to Babylon 5, the website "Hyperspace - A Guide to B5-Crusade Ships" at http://hyperspace.isnnews.net/. He created the basic premise of the Arctic Cruiser in a ship graphic.
Inspired by it, I asked for and received permission to take his idea and run with it in terms of developing a Babylon 5 Wars version of the ship. Lar's original design of the Arctic included artificial gravity. However, I wanted to create something that would be available during the time frame of the original Babylon 5 series versus the later period as depicted by "A Call to Arms" and "Crusade." So I came up with the internal rotating section and took advantage of the Heavy Particle Beam described in "The Atlas of Earth Alliance Wars." The character of Admiral Jason Ashvin Singh, the Chief of Fleet Operations, came from the "Babylon Project - Earthforce Sourcebook", by Joseph Cochran and John Tuffley, which was published by Chameleon Eclectic Entertainment Inc.

* * *

EA Arctic Class Cruiser

Length: 740 meters
Beam: 206 meters
Height: 206 meters
Crew: 354
Fighters: 24 Thunderbolts
Other craft: 2 atm. shuttles 4 shuttles, 2 boarding crafts

Weapons:
1 heavy beam weapon (forard mount)
2 heavy cannons (forward mount)
4 medium dual cannon turrets (2 forward, 2 rear)
8 interceptors/anti-fighter turrets (2 top, 2 bottom, 2 left, 2 right)



Sitting on the fence can be a dangerous passtime

Frontline scenarios

By RICH BAX

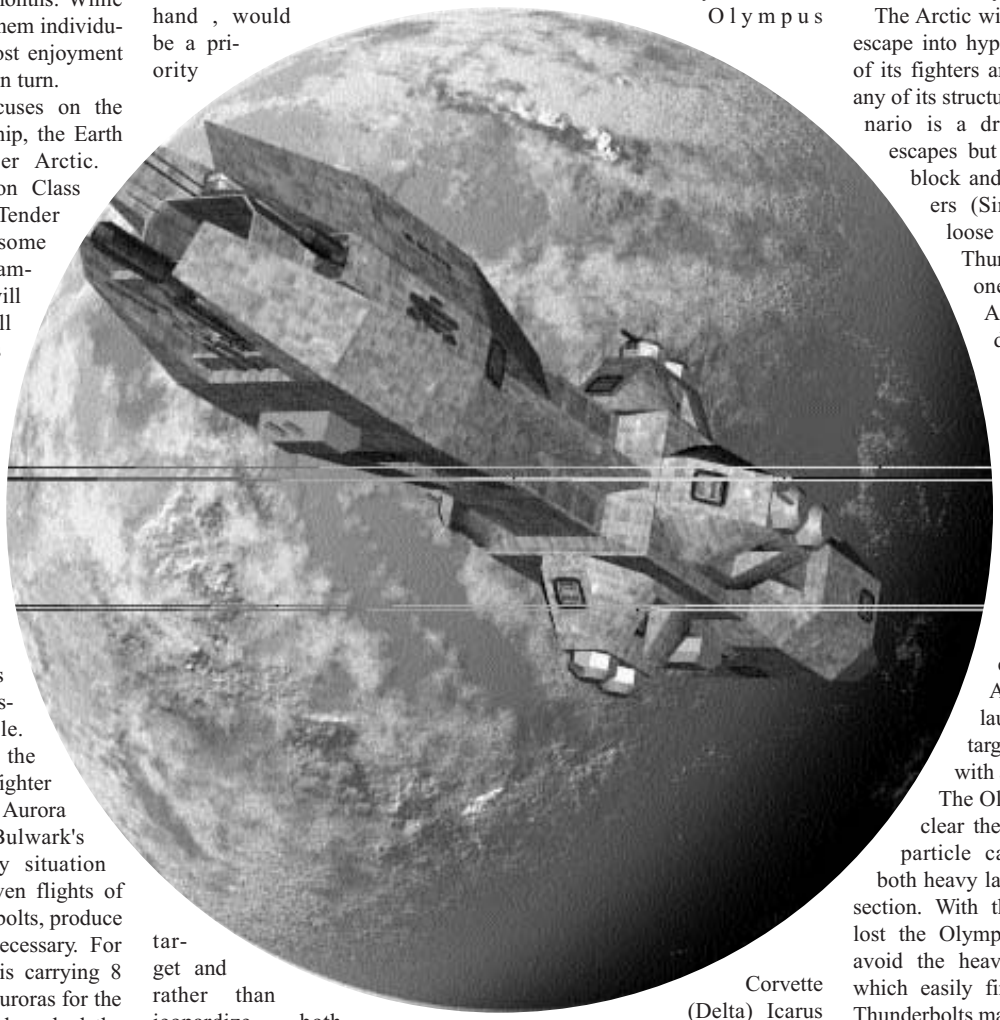
THE FOLLOWING scenario is the first in a series that are intended to follow each other in chronological sequence. The other scenarios will be published in following months. While it is possible to play them individually you'll get the most enjoyment by running each one in turn.

