

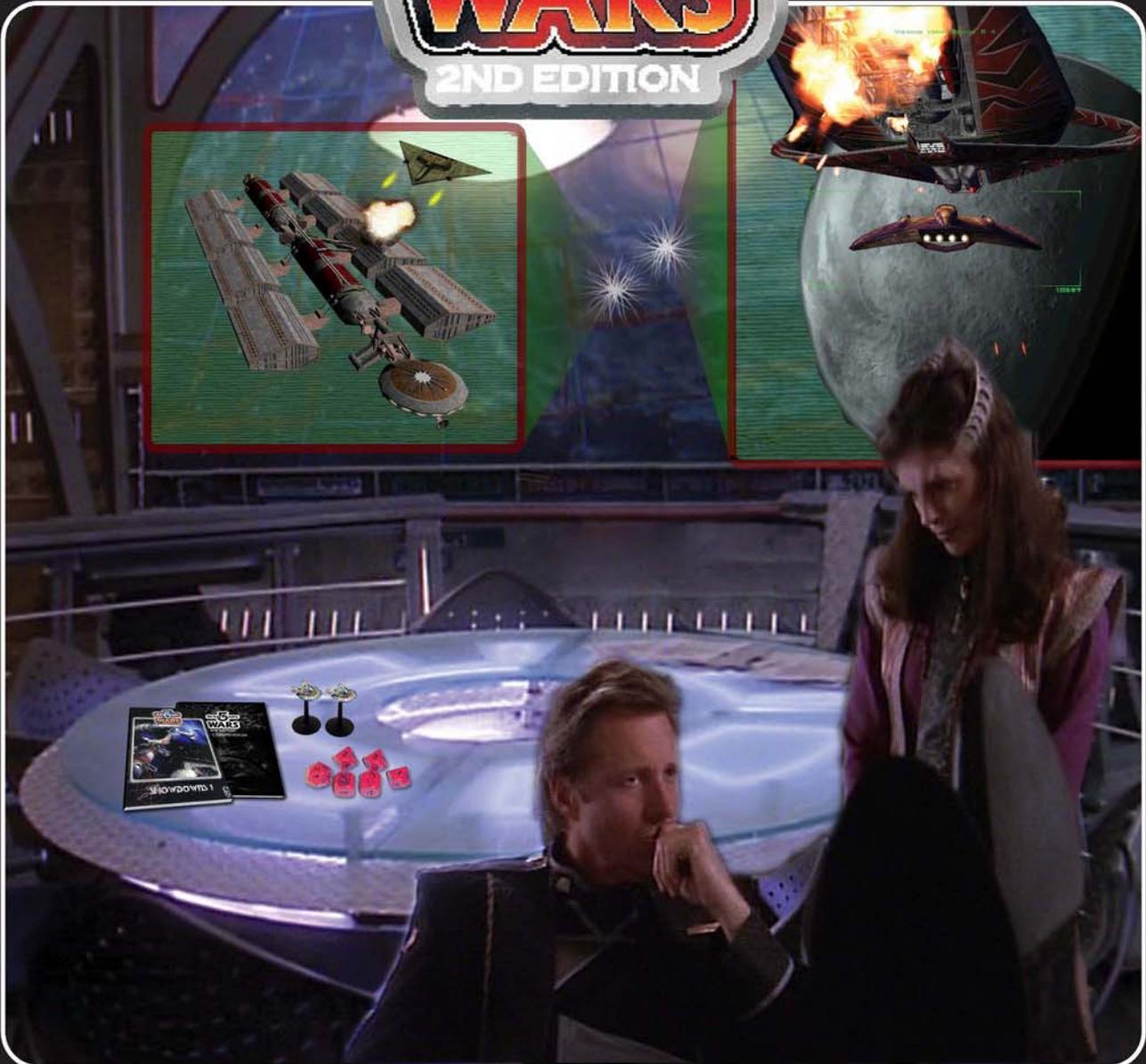
5 BABYLON WARS 2ND EDITION



A PLAYER CREATED EXPANSION

WARGAMES 1

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INTRODUCTION

The Showdowns series of supplements, published by Agents of Gaming provided battle scenarios in which to use the ships that were being introduced in and around that particular release. However it was not be feasible to draw up a scenario for each particular race to fight against every other race in the game. You won't find a scenario that pits the Grome against the Minbari in any supplement (though in that particular instance, it's probably for the best).

In pick up battles, it is often the case that each person in a group will simply pick out a race they feel like playing, and throw them into battle with each other. While these types of pickup games are always useful, they tend to lack any type of objective beyond "Destroy the enemy".

The Wargames supplement has been created to bridge the gap between pickup battles and pre-planned scenarios. It offers a series of scenarios, complete with victory conditions, all of which can be played with virtually any race against almost any other race. Wargames will provide objectives for all sides involved, terrain, setup information, and an overall point value for fleets. Players will then be allowed to choose whatever race they want that fits the criteria, build a relevant fleet, and jump into battle.

Wargames-1 was designed with two additional goals in mind. First and foremost, a serious effort was made to lighten the mood of game play a bit. Scenarios provided in this book sacrifice some of the established canon in order to more amuse those playing. Some concepts even border on being obtuse, either through background story or actual game play. Additionally, Wargames-1 is also a themed book. The scenarios presented are based on real-world games of all types. In order to more closely resemble their origins, some battles require the addition or suspension of a rule or two, or make use of a completely un-natural setup. In most cases the changes are small, but some have a rather radical departure. The end result is scenarios that are almost

games in and of themselves, but are played within the B5 Wars system.

The second goal was to build scenarios around some of the less common rules, systems and ships, giving players a reason to utilize more than just the most powerful ship combinations from each race. Wargames has been designed to promote use of the less-used rules, ships and systems in the common pick-up battle situation.

