

# Wars of the Centauri Republic - Fleet Action Conversion Rules

Ship conversions and special rules by Karl Johnson (Refa Madness)

## Introduction

While it has been many years since I last converted Babylon 5 Wars ships to their conjectural Fleet Action counterparts, the conversion process has remained fairly straightforward (even if I had to relearn a few things along the way). I've attempted to keep the new special rules to a minimum, using an existing rule or simple text line on ship datacards where I deemed it to be sufficient.

This set of conversions includes all of the ships from the Agents of Gaming Babylon 5 Wars books "Wars of the Centauri Republic" and "Showdowns 8", with all ships, nearly all ship refits, OSATS and bases having their own unique datacards - 98 PDF files, many of which include more than one unique refit or variant ship. All of the major races (sans Raiders) have been reproduced here, including the Centauri Republic, the Orieni Imperium, the Abbai Matriarchy, the Drazi Freehold, the Usuuth Coalition, and the Rogolon Dynasty.

## 1. Refits (optional)

Refits of particular ship classes (as denoted by the "refit" tag under the name at the top of the datacard) should have their Rarity Factor increased by one level (Common to Uncommon, Uncommon to Rare, Rare remains Rare) if the game being played is considered to be in the same year the ship Refit became available.

## 2. Ramming

The Ramming rules from the Dilgar Era rules are in effect and remain unchanged except as noted elsewhere in this document.

## 3. The Centauri Republic

### Sentinel System

The Sentinel System is functionally identical to the Guardian Array (see To the Victor, p. 54). Any time a structure box with an 'S' is destroyed, the ship loses one Sentinel Level.

### Fighter Missiles

These missiles, used on the Phalan-M fighter, are identical to the EA fighter missiles found on p. 47 of "My Enemy, My Ally".

## 3. The Orieni Imperium

### Available Missiles

Orieni SO- and S-Missile racks may use Standard, Heavy, and Anti-fighter missiles as found in "My Enemy, My Ally", pp. 45-46, and, in games set in or after the year 2005, Long-Range missiles may be used. There are two additional missile types particular to Orieni Forces:

Kinetic Missiles (available: 1976+, cost: 5 per 'x')

Each Kinetic Missile that impacts its target makes a 1-point Matter attack against the target.

Chaff Missiles (available: 2005+, cost: 10 per 'x')

Each Chaff Missile that strikes its target temporarily reduces the target ship's Sensor rating by one point. The effects last until the end of the pulse in which the missile impacted its target.

### Hunter-Killer Controllers

Any Ship having the 'H-K Control' designation adds one to the die roll of a ramming attack by either Shining Light or Shining Star Hunter-Killer fighters within 16 hexes of the ship for each level of H-K control it possesses. Only the single highest rating within range of a specific fighter flight may be used. Any time a structure box with a 'K' is destroyed, the ship loses one H-K Control level.

H-K Control levels may be jammed by ELINT function, with one level of ELINT reducing one level of H-K Control from a single source. Maximum range for H-K jamming is 12 hexes

### Ramming Attacks

Orieni Shining Light and Shining Star Hunter-Killer fighters may always make ramming attacks, regardless of the scenario's time frame or other conditions. Both Orieni and Centauri ships may make ramming attacks when a squadron fails a morale check instead of retreating from the field. Note that this is at the player's option and not die-roll dependent.

## 4. The Abbai Matriarchy

### Com Jammer

If an enemy squadron's Command ship is hit by a Com Jammer, that squadron MUST move first in the next pulse. If more than one squadron is forced to move first in the next pulse, randomly determine which is moved "first".

### Gravitic Shields

These function exactly as the Brakiri Gravitic Shield as found in "Of Aliens and Giants", p. 21.

## Sensor Spear

Each Sensor Spear hit reduces either the target's Sensor rating (on an even die roll hit) or Defense rating (on an odd die roll hit) by one point for the duration of the following pulse.

## 5. The Drazi Freehold

### Repeater Gun

If a Repeater Gun hits its target, it may immediately make another attack against the same target. There is a cumulative -1 die roll modifier for each shot after the first, and each Repeater Gun may fire a maximum of 3 shots per pulse.

## 6. The Rogolon Dynasy

### Ramming

Rogolon ships may never make ramming attacks.

## 7. The Usuuth Coalition

### Dovarum Micro-Sat

While technically a Super-Heavy Fighter (functioning as a barely mobile OSAT), the Dovarum is treated as an LCV for Game purposes (see separate LCV rules document).

### Ramming

Usuuth ships may never make ramming attacks.

### Datacard Erratum:

The Centauri Garut Survey Ship should have "Sentinel System - Level 1" in its Notes section. The 'S' should be placed in the '14' box of the ship's Structure track on the datacard.