

Babylon 5 Fleet Action Cascor Additional Rules

by Karl Johnson

Version 1.0

These rules are to be considered an expansion to the previously produced rules for the Cascor; all other special unit and weapon rules are still in effect.

1. Ion Field Generator

This weapon targets hexes, not enemy ships. Each 'x' factor of the weapon may target a different hex; there is no additional benefit in multiple strikes against the same hex. Mark the targeted hexes with any appropriate marker. The effects of an Ion Field last for three consecutive pulses, after which the markers are removed.

Any ship in a hex containing an Ion Field marker has its Sensor rating reduced by one; any fighter Flight in the Field reduces both its Attack and Dogfight ratings by one. These effects are temporary and expire when the unit moves out of the Field or the effects of the Field expire. If any ship of a squadron is in an Ion Field at the beginning of a pulse's Movement segment, the Squadron is considered to have taken damage in the previous turn for purposes of movement priority (only).

2. Fighter Loadouts

Unless otherwise noted, each Tiqincc Flight in a ship's loadout may be exchanged for two Caccar Flights, and each Calaq Flight may be exchanged for two Tiqincc Flights. The difference in the point value for the exchanged Flights is added to the cost of the ship's loadout.

In addition to the above, the Tranqitor Waystation may exchange two Medium (Tiqincc) flights for one Calaq flight. In games set in the year 2262 or later, this base may be loaded with Caltus Torpedo Fighters. These Flights do not count against the 1/3 limit of the fleet's loadout.

3. Caltus Torpedo Fighters

These fighters may replace one Flight of Calaq Assault fighters in a ship's loadout. The number of Caltus Flights in play may not exceed 10% of the total number of heavy (Calaq and Caltus) fighter Flights in play (with a minimum of one flight available) in games set in the 2259-2261 time frame. For games set in 2262 and later, up to 1/3 of the Calaq Flights may be replaced by Caltus Flights.

Caltus Ion Torpedoes

These function as if they were EA Fighter Missiles with a range of 12 hexes.