The campaign focuses on the actions of a single ship, the Earth Force Heavy Cruiser Arctic. Thanks to the Cotton Class Long Range Tender Bulwark, between some scenarios of the campaign, all damage will be repaired, as is all damage to fighters and all critical hits. Even an entire structure block can be replaced but all other systems with the exception of the thruster system will be missing.

The Arctic begins the campaign with a full load of 12 Thunderbolt fighters though no fighter missiles are available. Following some of the scenarios, any lost fighter may be replaced with Aurora fighters from the Bulwark's stores. In the likely situation where there are uneven flights of Auroras and Thunderbolts, produce addition flights as necessary. For example, the Arctic is carrying 8 Thunderbolts and 4 Auroras for the next scenario. When launched the fighter compliment will consist of 1 flight of 6 Thunderbolts, 1 Flight of 2 Thunderbolts and 1 flight of 4 Auroras.

Breakaway

Having come to a meeting of the minds with the command of the Bulwark, Admiral Singh ordered the Bulwark to bypass Sirius and continue on for the Mentab/EA border. Rather than escort the Bulwark, Singh rightly assumed that in the current reign of confusion at Earthdome, an overdue Cotton Class Tender would not raise any immediate concerns. The Arctic, on the other hand , would be a priority target and rather than jeopardize both ships, Singh and the Arctic, would attempt to make Mentab space via another route. Fortunately, as former Chief of Naval operation, Singh had in his possession a list of locations and deployments for most of the EA's assets that was only 4 days old. For several weeks Singh managed to skirt patrols and dodge detection. His luck ran out as he tried to slip through the Epsilon system.



Set-Up

Singh: Heavy Cruiser Arctic with 12 Thunderbolts in the hangar in hex 0315 heading direction 1, speed 6.

EA System Patrol: Olympus Corvette (Delta) Icarus in hex 3626, Tethys Police Cutters (Kappa) ESP-1140 and ESP 1151 in hexes 3825 and 3628 respectively. All units are at speed 9, heading direction 6.

Special Rules

Use a floating map.

The Arctic begins the scenario with no fighters deployed and is in the midst of cycling its jump drive and must wait 10 turns before being able to jump out.

Fighters may not ram, fighters left behind should the Arctic jump out are considered destroyed for follow-on scenarios.

Victory Conditions

The Arctic wins if it manages to escape into hyperspace with some of its fighters and without loosing any of its structure blocks. The scenario is a draw if the Arctic escapes but looses a structure block and/or all of its fighters (Singh was loath to loose all of his limited Thunderbolts after only one encounter). The Arctic looses if it is destroyed or disabled via Engine/ C&C/ Jump Drive Destruction.

Historical Outcome

Despite direct orders from Singh to break off, the opposing force continued to close for combat. As a result Singh launched fighters and targeted the Olympus with a long-range strike. The Olympus managed to clear the arcs of the heavy particle cannon but caught both heavy lasers to the forward section. With the forward retro's lost the Olympus was unable to avoid the heavy particle cannon which easily finished it off. The Thunderbolts made a single pass on both Tethys loosing three of their numbers in the process of crippling one of the cutters. Both Tethys' then broke off the engagement and began recovering the Olympus's escape pods.