As is traditional when designing scenarios, brief histories have been provided to help tell the story of what's about to happen and why. The historical (or non-historical) information here however, is in most cases longer than usual so as to allow greater exploration of the Babylon 5 universe. Again, some of the ideas can be rather "out there", and/or deviate from canon. Others though, might be considered completely plausible. The choice is up to the reader. The background setups are more for reading enjoyment and establishment than B5 universe accuracy.

If you keep an open mind and a light mood, the scenarios within should provide a great gaming experience. However, if you never actually play the scenarios, it is my hope that you at the very least enjoy reading what is presented.

Author's note:

Unfortunately, I have not had the opportunity to play test any of the scenarios in Wargames-1, so this must be considered a "Beta" release. I tried my best however, to create balance for every situation. If you read through, or indeed have an opportunity to actually play any of these scenarios, please send me any feedback good or bad. It is only through feedback that I will be able to refine and improve these scenarios.

I also want to encourage everyone creative not to let this supplement line end. Universal scenarios are sorely missing from the Babylon 5 Wars system, and more are needed than those that I have provided (especially some serious ones). It is my sincere hope that in the future others will continue to create Wargames supplements, or other scenario books like it.

Chapter 2: New Rules, Ships and Systems

Suspension of Standard Rules:

Because the scenarios in this book are themed to reflect games from other genres, there will be times when the normal operational rules of B5 Wars will have to be modified. The general rule should be that for any scenario in this book, all standard rules apply, unless stated otherwise in the specific scenario outline. There may also be some fine points that were overlooked, causing an unfair loophole for a particular match. If you come across a rule that logically would completely destroy the theme of the scenario, than players should agree to suspend that rule, or instate one where none exists.

Fair Placement:

In some scenarios, initial placement will be key to gaining an early advantage. To this end consider how your group will fairly determine placement. Some options are:

- Roll a die, lowest places his first ship, then the next lowest. When each race has placed one ship, roll again to determine the new order for the next round, until all ships have been placed.
- Use each ships initiative to determine order of placement. (Note that this method will be biased when certain races are used.)
- Write down placement of all ships secretly, and then place everything on the board at once.
- To heck with it, just place the ships. This can be brutal and/or unfair to less experienced players. (If you choose this method, consider

adding, "Once you take your hand off a ship, you can't change it.")

- Roll dice to determine hexes. Use one d10 for each number column in the hex id. This is the most chaotic method, and result in fleets scattered across the map, but it will also be the most fair, and with some scenarios, provide for a more interesting game.

New Rule Set: Orbital Insertion

Orbital insertion is a set of rules for permitting ships capable of doing so, to land on a planetoid during a scenario, allowing greater use of assault and invasion situations. Playing an orbital insertion scenario requires the use of a third standard map half (42x15 hexes). This map half represents roughly ¼ of the atmosphere above the planet, with one long edge leading to the main map, and the opposite edge being the actual planet's surface.

The main battle will still take place above the atmosphere of the planet or planetoid, where all standard rules apply. One edge of this main map will be the top of the planet's atmosphere, and lead to the atmospheric map. The opposite end will lead to the rest of the solar system (and deeper into space).

On the atmospheric map, all standard atmospheric rules apply. In addition, many populated planets possess such a thick atmosphere that excessive speed upon entering will cause damage and/or navigational issues. These effects, if any will be specified on a scenario-by-scenario basis. If there is no transition restriction specified, assume there are no effects.

Specific scenarios may also allow the use of re-enforcements to enter from the sides of the map (coming from the other side of the planet).

The maps are always fixed. Ships flying off the bottom of the main map are immediately placed on the top row of the atmosphere map, and vice-versa. Ships flying off the main map in any other

direction are considered in deep space, or orbiting another part of the planet, and are thus disengaged from this battle.

A ship entering the atmosphere may attempt to land on the planet's surface. There are three types of landings; Standard, Combat, and Crash.

Standard Landings:

Standard atmospheric ships attempting to land on a planet must be traveling at speed one upon entering the last two hexes above the ground, and must be capable of reducing speed to zero on the turn they would cross off the bottom edge of the map. If these requirements are not met for any reason, the ship will take crash damage.

Agile ships can enter these hexes and travel in them at speed 2 with no penalties, though they must still be capable of coming to a halt on the next turn.

Assuming these requirements are met, a ship at speed zero in the first hex above the surface will land on the following turn. The player should take the piece and move it to the map border immediately next to the hex it was in. They may then begin ground operations on the following turn.

Combat Landings:

Agile ships may also make an assault landing if desired. This is accomplished by ending a given turn in the first row of the map. On the next turn they must spend the appropriate thrust needed to decelerate to speed 0, then Roll a D6 and add 1 for each point of speed they ended the previous turn at. On a 7 or less, they are considered to have safely landed and are ready to deploy troops and equipment right away. If they fail, they suffer the appropriate crash damage as described below, and may not take any action for two more turns.

Crashing:

If the movement and speed requirements for landing are not met, the ship will crash into the ground, and must roll as if ramming "itself", adding one for each point in speed from the previous turn. For ramming purposes, assume both the ships entered front-first, had initiative, and were "head to

head". Ships that manage to survive the crash may not take any actions for two turns after impact.

Ground Operations & Travel:

Ships may deploy troops, supplies or equipment in keeping with their hanger operations (or use the appropriate Gropos Rules).

Ships may not move while on the ground, and if flying horizontally close to the ground, are at risk of impact with surface features, etc. When traveling in the first hex row above the surface, there is a 50% chance of 2d10 raking damage. This drops to a 25% chance of 1D10 damage on row two. When traveling horizontally on these two rows, ships may only travel at speed 1 (Agile, may go speed 2).

All ships taking off must travel at speed one for the first turn after taking off. The ship is then placed back in the first row.

Air Strikes:

Ships in the first row of hexes may only fire at planetary targets directly below them. If they are in the second row, this is extended to the three hexes immediately below. There is no restriction for firing horizontally, or upwards.

