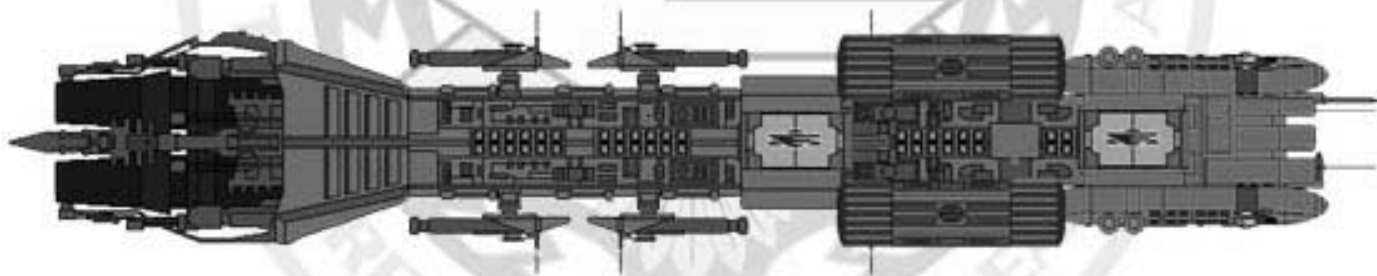




Cyclops

SPINAL MOUNT WEAPON TESTBED



By RICH BAX

THE DILGAR war was finally concluded in a bloody battle over the skies of the Dilgar home world on October 12, 2232.

The battle saw the total destruction of all known remaining Dilgar forces and large percentage of the combined League and Earth Alliance forces. Following the battle the other races delegated the responsibility of policing the area to the Earth Alliance by virtue of the fact that Earthforce retained the largest surviving force. Until the politicians could determine the fate of the Dilgar people, Earthforce would be responsible for the entire Dilgar home system.

As part of that police activity, EA naval elements commenced a series of sweeps aimed at clearing local space of combat debris. In cases where larger debris could be identified, the Earth Alliance commanders notified the local league leader whose ship the debris was from. More often than not that race chose to destroy the hulk, rather than attempting to salvage it, thereby denying the other races access to it.

When the initial ruling was made that the Dilgar people were not to be destroyed, but rather quarantined, many races simply left rather than argue for a stiffer penalty. One of these was the Hyach. As one of the few races that had pushed for quarantine, the Hyach saw little

added reason to stay now that the League had voted. The Hyach had better things to do then expend critical assets on anything other than their damaged home world.

However, two weeks after the Hyach departed, an EA Tethys plasma cutter, while chasing down as anomalous sensor report, found the remains of a Hyach Irokai Kam class Battlecruiser. The ship had been presumed totally destroyed when it was seen to explode after being rammed by a Dilgar Delegor class Suicide Frigate. Apparently, the Delegor had actually sheared off the front half of the battlecruiser before it exploded and took the rest of the Hyach vessel with it. A total black out was ordered Earthforce command and a number of covert salvage missions were sent to the hulk. While most of the forward section was in shambles, the EA teams managed to recover the damaged Spinal Laser.

Initially, there was high hope that EA scientists would be able to unlock the secrets of the Hyach weapon. Unfortunately, it quickly became apparent that while EA scientists might be able to decipher the workings of the laser they were hopelessly outclassed by the miniaturization technology utilized in creating the weapon. There was simply no way to manufacture an equivalent weapon with the technology at hand.

Never the less, scientists continued to work on the project in a series of small, black funded projects.

Following the Minbari War, interest in the Hyach spinal laser was rekindled. Lasers had been seen as one of the great successes of the war, as it made the Minbari range superiority slightly less crushing. The purchase of heavy lasers from the Narn and the resulting knowledge to produce them opened the door for additional spinal laser research. In time, EA scientists managed to develop their own spinal laser design.

The primary problem with the Earth Alliance version of the weapon was heat. The Hyach's advanced miniaturization technology greatly reduced their laser's heat problems and their advanced cooling system had been totally destroyed in the original wreck and was therefore unavailable. The quick and "make-it-work-now" solution to the heating problem was the simple inclusion of a huge coolant system supported by equally huge coolant tanks to the laser.

To test the idea, an incomplete Nova was adopted to fit the new laser. The front hammer-head was basically replaced as a unit resulting in the complete removal of all ship board fighters and the deletion of the forward laser/pulse arrays. To further simplify conversion, the mas-



sive coolant tanks replaced the next row of laser/pulse arrays while the side mounted laser/pulse arrays were lost to coolant pumping equipment.