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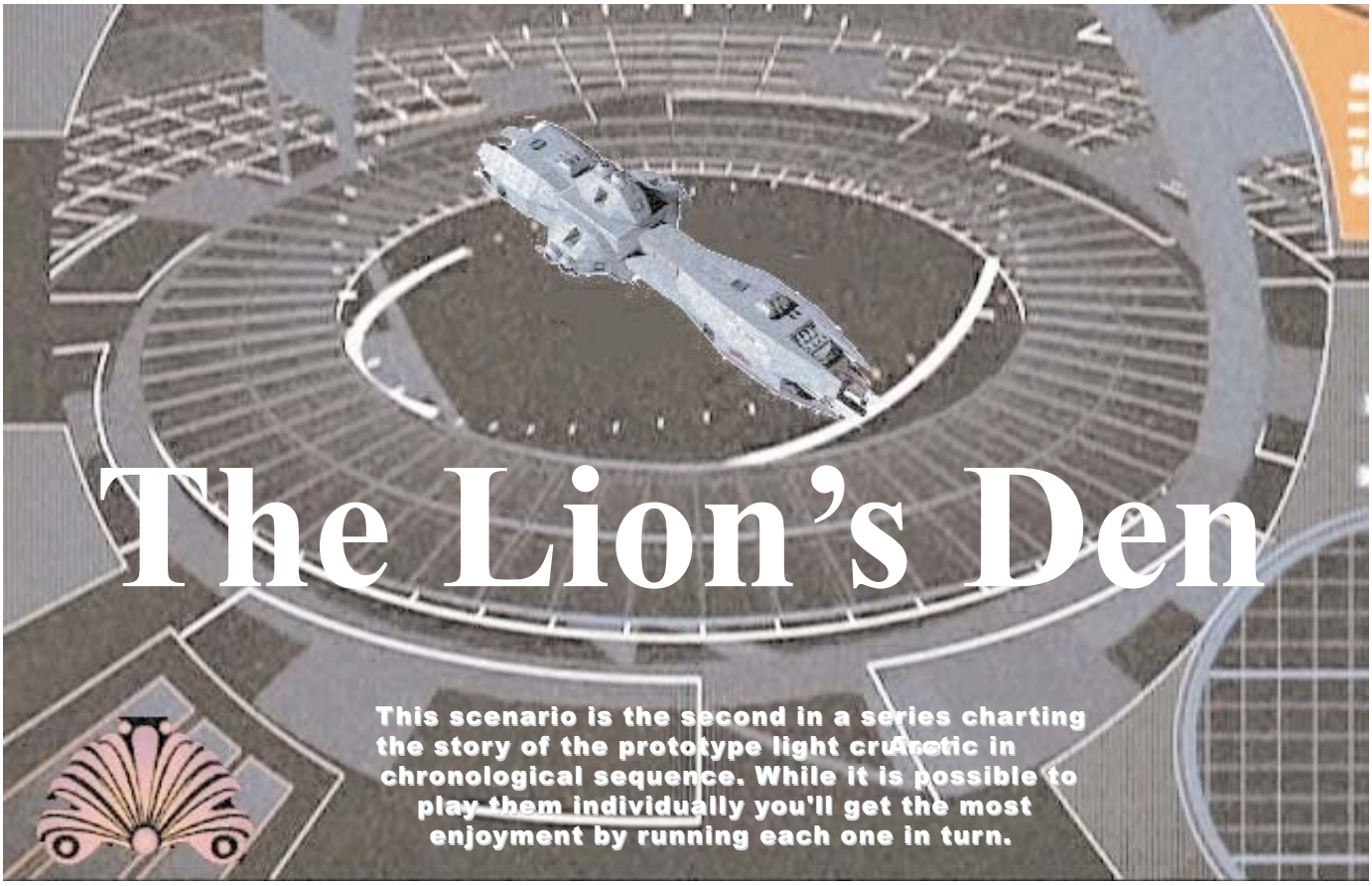
(SCS in the Attachments folder)



The Lion's Den

This scenario is the second in a series charting the story of the prototype light cruiser Arctic in chronological sequence. While it is possible to play them individually you'll get the most enjoyment by running each one in turn.

Frontline scenarios

By RICHARD BAX

THOUGH the Arctic had escaped the Epsilon system patrol with little damage, the word was now out. EA commanders accurately concluded that the Arctic was headed for Mentab space and reinforced all patrols along that border. With his original flight plan now cut off, Singh was forced into a dangerous decision. Avoiding the Mentab jump route, Singh instead turned to a minor route that ended in Beta-3, a Centauri outpost system. Singh hoped that if he were to meet a Centauri patrols he'd be able to bluff his way out of the situation.

Unfortunately, a particularly aggressive patrol captain, a Vasiring Ketter, had been tipped off about the situation by a Covran Scout that had recently returned from an ELINT mission at the edge of the Epsilon system. As the Covran moved deeper into the system to report to the Beta-3 commander, Ketter decided that if he could nail the Arctic he could score that promotion that would finally get him out of outpost patrol hell.

While his total patrol task group was not particularly large, he did possess the latest hyperspace eddy data, courtesy of the Covran, by which he set up a tight net of patrols along likely hyperspace exit points. With his patrols in place, Ketter waited and hoped for a little luck. He got it, though the commander of the Haven Mosquito Hawk would have begged to differ.