New Weapon Class: Planetary Defense Cannons

Planetary Defense cannons are meant as a final line of defense, should a planetary body come under invasion. They are basically the modern equivalent of anti-aircraft guns for the space age, and meant to prevent enemy units from making landfall. They are designed to work to the outermost boundary of the atmosphere, but rarely travel any further, as beyond this is their responsibility of bases and OSATS. This is actually somewhat of a logistic irony, since most of the time ground based cannons are only used when a planetary body has not yet fully established its OSAT/base network. Ground based defenses are cheaper, simpler and quicker to

install, but are less effective and comparatively costly to maintain over extended periods. Once the orbital perimeter is established, they are for the most part mothballed, or moved to a new planet. In hot zones/times of war though, a few may be kept around, just in case.

Most planetary defense systems take the form of a small building or installation, built specifically for the task. Unlike most artillery used by Gropos, this weapon is not designed for ground combat or point defense, and thus cannot be used as such. The thought is simply that extending this purpose adds to maintenance and cost, and there are other weapons that handle ground and near-ground duties with far greater efficiency. Some races have experimented with “mobile” versions of these systems, but they are pathetically slow and limited, and never travel over anything but prepared terrain (think rolling the space shuttle out to its launch pad). Moving them just never proved very useful.

Most planetary defense systems are similar to that race’s heavy OSAT weapon and should use its SCS. However they may only consist of one heavy, one light weapon, and one medium (or a second light) weapon. If the OSAT SCS contains more weapons, treat them instead as structure (using the structure’s armor, etc. - Thrusters and any other redundant items are also counted as structure.) Finally, modify the firing arcs of all weapons to 180 degrees “up”. Do not adjust power, sensors, etc.). For races that do not have OSATS, players should use the included Standard OSAT.

NOTE: The included SCS is a good example of the above modifications. It is derived from the Drazi Shodroma. In addition, the main weapon was replaced with basic missiles and a base launch rack to make the weapon more generic.

If a player employs planetary defense cannons, he should secretly record where on the “surface” side of the map he is placing the defenses. (Note that the surface should be the actual border of the map, not the bottom row. For ease of tracking though, use the number of the hex on the bottom row). For any cannon placed, there may only be one other within any given 5 hex range. So if a player places cannons in hex 10 and 11, they may not place

any others closer than hexes 4 and 17. Unless stated as mobile, cannons may not be moved during a scenario. Movement/reallocation for campaigns will be listed in the campaign rules.

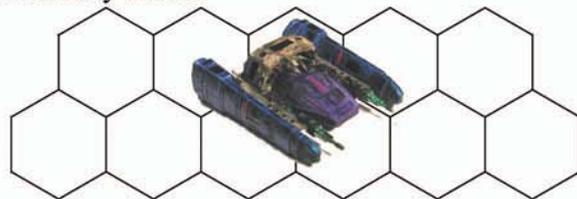
(Note: this book does not define which races have mobile platforms. Assume all races are stationary unless stated in future scenario or house rules.)

Players with ballistic weapon cannons do not need to reveal the location of their platforms until they are fired, at which time the marker is placed on the map. Players with non-ballistic cannons can elect to hold them in a semi-charged state to keep them from being detected. To do this, they simply mark the power at one below the recharge rate. They do not need to tell the opposition this has been done. The final point of power is applied during the normal allocation phase and it may fire that turn. However once a cannon is fully charged and/or fired, its power signature can be immediately detected and it must be placed (and remain) on the map.

All of a cannons weapons firing on the same turn must fire within the same 120-degree arc, but can fire at separate targets. It can only target and hit an enemy that has begun the turn on the atmospheric map, even if it has a longer range. It may not fire at any ship that has landed on the ground unless it is in the same hex, nor at a ship that is one hex off the ground unless it is in within the 180 degree arc directly above (hex above, or the one immediately to either side).

These weapons are extremely prone to damage. Any box hit reduces the range of the weapon by two, even if ballistic. A ship crashing in the same hex will immediately destroy the cannon. They cannot be repaired during a battle.

Planetary Defense Cannons cannot be used in any scenario unless agreed upon in advance by all players and are not used in campaigns unless specifically stated.



New Rule: Mine Deployment

While most cargo ships can be configured to deploy a minefield, they are not particularly good at it. Deploying mines from cargo ships takes an excessive amount of time, and the minefield tends to deploy somewhat chaotic, with significant gaps, and mines that tend to drift or malfunction. To solve these issues, several races have all but overhauled standard cargo ships into units designed specifically for the setting up and monitoring minefields. These specialized ships are referred to as minelayers.

There are two types of minelayers commonly used among races that use mines, the mine deployment barge, and a faster seeding or repair ship. As most of these ships are generally identical, players should feel free to use the included generic SCS's for any race without modification. Minelayers may not be used in a scenario unless agreed upon by all players, and assume they are not used in a campaign unless specifically stated by the rules or GM. Minelayers are specialty ships, and would only be found in a fleet if they were being escorted on a deployment mission.

Mine deployment ships are indistinguishable from their base hull counterparts unless an enemy is within 10 hexes, or actually sees the ship deploying mines (he is within the system and/or "scanning range" at time of deployment). Internally however, all cargo holds have been renovated to specifically hold and prepare mines. They may carry any type of mine allowed by the race using it (each race adapts the hold to suit their own mines). Unfortunately the internal modifications means minelayers may no longer carry any other type of cargo. Mines in the hold are never active and cause no additional damage if struck or destroyed.

The deployment mechanism must spend an extra turn deploying a mine for each box of its system that is damaged, but suffers no other criticals. When empty, ships can return to their base of operations and re-stock at a rate of one mine per turn, or one entire storage pod (if available) every

two turns. Minelayers are always equipped with minesweeping shuttles at no extra charge.

