

# Babylon 5 Fleet Action Alternate Rules

Concept and rules by Karl Johnson

Version 1.0

These rules modify certain sections of the main rulebook. The intent is to introduce more mobility and flexibility into Fleet Action games, allowing a greater range of tactical possibilities (and create more dynamic and dramatic games).

## 1. Maneuver Frequency

Allow ships (and fighter Flights) to use their full turn's movement speed and complete one maneuver per pulse (instead of per turn). If using this rule, pre-plotted movement is not necessary; each squadron must choose a maneuver chit (as described and provided in TTV) and place it face down next to the squadron's command ship prior to the beginning of the pulse. All other normal maneuver restrictions still apply (turn ratings, accel/decel, etc).

Capital-class ships that begin the execution of a maneuver after using half or more of their pulse's movement may not begin to execute a maneuver in the following pulse until they have used at least half of their movement for that pulse. If no maneuver is made in the following pulse, there is no restriction on maneuvers in the next (second after the maneuver) pulse.

Heavy Combat Vessels (HCV) that begin the execution of a maneuver after using two-thirds or more of their pulse's movement may not begin to execute a maneuver in the following pulse until they have used at least one-third of their movement for that pulse. If no maneuver is made in the following pulse, there is no restriction on maneuvers in the next (second after the maneuver) pulse.

In both cases, round any fractions up (whether using hexes or inches).

## 2. Anti-Fighter 'X' factors

Ignore the calculation to determine the number of attacks made against each enemy Flight in the main rulebook. Instead, double the weapon's AF 'X' factor. This is the total number of attacks the weapon may make during the current pulse. Divide this number by the number of attacking flights to determine the number of attacks against each enemy flight, with remainders being allocated as the firing player sees fit.

## 3. Improbable Hits

Should a direct-fire shot that is within normal range (including adjustments for Minbari Jammers) be impossible to equal or exceed the necessary die roll for a successful attack due to die roll modifiers and/or sensor damage, a hit may still be achieved by rolling the highest possible number (e.g., a 10 on a d10) on the Fire Control die AND making a subsequent d6 roll of 4 or higher. Pulse and other weapons that depend on rolling higher than the target number to gain additional damage dice and/or damage die modifiers receive no additional benefit from this rule.

## 4. Missile Rack Detonation

This rule modifies the General Missile Rack Rules found on p.44 of MEMA. For each additional missile rack box marked as destroyed after the first in a single pulse, add one to the detonation check 2d6 roll (do not make a separate roll for each box marked). If a detonation occurs, the number of attacks made is always equal to the highest number of missiles in any single same-Class missile rack on the ship.

## 5. Sensor Allocation

This Command Ability allows a squadron commander to alter the Sensor and/or Defense rating of all ships in the squadron by one point each, depending on the allocation chosen. All ships in the squadron must use the same allocation, but it may be changed at the beginning of each pulse by announcing which Allocation (if any) will be used:

Offensive Allocation: Increase the ship's Sensor rating by one point, but decrease the ship's Defense rating by one point.

Defensive Allocation: Increase the ship's Defense rating by one point, but decrease the ship's Sensor rating by one point.

This Ability is available to all fleets. Cost: 100 points per squadron.

## 6. Debris

When a ship is destroyed, mark the hex with a Debris marker (or a 1" circle marker if using hexless movement). This hex is treated as if it were an Asteroid Field (see TTV, pp. 12-13) in the same hex only (or multiple hexes if a base, with the "asteroid"

field being the original hexes the base occupied). However, the die rolled to determine damage is based on the class of ship destroyed:

Medium: d6

Heavy Combat Vessel: d8

Capital: d10

Enormous: d12

Increase the die type to the next highest available (up to a d12) for each additional ship, regardless of class, destroyed in the same hex. Add one to the die roll for each additional "die type" beyond a d12 that would be required due to additional ships being destroyed in the hex.

## 7. Critical Hits

### Reactor Breach

If a ship loses a certain amount of maneuverability there is a chance that, instead of just thrusters being damaged, the ship's reactor has been damaged and cause a critical reaction that could destroy the ship. Consult the following list of conditions to see when to check for a reactor breach:

A Capital or Enormous unit loses half or more of its turn boxes in a single volley.

A Heavy Combat Vessel loses over half of its turn boxes in a single volley.

A Medium ship loses a quarter or more of its turn boxes in a single volley.

Any size ship loses all of its Accel and Decel boxes in a single pulse.