Set-Up

Singh: Heavy Cruiser Arctic, along with any Thunderbolts remaining after the last scenario in hex 2115, speed 4, heading direction 2.

Centauri Beta-3 Patrol Group 4: Haven Mosquito Hawk in hex 2419, speed 6 heading direction 6, 12 Sentri fighters, Flight A in hex 2519 and Flight B in hex 2420. Both flights are at speed 6, heading direction 6.

Special Rules

Use a floating map.

The Arctic may repair a total of 25 boxes of damage received during the previous scenario. These repairs may not be used on systems that were completely destroyed or on sides that have been destroyed. All critical effects are removed.

The Arctic has literally jumped right into the middle of the Centauri patrol. The Arctic has one flight of fighters deployed in combat space patrol in the same hex.

Centauri commander Ketter has been waiting in hyperspace hoping to jump in after the Arctic. Roll a d6. On a 1 or 2 Ketter arrives via jump point in 2 turns, a 3 or 4 and he arrives in 3 turns and finally, on a 5 or 6 in 4 turns. His force consists of the Vorchan Pride of Immolan and the Havens Favorite and Stinger.

The jump point from the Vorchan can form in any of the six hexes that surround the Haven Mosquito Hawk. If the Mosquito Hawk has been destroyed an emergency distress beacon will still guide the Vorchan in. Simply mark the hex where the Haven was destroyed and use the above rule.

No fighters from either side may ram.

Victory Conditions

The Arctic wins if it manages to survive and escape into hyperspace. Any other result is considered a loss.

Historical Outcome

Overcoming the initial shock of nearly piling into the Mosquito Hawk, Singh attempted to stall, hoping to buy enough time to recharge the jump engine and escape. Singh's speech was quickly interrupted when simultaneously; the Haven began broadcasting a coded message and the Sentri fighters turned onto attack vectors. Fearing the worst, Singh ordered the remainder of his fighters launched and opened fire. The Haven managed to avoid the forward arcs of the Arctic but was crippled by two medium laser bursts from the aft LPA's. The Mosquito Hawk's return fire erased one of the LPA's and seriously damaged one of the main thrusters.

Standard particle beam fire in conjunction the Thunderbolts had almost finished off the last of the Sentri, when the Pride of Immolan's plasma accelerator burst plowed into the portside of the Arctic. Fortunate that the portside thruster survived, the Arctic began a game of cat and mouse with the Pride of Immolan attempting to get the ship into heavy particle cannon's arc. For several minutes both ships zigged and zagged when suddenly the Vorchan zagged when it should have zigged. The heavy particle cannon proceeded to remove the nose of the hapless Vorchan and drive deeply into the primary.

With the remaining Haven's hovering out of range, long-range sensors now picked up signs of additional reinforcements. Recovering his fighters, Singh proceeded to jump out.

* * *

Movement amongst the Shadows

B5W Scenario

By RICHARD BAX

HAVING slipped away from the Centauri at Beta-3, Singh managed to sneak into the former Narn system of Kotok. From there the Arctic managed a harrowing but ultimately uneventful trip to Mentab where she hooked up with the Bulwark.

While the Mentabs were aware of the Arctic they turned blind eye to her activities allowing her time to repair and relax.

Ultimately, Earthdome intelligence determined where the Arctic and prepared a strike group to bring back or destroy wayward cruiser once and for all.

Fortunately, Singh's remaining allies within Earthdome caught wind of the planned attack and got word to Singh. Singh again sent the Bulwark off alone towards the Gaim home system while he and the Arctic made jumped towards Coriana. Singh knew the low tech Coriana people that inhabited the sixth planet would offer no resistance so he assumed it would be a relatively simple matter of jumping in and then proceeding on to the Brakiri held system of Gamma-7 where he would again rendezvous with the Bulwark.

However, as he approached Coriana, sensors picked up an object moving at high speed towards the Arctic.

Disconcertingly, the ship was approaching from perpendicularly to the navigation beacon, almost as if it did not need the beacon to navigate.

Singh ordered all weapons to be armed and immediately dropped back into normal space. As the Arctic departed hyperspace, a surge in the heavy particle cannon was detected. In response automatic safety interlocks down checked the huge weapon and powered it down. A few moments later the Arctic was joined by something that seemingly phased into being.

SET-UP

Singh: Heavy Cruiser Arctic, along with any Thunderbolts remaining after the two previous scenarios with the lost Thunderbolts now replaced with Aurora's. Artic is in hex 0304, speed 8, heading 3.