As mentioned above, most cargo ships can deploy mines; however if this is done, the minefield must still pay the 100-point base deploy charge (a cost mitigated by the deployment barge) at the time of initial deployment. Deployment takes 3 pulses (after which the ship may depart and the mines become active), but the minefield will not stabilize for an amount of pulses totaling $1/10^{\text{th}}$ the initial amount of mines in the field. Once active, there is a 1 in 6 chance that d20 mines per turn will be lost until the field becomes stable. If the ship fails to remain for the full 3 pulses, the minefield does not become established at all (the 100 base point cost is still lost). Cargo ships cannot deploy an active minefield during a scenario. It simply takes too long.

It's obviously easier to construct a new ship with mine deployment in mind. Yet should the need arise, an already built minelayer can be converted back to its base hull (or vice-versa) for 50% of the cost of the ship and 50% of the construction time at an appropriate construction facility.

Example: A standard cargo ship deploys a 100-mine field during pulse 3 of a campaign (the owner pays the 100 points on this turn). It remains there for pulses 4 and 5, and the minefield becomes active on pulse 6. During pulses 6-13 the player must roll a d6 to determine if any mines fail. Pulse 6 he rolls a 2 and does nothing. Pulse 7 he rolls a 1, indicating loss. He then rolls a d20 resulting in 9 damage. Pulses 8-11 the rolls are 3, 5, 6, and 4 respectively, so he's safe. On pulse 12 he once again rolls a 1, resulting in 6 more mines lost. On pulse 13 the minefield has stabilized, but now only contains 85 mines.

Auxiliary Mine Deployment Barge Common Commercial Freighter Variant

The initial task of establishing a minefield falls to the Mine Deployment Barge. Based on a standard cargo hull, it carries mass amounts of mines (1 per box), and can set up an entire minefield by itself. The ship shares many of the same traits of its base hull, with a few notable exceptions.

The C&C has been reconfigured to handle mine logistics and monitor the entire field once it's been activated. Additionally, the mine deployment mechanism, which is responsible for the ship's ability to deploy mines as well as it does, is added to the spine of the ship. The mechanism retrieves the proper mine automatically from storage, then interfaces with, tests, programs & primes the weapon, and deploys it to its proper position. The deployment arm on this ship may deploy one mine per turn into ship's current hex or to any hex immediately next to it. The mine can then become active on the following turn. In campaign turns, consider the entire minefield deployed after a single pulse (again, add 1 pulse for each box damaged).

If a mine deployment barge is used to set up a minefield, the 100-point base setup cost is ignored (as the ship itself represents the cost). However the barge must still remain to fine tune the system for an amount of pulses totaling 1/10th the amount of mines in the field. If the ship is moved away or lost during this time the minefield is subject to the potential loss as if it were deployed by a cargo ship for the remaining setup pulses unless it returns, or a new barge shows up to complete the setup. In addition, the owner must pay 10 economic points per pulse (up to 100) during the time it was left unattended.

Adding the deployment mechanism requires extra power that the ship just doesn't have. As such, the ship cannot fire its weapon on the same turn it deploys a mine. As these ships are not intended for battle, this was seen as a negligible compromise.

Example: A barge sets up a 100-mine field during pulse 3 of a campaign. On pulse 4 it becomes active. The Barge must remain with the field until pulse 13 for the entire field to stabilize. On pulse 7 an enemy jumps into the system and destroys the barge. Pulses 8 and 9 the owner rolls a d6 and gets a 4 and a 2 respectively, so he does nothing. On pulse 10 he rolls a 1, signifying mine loss. Rolling a d20 he determines that 8 mines are lost. On pulse 11 he manages to jump a new deployment barge into the system, so he does not roll. The ship then stays until turn 13 and leaves on turn 14. The field is stabilized with 92 mines and he suffers a 30-point economic deficit on the following turn.

Auxiliary Fast Defense Seeder Common Fast Freighter Variant

This ship's main function is to deploy mines as quickly as possible. Equipped with a larger engine, and a more versatile (though more fragile) deployment mechanism, the ship is often given the task of quickly re-enforcing weak sections of minefields that have already been deployed. It is also responsible for most of the maintenance of the minefield, and can retrieve mines as well, storing them in an empty cargo slot for repair and re-deployment. Unfortunately, the extra space needed for parts and machining means there's less room for storage. Thus this ship can carry only a fraction of the payload of the barge.

The ship also suffers the same power shortage issue as the deployment barge, and is again incapable of firing and deploying on the same turn. It can however deploy up to 4 mines on a given turn, (or all its mines in a single pulse) using its two dual arming systems.

Seeders cannot be used to initially establish fields, but may be employed to stabilize the field instead of a deployment barge. There is no limit to the amount of mines they can add on to an already established field, and there is no cost for this additional deployment beyond the cost of the individual mines.

New Terrain: Supernova Remnant

A supernova remnant is an extra dense nebula created by the left over materials from a dispersed supernova, the stellar event that can occur when a star collapses. These excessively active masses differ from other nebulae in that they contain a heavier amount of particulate matter. Supernova remnants are rather rare in comparison to other types of nebula. Rather than clumping, they can often be scattered into long thin tails. As such it is possible to have a map where the remnant does not take up the entire play area. (If a different size is not

specified in the scenario, the remnant should take up the center 2/3rds of the map.) They cannot be avoided by flying off the map edges.

Remnants are often more chaotic than standard nebulae. They do not always occur every time a supernova disperses, and in astronomical terms they are relatively short lived. Regardless, they will eventually settle down into standard nebula, whose lifespan can be much longer as it slowly dies off.

Due to the density of the particles and gasses, units moving through these areas must move at an incredibly regulated speed lest they suffer severe damage. Any ship starting and/or ending its turn in the nebula and traveling greater than speed 3 rolls a D6+5, adding 1 for each point above speed 3. This damage is scored once on each side for every nebula hex the player moves through! In addition, fighters, shuttles and pods must be docked. They cannot survive in the cloud, but can be launched on the first turn begun completely out of the nebula. Any fighter in the cloud will suffer the same damage as above each turn, regardless of speed.