The resulting ship, the EAS Cyclops was launched in 2249 and immediately became something of a jinxed ship. Fleet exercises revealed that the spinal laser's poor firing arc in conjunction with the base Nova's poor agility made hits with the spinal laser more a matter of luck than anything else. Naval commanders hated the loss of fighters, made especially painful by the removal of no less than 10 of the 18 laser/pulse arrays. Finally, the spinal laser proved difficult to maintain, the coolant system sprang repeated leaks and the coolant pumping system was highly unreliable. Any failure of coolant system rapidly reduced the spinal laser's effectiveness to little more than an over-sized, longer ranged heavy laser.

It was clear that multiple heavy lasers would be more tactically useful than a single long-range laser and further Nova conversions were quietly dropped. Spinal laser research was continued but funding cuts following the development of the heavy particle cannon make any breakthrough in the near term highly unlikely.

Background and Credit

The basis of this ship hinges on the description of the Hyach Spinal Laser in the product "Militaries of the League 2." It reads, "The gigantic laser cannon is so large, and requires such an extensive coolant system, that only the Hyach (with their miniaturization technology) could ever hope to use it. Even the Earth Alliance could only produce one by wrapping an entire ship around a single cannon, making maintenance and repairs so expensive as to be unaffordable. (The prototype ship on which they tried this may appear in a future product.)"

Please remember that this ship was deemed a FAILURE. Earth only built one so it can't have been that amazing. The ship is meant to have problems beyond the standard and esoteric "high cost of" or "difficult in" maintenance fluff used with other designs. I therefore removed all of the fighters and 10 of the 18 L/P Arrays. I then added the coolant tanks with their supporting rules. Your not supposed to want to take a fleet of these. It's a case study conducted by the EA Admiralty that didn't work out.

I'd like to thank the following people for comments, ideas and consulting. Mark Graves, Klebert Hall, Symon Cook, John T. Colman, Jamie Coleman and Ned Farnsworth. Most of you will recognize these people as long timers in the Babylon 5 Wars community. A few might even recognize them as members of the mysterious "History Group." In any case, take a look and let me know what you think.

(FA & B5W SCS sheets are inside this month's Attachments folder)

Piercing the eye of the Cyclops

Fleet Action Scenario
By ALEX ROBERTS

OCTOBER 2261: Sheridan's fleet is inching ever closer to the seat of Clark's government on Earth. Desperate to stop Sheridan, Clark has called up all available resources in an attempt to stem the tide of incoming rebel ships and their accompanying White Stars. Responding to Clark's orders, the EAS Cyclops powers up and moves slowly out of its mothball slip, joining a small group of loyalist ships bent on blunting the rebel invasion.

Situation:

Just outside of the Sirius system rebel reconnaissance fighters picked up the incoming loyalist fleet. At their head steamed the EAS Cyclops. Scans indicated this was a new ship, equipped with a very large weapon that occupied much of the front section of the vessel. Unaware of the existence of this ship, Sheridan's fleet sends all available ships on a mission to intercept this loyalist task group. Their mission, destroy this new vessel before it jumps again and possibly threatens Babylon 5 itself.

Rebel Mission Statement:

Sheridan has dispatched you and your task force with orders that if this new ship will not join the rebellion, it is to be destroyed. Standard military records show no indication of the construction of this vessel with it's large weapon, and you can only assume that it has been constructed with Shadow help and poses a grave threat to the rebellion and Babylon 5. It must not be allowed to leave the system.

Task Force Leader Squadron

3 White Stars
Squadron Alpha
2 Omegas (4 flights Starfuries each)
2 Artemis

Squadron Beta

1 Omega (4 flights Starfuries)
2 Artemis
1 Nova (no fighters)

Squadron Gamma

2 Omega (2 flights Starfuries each)
1 Oracle

Loyalist Mission Statement:

As group leader of your fleet, you've been tasked with harassing the rebel fleet pressing towards Earth. Your fleet, however, consists mostly of rejects and older ships, most of the

cream of the loyalist fleet being massed near Mars for the final battle. However, you do have one ace up your sleeve. The EAS Cyclops has been pulled out of mothball. Although you know that the ship itself was a failure after its production by a black ops section of the EA military, nearly 12 years prior, the rebels don't know that. Hopefully you can use the Cyclops to lure the rebels into a trap.