Shadows: Shadow Destroyer in hex 3928, speed 12, heading 6.

SPECIAL RULES

Use a floating map.

All fighters may be deployed within 5 hexes of their mother ship, course and speed same as the mother ship. Fighters may not ram.

The Arctic has had all damage sustained during the previous two scenarios repaired. The exception is if a side had been destroyed at which point only the structure and the thrusters have been repaired.

The Arctic jumped in to normal space 2 turns ago and cannot jump out for another 18 turns. In addition, the heavy particle cannon is unavailable for use during this scenario. The power may be used for other activities and the weapon can still take damage.

The Shadow Destroyer phased in the previous turn and cannot phase back into hyperspace for another 7 turns.

Victory Conditions

The Arctic wins if it manages to survive. Any other result is considered a loss.

HISTORICAL OUTCOME

The shadow destroyer moved in while the Arctic lined up behind its fighters. In the initial pass, the destroyed proceeded to annihilate the Aurora fighter group with a barrage of cutter bolts. In return the Arctic managed a solid hit with one heavy laser and a glancing blow with the second while the Thunderbolts continued to close. Closing the range still further, the Arctic traded medium laser fire against shadow's heavy phasing pulse cannons. The entire starboard side of the Arctic was brought down in almost an instant and heavy casualties were reported. Fortunately, the second flight of Thunderbolts dove in under the cover fire of the Arctic and from point blank range gutted the destroyer. Heavily damaged, the Arctic recovered her remaining fighters and jumped into hyperspace.

* * *

To be continued

EAS Arctic B5W scenario series
By RICHARD BAX

BRING YOUR OWN GROG

BYOG
(Bring Your Own Grog)

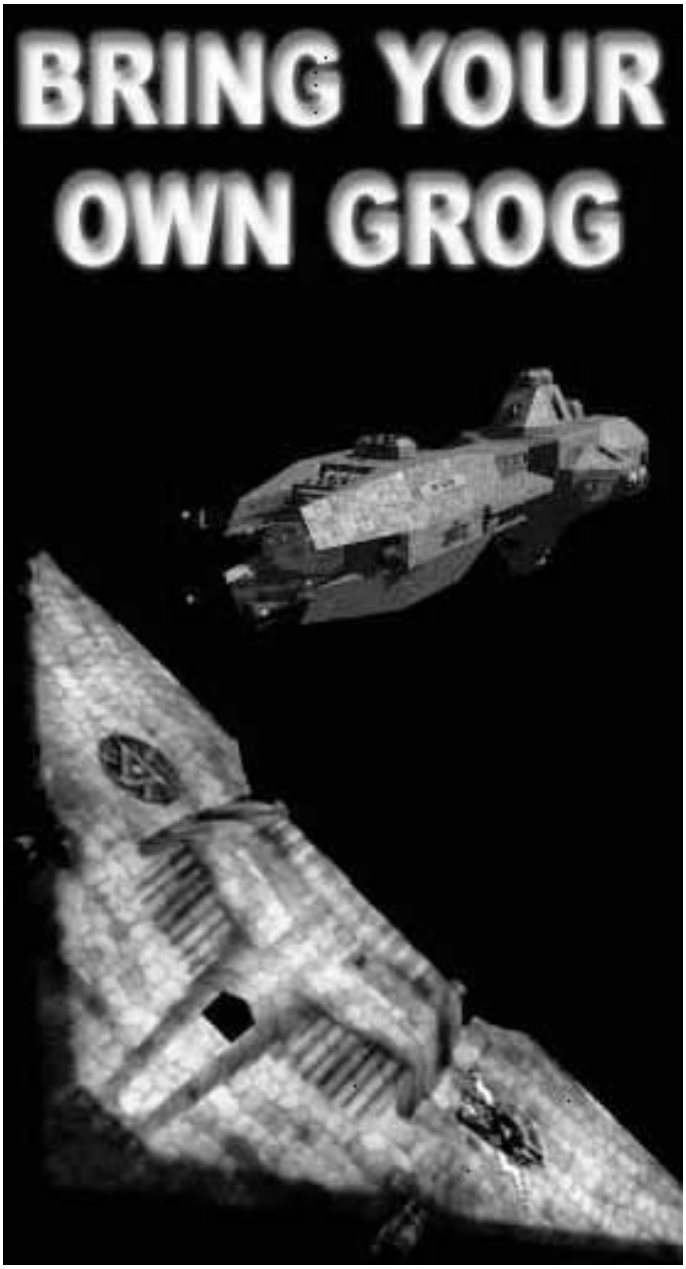
FOLLOWING the mystery Shadow attack, Singh limped the Arctic into Gamma-7 and again met the Bulwark. The local Brakiri corporations agreed to allow the Arctic to stay in exchange for a large "donation" by the Bulwark's quartermaster. Fortunately, the Bulwark's holds were easily capable of making good on the payment. The Bulwark also made good on the lost fighters, though the number of available pilots was becoming critical.