The clouds are also more active across the EM spectrum, causing greater interference with systems across the board. Sensors can barely penetrate the thick cloud, and are often scattered by the matter within. Thus ships moving through them are virtually undetectable under normal situations, and movement for them should be recorded secretly.

Detecting a ship within the cloud involves firing a weapon into or through the hex they occupy, or when a ship in the field fires a weapon themselves. To attempt detection, enemy players fire any weapon in a straight line to its maximum range. If the shot passes through a space with a ship in it, it is immediately "lit up" for three turns. Note that this initial shot will always miss, unless it is a proximity weapon, as they are designed for area damage. Proximity weapons will light up any ship in damage range, and are always allowed to roll to hit and score damage as usual.

Once a ship is lit up, it is immediately placed on the map with its proper facing and speed revealed. For the next turn, it is fully open to attack without restriction it may also fire as normal if it so

chooses. On the following turn it has already begun to fade into the background. All fire to and from the ship suffers a -3 to hit. On the third turn all weapons are at -6. This degradation continues to increase each turn. When there is a turn where the ship does not fire itself, and is not hit by any incoming fire it will fade into the background noise and once again become "invisible".

Ships within the nebula also suffer weapon distortion, and can neither lock on to anything more than 10 hexes away, nor fire out of the cloud unless they themselves are already lit up. Weapons may not fire through the remnant from one side to the other. Players cannot detect what types of ships (if any) are on the other side, and often experience false readings (as specified in the scenario).

Random Terrain Selection

Often times when a battle takes place, one side or the other has more or less chosen the location where it will happen. There are times however when either a random encounter or other unforeseen circumstances will force a captain to fight in a completely unexpected (and often unprepared for) terrain. The following chart can be used to simulate these occurrences.

To determine random terrain, roll 2d10, where one die represents the 10's column and the other represents the 1's column. The roll should be made after fleet construction, but before placing the ships on the board.

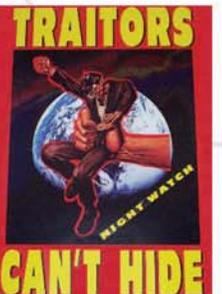
Note that some of these terrains require further decision-making (population, density, size, power, placement, etc). The players should work out any further information in whatever manner they see fit. If you choose not to include Supernova remnants, substitute a standard nebula.

It is understood that most encounters take place in normal space, however the chart below has been weighted against this. It is slightly more unrealistic, but what good is a random terrain roll if 98% of the time it results in a normal space battle?



RANDOM TERRAIN SELECTION

- 01-19 Normal Space
- 20-26 Planetoids/Moons (1d20 of sizes 1-3)
- 27-33 Asteroid Field
- 34-40 Meteor Swarm
- 41-47 Atmosphere
- 48-53 Mine Field (Neutral)
- 54-59 Dark Matter Cloud
- 60-65 Dust Cloud
- 66-71 Electromagnetic Storm
- 72-77 Gravity Well
- 78-79 Hyperspace (Whirlpool)
- 80-81 Hyperspace (Rapids)
- 82-83 Hyperspace (Waveform)
- 84-85 Hyperspace (Whirlpool & Rapids)
- 86-87 Hyperspace (Whirlpool & Waveform)
- 88-89 Hyperspace (Rapids & Waveform)
- 90-91 Hyperspace (Whirlpool, Rapids & Wvfm.)
- 92-98 Nebula (Entire map)
- 99-100 Supernova Remnant [nebula] (3/4 of map down the center)



CHESS PIECE VALUES

- | | |
|---------------|---|
| Queen – 9pts | Point values are meant to represent the relative strategic importance of the piece when compared to the rest. Use these values when building your fleets. |
| Rook – 5pts | |
| Bishop – 3pts | |
| Knight – 3pts | |
| Pawn – 1pt | |

CHESS-STYLE FLEET EXAMPLES

- | |
|--|
| King – Dreadnaught |
| Queen – Warship |
| Rook – MCV |
| Bishop – LCV |
| Knight – Missile ship |
| King – Command Variant |
| Queen – Destroyer |
| Rook – Elint |
| Bishop – Escort |
| Knight – Assault Ship |
| King – First One (2000pts or less) |
| Queen – Hybrid (1500pts or less) |
| Rook – Major race cap ship (1200 or less) |
| Bishop – League Cruiser (900 or less) |
| Knight – Minor race frigate / patrol (500 or less) |

Chapter 3: Scenarios

KILL THE GUY WITH JA'DUR

With the discovery of an anti-agathic drug, the infamous Warleader Jadur has set the races scampering to possess her secret. Upon leaving Babylon 5 on a course for asylum with on Earth, a Vorlon Cruiser emerged out of the jumpgate, ripped her ship to pieces and departed again. Unbeknownst to them however, Jadur has escaped in a life pod. It is now up to you to retrieve her and get her to your homeworld, to either learn her secrets, bring her to trial (with a foregone conclusion), or both.

Type:

Every man for himself (no teams allowed).

Basis:

Kill the Guy With the Ball. A popular athletic game.

Combat Points:

Any, however this game will be real short and simple unless there are at least six ships in play.

Restrictions:

None

Setup:

Jadur is in a life pod in the center of the map. Each race may have 1 ship 7 hexes away; all other ships must start at least 15 hexes away. As they are surprised, all ships start at speed 2. Roll a set of dice to determine a random place for a jumpgate. Any player who has the pod, and is within 10 hexes may activate this jumpgate. It has no recharge delay, however it will close after only one turn.

Special Rules:

Jadur's life pod cannot be destroyed (the stakes are too high, and no one will shoot at it). Any ship with open and available hanger space (or fighter flights where someone has a working grappling hook enhancement) traveling slower than speed 5 are eligible to grab Jadur at any time by passing through

the same hex she is currently in. For this game only, LCV's can purchase a grappling hook enhancement for double the normal cost. Any ship making a capture attempt must roll a d6, and add one for each point of speed over 3. If the value is higher than 6, they miss the capture. Otherwise they successfully capture the pod.