If a ship meets one of these criteria, roll 2d6, adding one to the die roll for each box marked over the threshold for the ship type. On a 12 or higher, the reactor has gone critical and will explode within d3 pulses at the end of that pulse. In the interim, the ship has its Accel/Decel (if any) reduced to zero, and all weapon 'x' factors reduced by 1/2. When the ship explodes it is considered completely destroyed and removed from play (and may leave Debris if using that rule).

### Jump Engine

Make an additional die roll at the same time you check for a ship's Reactor status, using the same conditions and die roll modifiers. If a 12 or more is rolled, the ship's Jump Engine (if any) has been disabled and the ship may not form a jump point for the remainder of the game.

### Weapons Power

If a ship loses half or more of a single weapon type (that starts the game with at least four boxes) in one pulse, there is a chance that power to that weapon system may short out for d3 pulses before becoming available again. Roll 2d6, adding one for each box over the threshold lost during the pulse. On a 12 or more, the weapon shorts out and may not be fired at all (temporarily reduce the 'x' factor to zero in all arcs) until the end of the pulse indicated by the d3 roll.

### Command and Control

If a ship loses one-quarter or more of its Structure boxes in a single volley, or when it has lost a cumulative total of half or more of its Structure boxes, there is a chance the ship's Bridge and/or internal communications network has been damaged. Roll 2d6 and add one to the roll for each box past the particular threshold being checked. If a 12 or more is rolled, the ship has suffered damage to its command structure (loss of bridge crew, comm systems, etc.) and will be Out of Command for d3 pulses. Should this ship be the squadron's Command ship (or the Flag ship), the entire squadron (fleet) suffers the effects of being OOC for the duration of the Command ship's "difficulties".

Make a subsequent d6 roll if a Command (squadron/fleet) ship suffers this critical hit. On a 5 or 6, any special Command abilities purchased for the Squadron/Fleet command ship are lost and may not be used for the duration of the game.

Each ship is only required to make this test once per pulse, even if both conditions occur within the same pulse. Should both conditions occur in the same pulse, treat this as having lost half or more cumulative Structure (only).

### Flight Operations

If a ship carries at least 2 Flights of fighters (Super-Heavy fighters are excluded), make an additional roll at the same time you check for a Command and Control critical hit, using the same modifiers. If a 12 or more is rolled, the ship's flight deck and/or deck crew has been rendered inoperable, and the ship may not launch or land fighters for the duration of the game.

### Fire Control Damage

When Sensor damage is rolled on the damage charts, only mark the Sensor track if the damage roll is even. If the die roll is odd, the Fire Control for one weapon system has been damaged and will suffer a -1 to each attack roll by that weapon for each Fire Control hit suffered. The weapon that suffers the Fire Control damage must be a weapon type that suffered at least one damage point in the current pulse. If more than one weapon meets this condition, or if no weapons have suffered damage this pulse, the ship's owner may determine which weapon's Fire Control will be damaged.

If all of a particular weapon's boxes are destroyed, treat this as a normal Sensor hit. When using this rule, apply all damage to weapons and structure before determining Sensor and Fire Control damage.

## 8. Randomized Damage

After rolling and determining the severity of a non-matter weapon hit, roll a subsequent die (any type) to determine the 'odd' or 'even' damage track used in applying damage to the target.

## 9. Overthrusting

If a ship wishes to perform a maneuver that would normally be disallowed it due to the ship's current speed, it may attempt to execute the maneuver at the risk of damaging its maneuvering capabilities. A ship may attempt to perform a maneuver at speeds of up to double the currently allowed speed for that maneuver. After plotting and executing the maneuver, roll a d10. If the die roll is less than or equal to the difference between the ship's normal maximum speed for the maneuver and the ship's current speed, the ship suffers Turn track damage equal to one-half of the difference between the allowed maneuver speed and the ship's current speed (round fractions up).

Example: An undamaged EA Omega Destroyer is currently moving with a speed of 9 and wishes to make a turn. The normal fastest Turn speed for an Omega is 6, which is three less than its current speed. The controlling player rolls a d10. On a 4 or higher, the maneuver is completed at the current speed of 9 with no ill effects. If the die roll is a 1, 2, or 3 the player would be required to mark 1.5 boxes of damage, rounded up to 2 boxes, to the Omega's Turn track (and consequently, one box from each of the Course Correct, Hard Turn, and Come About Maneuver tracks).