Squadron Able1 EAS Cyclops

1 EAS Cyclops
2 Hyperions (1 flight Starfuries each)

Squadron Bravo

1 Hyperion Command Cruiser (1 flight Starfury)
2 Nova (4 flights Starfuries each)
2 Artemis

Squadron Charlie

1 Omega Command (4 Thunderbolts)
1 Hyperion Aegis (Starfuries)
3 Olympus
1 Artemis

Squadron Delta

1 Nova (no fighters)
2 Artemis

Deployment:

Rebel Fleet: All Squadrons deploy on the opposite side of the map as the Loyalist fleet, no more than 3 hexes in, and no more than speed 6.

Loyalist Fleet: Deploy Squadrons Alpha and Beta on the board, no more than 3 hexes in from the side, at any speed desired.

At the beginning of turn 2, roll a d6. On a 5-6, Squadrons Charlie and Delta appear on either one of the 2 sides of the board not used to set up the initial rebel or loyalist squadrons. They start from the edge of the board, and may begin at up to speed 6. If they have not come in, they will come in on a roll of 3-6 on turn 3, or automatically by turn 4.

Victory Conditions:

Rebels:

Total Victory: Destroy or rout all loyalist ships.

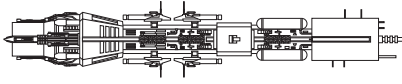
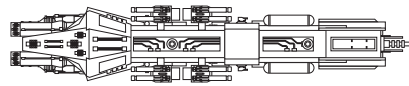
Marginal Victory: Destroy the EAS Cyclops. Also lose no more than 1 White Star.

Loyalists:

Total Victory: Destroy or rout all rebel ships. The EAS Cyclops is not destroyed or routed.

Marginal Victory: Destroy or rout all rebel ships.

(FA SCS in the Attachments folder)



EA Cyclops Fire Support Dreadnought (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2249
Point Value: 975
Ramming Value: 350
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 17 (14)
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	2	3	4	6	7	8	10	11	12	14	15	16

FORWARD HITS

1-4: Retro Thrust
5-6: Spinal Laser
7-8: Interceptor
9-10: Coolant Tank
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Laser/Pulse Array
8: Lt. Pulse Cannon
9-10: Coolant Tank
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

1-8: Primary Structure
9-10: Jump Drive
11-13: 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

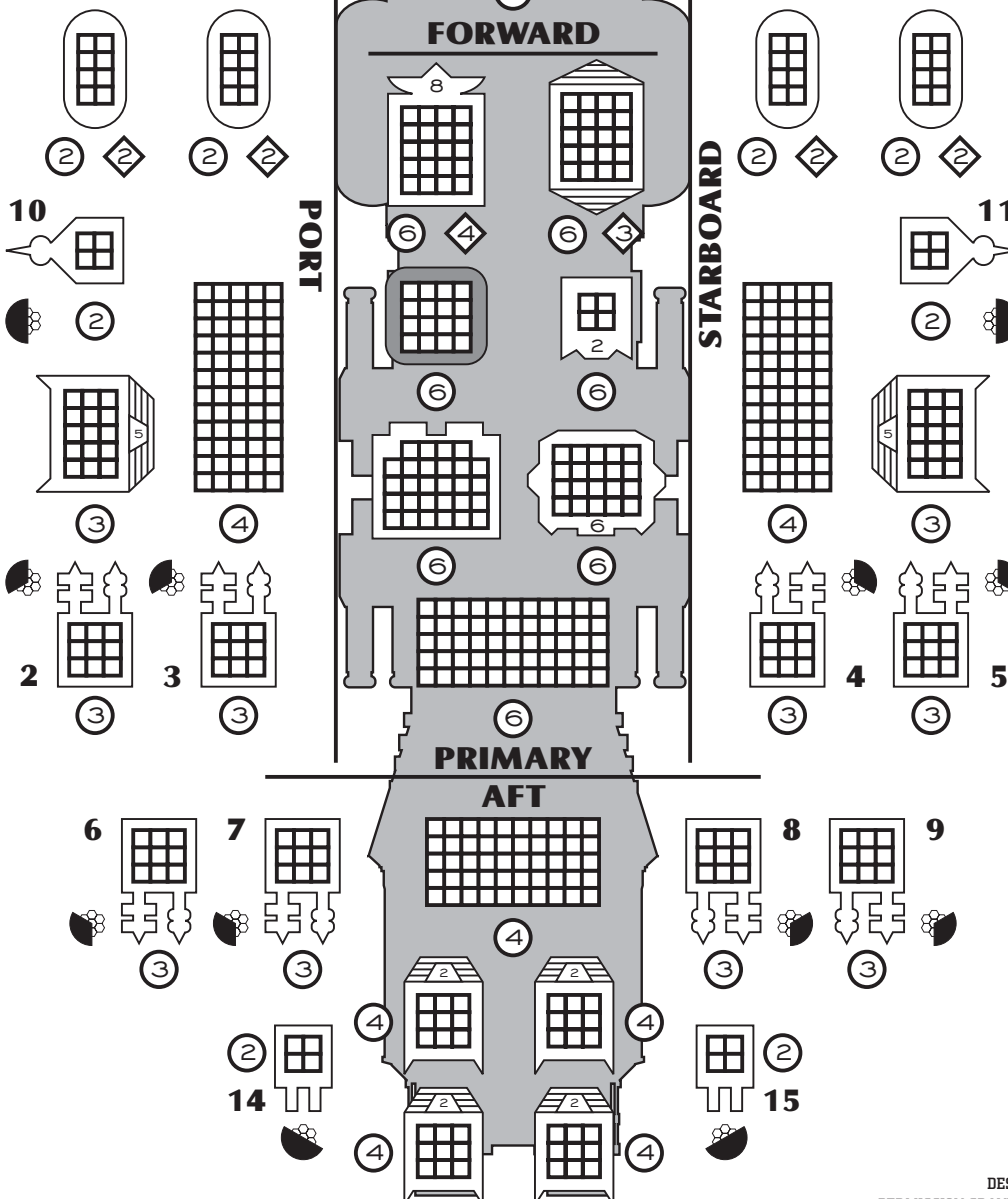
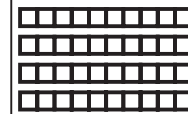
Target #6