To make matters worse however, Jadur's pod is damaged. At the beginning of each turn, it will move in a random direction (roll a d6), between 0 and 3 hexes (roll a d6 and divide by 2, round down). The life pod always loses initiative and moves first.

Ships may only open a jump point if they are currently holding the pod. The jump engines on each ship in this scenario always open one hex further away than the ship's current speed. Ships may not increase speed while opening (or holding open) a jump point. Any ship entering a jump point or jump gate is eligible to be fired upon until the end of the turn it enters. If during its exit, it suffers a critical, the pod is dropped (in normal space), and the ship will still exit the scenario. It may return to the scenario after it's usual engine recharge time if the battle is still going on, but it may not use the jumpgate to re-enter. If it drops the pod before entering the gate, it may abort the departure, but the wormhole closes, and it must spend the required recharge time before trying again.

Gameplay:

The races involved here are not out to destroy each other, only safeguard their interests. Therefore you may only fire on a race that currently has Jadur in their possession. Anyone who possesses Jadur's pod may fire at will. If the unit carrying Jadur suffers any kind of critical whatsoever, loses a facing or is destroyed, they drop the pod at the end of the turn. Unless they are the only ship of their race left, they must wait 2 full turns until they make a capture attempt again. They can then try again on the start of the 3rd turn.



Victory Conditions:

If a race has no ships with working hanger space or grappling hooks, they lose, and must drop out of the battle. Any ship carrying Jadur that successfully exits into hyperspace or is at least 40 hexes or more from any other ship for 2 turns is disengaged, and thus the winner. If the pod enters the gate hex or an open vortex under its own power, or it moves off the border of the map, it is lost, and all remaining players tie.

Notes:

If you have a smaller group playing, consider not allowing individual ships to use their jump engines, or limit the map to ¼ its usual size. It is possible that ships with their own jump engines may make the scenario too easy. If that is the case, you may have to disallow their use, or limit them in some other way.

[Non-]Historical Outcome:

After some rather unwarranted savagery, many races found themselves with their key ships severely out of position. At that point, a Brakiri ship managed to make off with Jadur through the jump gate. They never arrived at their homeworld. A Babcom message was awaiting the ambassadors of each of the involved races. It read simply, “You REALLY are not ready for immortality”.

KING OF THE Q40

Before disappearing out of the galaxy, Catherine Sakai conducted a survey of the Shel’lek’tha system, an out of the way place on the border of Vorlon space. Before she left, she noted a particularly anomalous reading on the outer edge of the system, but didn’t have the time or resources to investigate it. A few years later, the surveyor’s guild, while reviewing the logs in her old ship, came across her findings. What caught their eye most was a quite uniform distribution of gravity, surrounding a huge radiation surge. Clearly the anomaly was not natural. A follow-up survey turned up something utterly unbelievable. A huge asteroid of Quantum-40, the likes of which is unheard of was seemingly

“held” in gravitic stasis in the exact center of a ring of asteroids. While there was of course the questions of who built it and why, the greater question was “Can we take it for ourselves?” Word was sent back and military protection was requested. Ships were dispatched immediately to take control and mine as much as possible. As with most of these things though, corporate spies were all over the intelligence, and when the fleet arrived, there were already others trying to stake a claim. Of course things quickly got out of hand.

Type:

Every man for himself, teams optional

Basis:

King of the Hill. Another popular athletic game.

Combat Points:

Unlimited

Restrictions:

Stealth ships, and ships with chameleon sensor suites are not allowed in this scenario.

Setup:

Set up an asteroid (one hex wide) in the exact center of the map. Set up 6 “moonlets” (size 3), spaced evenly around the asteroid, their cores 6 hexes out, making a zone of 5 hexes between. All fleets must setup outside the circle, in any position, location and facing they desire.

Special Rules:

Any ship outside the circle can only fire at ships within the circle. Ships in the circle can fire at anyone, inside or out. If a player has a ship directly next to the Q40, his entire fleet may fire at anyone, regardless of location.

The above rules do not apply to fighters. Fighters can fire at anyone at any time. A ship may return-fire at fighters if they are fired upon that turn (all EW, CCEW, etc. rules still apply) and may always fire defensively. A ship may also fire at any fighter that ends the movement phase within 3 hexes of its position.

Victory Conditions:

You earn points for the Q40 you collect. Each time an LCV or larger ship moves through a hex inside the circle, they earn a single point of Q40. (There are fragments there they can collect). For each hex of movement directly next to the Q40, they earn 3 points, plus an additional 10 for each full turn they stay next to it without moving away (if they are a hex away at any point during their move, they don't get the bonus). If a ship is a cargo ship of any kind, the player earns an additional 2 points on top of any of these amounts.

Example: A destroyer moving at speed 6 is two hexes out of the circle and heads directly into the center, they would earn 4 points by the end of the turn, and are eligible to fire at other ships offensively. On the next turn, they decelerate to speed three. They travel one more hex until they are next to the Q40. They round the asteroid with a regular turn and an over-thrust, staying next to it for two hexes. In the end though, they are going too fast to stay in orbit, at the end of their movement they are two hexes away. During this second turn they earned 6 points plus one more point, but do not get the 10-point bonus. However, they are eligible for the entire fleet to fire this round.

Notes:

For a tougher game, try using the "unknown ships" optional rules.

[Non-]Historical outcome:

No race ever gained a severe hold over the asteroid. Eventually all races withdrew to a significant distance to lick their wounds and regroup while waiting for reinforcements to show up. When further ships arrived, they found the entire construct had vanished. Eventually everyone gave up and went home. To make the matter even more embarrassing, since most of the ships involved were lost in battle, very little Q40 made it out of the system, making the entire incident meaningless. If any race has since located the construct, they are not admitting to it.