The Arctic was also repaired but with one major exception, a 100% fix on the heavy particle cannon. The instability reported earlier could not be tracked down and all the diagnostics indicated green, yet the cannon refused to arm. The primary armaments expert available finally disengaged the safety interlock that originally shut the cannon down and warned Singh not to fire unless necessary.

With the Arctic mostly in the green, Singh considered his options. Sooner or later, even the Bulwark would run out of supplies to pay the Brakiri bribes. And the bribes themselves did not guarantee that someone still wouldn't inform Earthdome. The Arctic needed an out of the way place to hang out and wait for the lunacy back at Earth to end. Singh settled on the Mitoc system. A dead world following the atrocities of the Dilgar war, the Mitoc system was now claimed by the Cascor though they had done little to the system other than maintain the jump gate.

Taking the Bulwark with him, Singh moved to Mitoc and while the Bulwark waited, the Arctic jumped into the edge of the system. Tired of jumping to one surprise after another, Singh moved quietly through the out skirts of the system, making a careful survey of the system. For once luck was with the Arctic and a particularly sharp sensor tech caught a weak blip of something in the asteroid fields between the outer two most planets of the system. Singh sent a flight of fighters in to investigate while he watched. In short order the fighters came tearing back with Raiders hot on their heels.

Singh sent an open message to the Raiders that he wasn't looking for a fight but the fighters quickly explained that there was a large base hiding back in the asteroids. The Artic had inadvertently found a Sanctuary Base and the raiders weren't going to let him leave without a fight. Rather than jump out and be followed into hyperspace where the Bulwark might be threatened, Singh elected to fight it out. Besides if the pirates could build a full size base here and not be found then the Arctic should easily be able to hide here. Once the pirates and he saw eye to eye.



SET-UP

Singh: Heavy Cruiser Arctic, along with any Thunderbolts remaining after the three previous scenarios with the lost Thunderbolts now replaced with Aurora's. The Artic is in hex 0313 heading 2.

Raiders: Raider Battlewagon Vainglory with 24 Delta-V fighters is in hex 4117, Raider Sloop Deep Pockets with 6 Delta-V's is in hex 4119. Both ships are at speed 6, heading 6.

SPECIAL RULES

Use a floating map.

All fighters may be deployed within 5 hexes of their mother ship, course and speed same as the mother ship. Fighters may not ram.

The Arctic has had all damage sustained during the previous scenario repaired. The exception is if a side had been destroyed at which point only the structure and the thrusters have been repaired. The heavy particle cannon, assuming it is present must use the following rules.

The heavy particle cannon is not operating correctly. On any turn the heavy particle cannon attempts to fire roll a d6. On a 1, 2, or 3 the cannon fires, on a 4 and 5 the cannon safety interlocks prevent firing but the cannon can still fired in later turns (the arming is not lost but re-roll the die again). On a 6 the cannon refuses to fire and shuts down. If the cannon shuts down, it is unavailable for the remainder of the scenario. The power may be used for other activities and the weapon can still take damage.

The Delta-V's will surrender if their particular mother ship is destroyed or jumps out. Simply remove them from combat and continue play.

VICTORY CONDITIONS

The Arctic wins if it manages to survive.

HISTORICAL OUTCOME

The swarm of Delta-V's raised havoc on the outnumbered Arctic fighters. The Arctic easily lined up the lumbering battlewagon, but only the heavy lasers fired as the heavy particle cannon balked and reset, leaving the battlewagon damaged but still alive. Seeing its opportunity, the sloop slipped and landed a number of hits on the Arctic port side, before being crippled by multiple medium laser hits. The Delta-V's managed several passes on the Arctic and scored a significant amount of damage before the Arctic again lined up the battlewagon. This time the heavy particle cannon fired, smashing its way through the side structure and into the primary. Follow up fire smashed the reactor and the battlewagon was gone a moment later in a flash of nuclear fire. Before the light of the explosion had faded the remaining fighters surrendered and the fight was over.

