

Babylon 5 Fleet Action Grome Special Rules

by Karl Johnson

Version 2.0

Connecting Struts

Due to the relatively poor construction of Grome ships, any ship that has 'Connecting Struts' in the notes section of its datacard suffers double structure damage from all Structure hits caused by even die rolls. Note that this does not apply to the Primary Structure of the Mahkgar Starbase (but does apply to each of its Secondary Structure blocks).

Targeting Arrays

Each level of Targeting Arrays increases the ship's Sensor rating by one when firing any weapons at targets that are within 12 hexes of the firing ship. One level of Targeting Array ability is lost when a Structure box containing a 'T' marking is destroyed. Targeting Arrays may only be used to direct fire against same or larger-sized targets as the firing ship - never against smaller targets.

Due to signal degradation when multiple Targeting Arrays aim at the same target, no more than 2 levels of Targeting Array may be used against a single target ship.

Escort Arrays

These function as Targeting Arrays, but may aid the targeting of friendly ships in the same squadron (as well as its own fire), so long as the target ship is within normal Target Array range. All other Restrictions of Targeting Arrays apply.

Flak Cannons

The Flak Cannon may be fired either offensively or defensively in a single pulse; it may switch to a different mode (offensive or defensive) in subsequent pulses with no penalty. If firing offensively, the only viable targets are fighter flights, using AF or LRAF fire. If a flight is hit by a Flak Cannon, roll a d6 against each fighter in the flight (as indicated by 'Flash' in parentheses next to the weapon class 'Matter').

If the Flak Cannon fires in defensive mode, it acts as if it were a Guardian Array with the following exceptions:

1. Any ship that will benefit from the Flak Cannon's defensive properties must be within 2 hexes of the 'protecting' ship, regardless of positioning of the two ship (the protecting ship does not have to be between the firer and the target).
2. The Flak Cannon is effective against Laser class weapons, but functions at half of the value listed in the ship's notes (round down).
3. Each level of the Flak Cannon's defensive benefits apply against only one enemy ship that fires against the protected ship; multiple levels of Flak Cannons may be applied against a single firing enemy ship.

The defensive value of a ship's Flak Cannons is reduced by one when a box containing an 'F' on the ship's Flak Cannon damage track is destroyed.

Regla Light Fighters

Damage values for a flight of Regla fighters is given as "d6/(1)". The d6 value is used normally for resolving Dogfights; the (1) represents a 1-point matter hit for each 2 fighters in the flight (rounded down) when on Strike missions against ships.

Regla Limited Ammo (optional)

This note on the Regla's datacard allows each flight only six attacks when on-board; mark each flight as having fired once for each Dogfight or Strike Mission attack (not damage) die roll it makes.

Additional Unreliable Ship Characteristics

Inadequate Hangar Facilities (T): Roll a d6 for each fighter flight attempting to launch or land this turn. On a roll of 1, that flight may not launch or land this turn.

Haphazard Targeting System (A): Prior to making an attack roll using Targeting or Escort Arrays, roll a d6. On a roll of 1-3, those TA levels are considered to have been used for the pulse, but may not be added into the attack die roll.

Poor defensive Targeting (A): When using Defensive Flak in a turn, roll a d6 prior to the resolution of the attack against the ship using the Defensive Flak. On a roll of 1, Defensive Flak levels are ignored for the attack, and are considered used for this pulse. On a 2 or 3, only half the levels of Defensive Flak are used against the incoming attack this pulse (round fractions down).

Fractured Lock-Ons (T): For each target ship past the first that is fired on by this ship during a turn, subtract one from the Sensor rating for the attack's resolution.