THE COMING OF THE TERMINATOR:

During early days of the Shadow War, many races were feeling overly confident with themselves, mostly due to their recent successes in border skirmishes with their neighbors. When the shadows finally started to openly move, they did try to make a stand against them. They had no idea however just how powerful their opponents were. The bottom line was, when the shadows wanted something, there was no stopping them.

Type:

1 player vs. either another player, or a group of players.

Basis:

The Police station scene in the first Terminator film, and a common adaptation used in paintball matches, where one player is invincible, no matter how many times he is hit.

Combat Points:

Shadow points are based on ship chosen; the other side is 500 to 1000 points less.

Restrictions:

The other side cannot be a first one, and it is recommended that they be a league, pirate, or lesser race.

Setup:

The lesser race(s) set up with all of their ships spread out along the top and bottom of the map, no further than 3 hexes from the edges, making a center passage. For each 4 ships on the side, there can be one in the middle if desired. One the right side, place a civilian small base in the exact center 3 hexes from the edge. The shadows can choose between one dreadnaught, one battle cruiser, two cruisers, or four patrol cruisers. On turn one they phase in within three hexes of the left side of the map, also in the exact center.

Gameplay:

The shadows should proceed down the map. To make a point, they can only travel at speed 4 maximum. When they get within five hexes of the

base, they are allowed to fire on it. They must always make at least two full hexes forward progress each turn until within range. If a shadow ship fails to do so, it must leave on the next turn. The other side must obviously protect the base at any cost.

Victory Conditions:

The shadows win a minor victory if they destroy the base and depart. They win a major victory if there are no opponents left on the map. The opposition wins a major victory if the base survives, and a devastating victory if they survive with more than half their fleet intact.

Notes:

The more ships on the opposition side the better. Consider using many of the same ship as well, this makes for easier data tracking, and lessens preparation of each round's orders. Feel free to try substituting any other first one equivalent for the shadow ships. Also, if the game too heavily favors the lesser race(s), simply make the shadows "super-ancients".

[Non-]Historical outcome:

The shadows utterly decimated the fleets of the younger races, and took out the outpost at their leisure. This helped to enhance their mystique, and create the fear they wanted. By the time the war was in full swing, the younger races had all but given up hope, and none thought any kind of offensive was possible. This made Captain Sheridan's task all that more difficult.

PATHFINDER

During the Centauri expansionist campaign of 2259 and 2260, many races bordering them felt the need to set up any defense they could to protect their borders. In some instances, massive minefields were set up in strategic systems. In one particular system, where the Centauri and Drazi both held a presence, each side set up minefields practically on top of each other, and ultimately they became intertwined. This made for quite an effective two-

way barrier. Eventually each side sought to drive the other out, planning to plot a course through the mines, and take out the enemy, while still using the field as a safe defense.

Type:

One player vs. another. Multiple players allowed.

Basis:

An old board game of the same name (I think) where players would try to find their way through an opponent's maze.

Combat Points:

Any, but it should be rather high.

Restrictions:

Mines must be placed within the borders of the field. To prevent proximity and interference issues, you may not have more than three populated hexes touching each other in any given direction. So you could have a circle of 7 mines, but there must be at least a 1 hex space around it at all times. 10% of a side's mines can be captor, and another 10% DEW at any given time. (These are not interchangeable, so you can't have, for example 8% DEW in order to have 12% captor). Players cannot fire across the barriers from minefield to open space.

Setup:

Divide up 100 mines between the players. Each player is then allowed to choose what type of mines they use, and where to place them. (You should use the printable 2-page PDF hex map to secretly keep track of your mines). The mines must be 7 or more hexes from either short edge of the map. Once the mines are laid out, the players may place their ships anywhere on their side of the minefield, at any heading, speed, etc.

Special Rules:

Minelayer ships are allowed in this scenario. Races employing the standard minelayers that use shields may add a 1pt generator to each ship side, but must remove one weapon to do so, or add 20 points to its CPV. Obviously ships will never set off their own

mines (unless deliberately) and can pass through hexes occupied with their own mines without issue.

Gameplay:

Players use minesweepers, or any other ships to identify and find their way through the minefield. Players who have a minelayer ship may also seed the map anywhere within the minefield borders. Minelayers wishing to re-fill their holds may do so by traveling to the edge of the map on their side. If they end the turn in the last row (or beyond) they are considered fully loaded the next turn.

Victory Conditions:

The first player to “take full control” of the opponent’s side of the minefield wins. (There must be no enemy units within that 6 hex zone).

Notes:

The trick will be to balance deployment with minesweeping. Players will probably want to keep a larger offense, yet still maintain something of a defense, just in case. For a tougher match, consider adding an OSAT or two to defend each player’s side. Assume there is a small asteroid there and the OSAT is in orbit around it. Small bases could also be used if both players agree, but it is not recommended, as even a slightly large base will make victory next to impossible. It will ultimately happen where each player has a mine in the same hex. If this is the case, when one is set off, the other player must announce his mine, and remove it from play. There is no additional damage from its destruction.

[Non-]Historical Outcome:

Neither side was able to fully penetrate the defenses of the other enough to gain the finely detailed scans and significant foothold that would have assured a successful invasion. Eventually, both sides found other fronts to exploit. The minefield remained in place even after the war, and serves not only as a buffer zone, but acts now in more of a policing role, and is quite an effective deterrent to smugglers who would try to use the system to conduct business. As of late it has fallen into neglect on both sides. Mines have become inoperative in some areas, and un-

stable in others. This is actually perfectly okay with both governments, as it makes traversing the area that much more dangerous and less necessary to patrol. However it is also fine with the few smugglers who have actually managed to find safe routes through.

SEARCHING FOR CAPTAIN SHERIDAN

Vice-President Clark figured that if his coup were to be successful, he would have to attack the current establishment with a three-pronged approach. The first, of course, was to take out the current incumbent and anyone else in power that was be strong enough to oppose him. This would be accomplished either by direct attack, isolation and defamation and/or intimidation. He often preferred the latter though, knowing well enough that controlling people through fear was preferable to making potential martyrs (Santiago was a special case, as Clark knew he could never be pushed).