Singh and the Arctic, through the captured fighter pilots managed an agreement with the Boss of the Sanctuary Base. In exchange for the Arctic not destroying the base, Singh got what he wanted, which was simply to be left alone until the end of the Earth Civil War.

* * *

(The SCS for the EAS Arctic can be found in the July edition of Babcom.)

HERE COMES THE NAVY

SCENARIO
By RICHARD BAX

FOLLOWING the discovery of the Arctic in Mentab space, President Clark ordered a task force be formed to hunt down and destroy the Arctic. The task force never managed to catch up to the Arctic and was ultimately recalled to help defend against Sheridan's match on Earth. Had they found the Arctic and her erstwhile Raider ally's things would have gotten very interesting. What might have happened?

Set-Up

Singh/Raiders: Heavy Cruiser Arctic, along with any Thunderbolts remaining after the four previous scenarios with the lost Thunderbolts now replaced with Aurora's in hex 0506, speed 4, and facing direction 3. Raider Sloop Deep Pockets with 6 Delta-V's is in hex 0704, speed 4, and facing direction 3. Sanctuary Base Well Bottom with 36 Delta-V's and 12 Double-V's (with navigators and missiles) in hex 0303 (player set rotation).

Clark EA: Omega Destroyer-Alpha Medusa, with 12 Aurora's and 12 Thunderbolts (with navigators and full load of missiles) in hex 3927, Artemis-B Hammer in hex 3625, Tethys Police Leader Miranda in hex 3628, Tethys Police Cutter ESP-1121 in hex 3924. All are at speed 4, heading 6.

Asteroid Field: There are a of total 20 asteroid clusters randomly scattered throughout the map. No asteroid cluster may be within 5 hexes of another cluster, nor can they be within 5 hexes of the Sanctuary Base or 1 hex of any starting unit on the map. Since the map is floating, anytime an asteroid cluster falls off the map add another randomly in the exposed new section. The asteroids clusters are very large and encompass the hex the counter is located in and the adjacent 6 hexes. All 7 resulting hexes of an asteroid cluster block line of site. Units in any of the 7 hexes of and asteroid cluster have there line of site limited only those units in the same hex. Any non fighter unit that enter an asteroid cluster hex or adjacent hex takes 10 points of raking damage per point of speed at the time it enters the hex. The unit also has its speed instantly reduced by 1 (it is therefore possible that by entering multiple asteroid hexes the speed of the unit can be reduced to 0). Fighters take only 1 point per hex entered times the sum of the speed plus the jinking level. Direction of incoming damage is based on the side that first enters the hex.

Special Rules

Use a floating map.

All fighters may be deployed within 5 hexes of their mother ship, course and speed the same (speed 6, facing 3 for the Sanctuary Base fighters). Fighters may not ram.

The Arctic is fully repaired with the exception of the balky heavy particle cannon (see below). If there are any Thunderbolts left after the previous 4 scenarios, they may be armed with full loads of fighter missiles. However, no navigators are available.

The heavy particle cannon on the Arctic continues not operating correctly. On any turn the heavy particle cannon attempts to fire roll a d6. On a 1, 2, or 3 the cannon fires, on a 4 and 5 the cannon safety interlocks prevent firing but the cannon can still fired in later turns (the arming is not lost but re-roll the die again). On a 6 the cannon refuses to fire and shuts down. If the cannon shuts down, it is unavailable for the remainder of the scenario. The power may be used for other activities and the weapon can still take damage.

Victory Conditions

He who holds the field wins.

Historical Outcome

That's for you to decide.

* * *

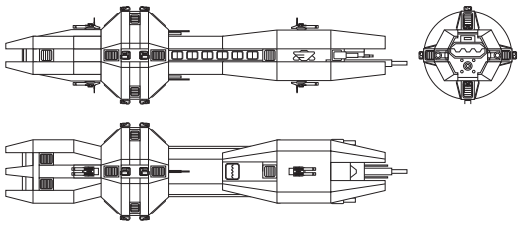
(The SCS for the Arctic was published in the June edition of Babcom)

Version 2: 2E/RLB

Name:_____ Counter:_____

EA Arctic Heavy Cruiser (Alpha Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2258
Point Value: 875
Ramming Value: 290
Jump Delay: 20 Turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 17 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS
1-4: Retro Thrust
5-6: Hvy Laser Cannon
7-8: Interceptor
9-10: Hvy Particle Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-8: Std Particle Beam
9-10: Laser/Pulse Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