HANGAR

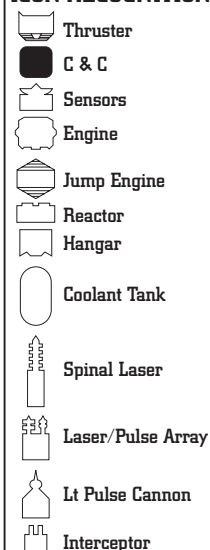
0 Fighters

4 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION



WEAPON DATA

Spinal Laser

Class: Laser
Modes: R, S
Damage: 6d10+40
Range Penalty: -1 per 5 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 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

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Coolant Tank

Coolant tanks are necessary to fire the spinal laser at full power. Loss of a tank due to damage or being left unpowered has the following effects.

Tanks Lost	Cumulative Effects
1	No Sustained
2	-1d10+10 damage
3	Range Penalty: -1 per 4
4	-1d10+10 damage

Note: Once a coolant tank is left unpowered, its effects on the Spinal Laser are felt for the remainder of the scenario.



Ship Datacard

CYCLOPS FIRE SUPPORT DREADNOUGHT

SHIP NAME:

ID:

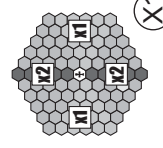
SQUADRON:

Medium Pulse
Class: Particle
Range: 2-4/6-8
Fire Control: d10 d10 d8
Damage: d6 per 1 above
Max Shots/Turn: 2



LASER/PULSE ARRAY X3

LT PULSE X1
Class: Particle
Range: 1-2/3-4
Fire Control: d10 d10 d12
Damage: d6 per 1 above
Max Shots/Turn: 3



COOLANT TANK
Loss of First 'C' reduces
Spinal Laser damage to
5d10 (+2 per die)
Loss of Second 'C' reduces
Spinal Laser range to
8/16/24/32
Loss of Third 'C' reduces
Spinal Laser damage to:
3d10 (+2 per die)
ALL LOSSES ARE CUMULATIVE



SPINAL LASER

Class: Laser
Range: 10/20/30/40
Fire Control: d10 d8/-
Damage: 6d10 (+2 per die)
Max Shots/Turn: 1/2

CMD RATING: 6
CMD COST: 3
DEF RATING: 14
ARMOR: 5/4/5
SENSOR: 10
AVAIL: Unique

RACE: EARTH ALLIANCE
CLASS: CYCLOPS FIRE SUPPORT DN
CATEGORY: CAPITAL
YEAR IN SERVICE: 2249
JUMP DRIVE: YES
POINT VALUE: 610

NOTES:

NOTES:
INTERCEPTORS
LEVEL 1

STRUCTURAL DATA

RATING/NUMBER:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE:																														
SENSOR:																														
SPINAL LASER:																														
LASER/PLS ARRAY:																														
LIGHT PULSE:																														

MANEUVERING DATA

SPEED/RATING:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT:																														
HARD TURN:																														
COURSE CORRECT:																														
TURN:																														
MAX ACCEL:																														
MAX DECEL:																														