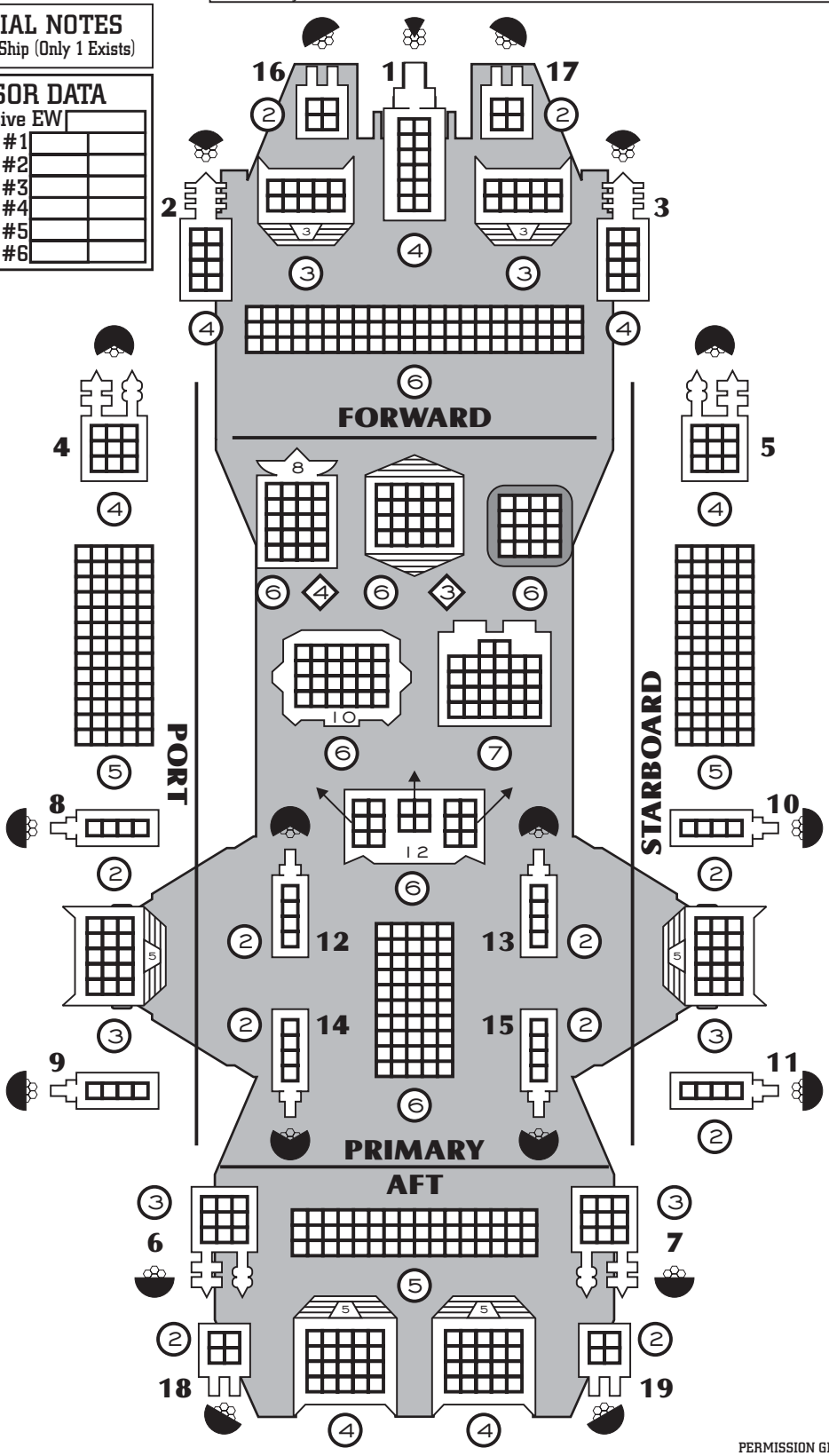
AFT HITS
1-6: Main Thrust
7-8: Laser/Pulse Array
9-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Jump Engine
10-11: Std Particle Beam
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Unique Ship (Only 1 Exists)

SENSOR DATA
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



WEAPON DATA

Hvy Particle Cannon
Class: Particle
Modes: Raking
Damage: 6d10+60
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Hvy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon
Class: Laser
Modes: R
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med Pulse Cannon
Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Particle Cannon
- Hvy Laser Cannon
- Laser/Pulse Array
- Std Particle Beam
- Interceptor

PRIMARY HANGAR
12 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10