The second prong involved the acquirement and use of advanced technology to ensure control and continued fear. This he did by seeking out advanced alien devices anywhere he could. He often made the use of spies and informants high up on the IPX corporate ladder, who let him know of any particularly interesting discoveries, and even smuggling items out for him at times. Many of his greatest advantages came from exploiting Shadow tech, and secretly adapting it to his own fleets. These earth ships, were most willing to follow all his orders without question, because of loyalty to the administration, promises of power, and because he subtly manipulated the command structures, replacing key personnel with people he knew would be loyal to his command.

The third prong was to keep control through manipulation of the truth, further defacing those who spoke out and using fear of alien entities to keep others in line. Clark’s forces often had orders to decimate all opposition, but capture its leaders, because he knew that getting them to publicly

confess that they were wrong was ten times more effective than killing them off and creating martyrs.

This method was so effective in establishing his power base on Earth that he saw no reason to change tactics when dealing with the interstellar community. For example, his fleets had strict orders to do all they could to take out Babylon 5 one way or the other, but bring back Captain Sheridan alive. This led to some strange battles later on in the war, since Captain Sheridan's goal was to minimize casualties, while taking out enemy fleets and capturing it's leaders so they could be later tried for war crimes. This meant that both sides would seek to end a battle as quickly as possible not by destroying the other's fleet, but rather by capturing the opposing side's "king".

Type:

2 players (If using a full 32 ship fleet for both sides, seriously consider multiple players divided up into two teams)

Basis:

Chess. The name comes from the 1993 film "Searching for Bobby Fisher".

Combat Points:

Unlimited, but as equal as possible.

Restrictions:

Players should agree to an equal amount of ships for both sides. Ships playing the same role (the two ships on a side playing bishops for example) must be identical to each other.

Setup:

Each side chooses a command ship, unique capital ship, or the like to play the king, and a capitol warship to play the queen. Bishops will be made up of MCV's, knights will be LCV's (preferably agile), and the rooks are missile or mine ships. That leaves the pawns as fighters. Pawns may not be Super-heavy fighters. If a race has only super-light fighters, the opposing side may use maximum of 3 flights of heavy fighters in their fleet (they may use

5 if they have no other size fighters). The rest may be of any smaller size.

Ships must line up like the pieces would on a chessboard, within 5 hexes of their short side of the map. There may be any number of spaces from one piece to its neighbor, but they must be in the correct order.

Special Rules:

Ships move as normal, however no ship may ever enter the exact hex that is occupied by another, at any time. This includes fighters. Also, equip all ships with the maximum amount of breaching pods allowed by the rules.

Gameplay:

Play the game as usual, noting the above special rules.

Victory Conditions:

The first team to land a boarding party on the other team's king ship wins. If all large supporting pieces are destroyed, or all of a team's breaching pods are gone, than landing two fighters in the king's hanger will also bring a victory. If a player only has his king and a pawn, only one fighter is required. If either king is destroyed, or no victory is possible, than the game is officially a draw (players may of course still play to a standard battle conclusion if desired).

Notes:

Consider replacing the recommended ships with matching alternates. Replace the knights with freighters, etc. Use the point guide of each piece as the guide for ships strength. For a shorter game, lose the knights on each side, then the rooks, etc. Cut down on the amount of fighters to equal the total amount of larger ships.

[Non-]Historical Outcome:

Clark's forces were never able to capture Sheridan's command white star, or any other commander leading a fleet. Though Sheridan's forces often captured the Earthforce commanders, there were just as many stalemates, where the battle ended in too

much damage on either side to be of any good. Though Sheridan clearly lost some of those matches, he “made damn sure nobody ever heard about it”.

CAPTURE THE TECH

After the Shadow War many races were anxious to gain an upper hand. Of course Z’ha’dum itself was out of the question, but there were many battlegrounds that held a myriad of derelicts, which could potentially hold any number of secrets. Corianna-6 was a popular location for scavenger fleets looking for any edge to bring back to their people. Many of these were raider groups desperately searching for an edge of security or significant advantage. Other fleets were younger or immature races that were just looking for a way to establish themselves, or maybe even survive. While the Rangers did their best to patrol these areas and keep the peace during cleanup, their resources were limited and often small skirmishes broke out over one piece of salvage or another. Sometimes it was because one race claimed a piece of another race’s ship, but almost always happened when potential first one tech was found. Some particularly eager rivals would actively seek to prevent others from taking any tech while trying to hoard as much as possible of their own.

Type:

Every man for himself. Any number of players (though more than 4 may want to use a double-sized map area).

Basis:

Capture the flag. A classic team game. Variations have shown up in everything from military drills, to FPS video games.

Combat Points:

1000 or higher.

Restrictions:

First ones are not recommended. White Star and ISA fleets are not allowed.

Setup:

Place a White Star counter in the center of the map. Each player then selects a hex for a base of operations and places their “Flag Stand” and “Flag” there. Place another White Star in a random location (roll dice) for each team side playing (4 sides = 4 additional ships).

Special Rules:

Neutral zones are to be set up within 3 hexes of each White Star. Anyone inside these areas may not fire, and may not be fired upon. Players may not fire through these zones either. This represents the patrol areas of those ships, and any fighting within those areas would awake the attention of the Rangers, who would immediately end the conflict and confiscate or destroy all alien tech. No ship carrying a flag (tech) may enter a neutral zone (if they do, they drop the flag in the hex immediately before entering). Also, players may not come within 5 hexes of their own flag base unless carrying an enemy flag (or an enemy flag has been dropped in the area).

Gameplay:

Any ship or fighter passing over an enemies flag captures it and may carry it. At any time it may voluntarily drop it as well. If a fighter is hit, it will drop the flag. The same flight may not pick it up on the next turn. Any large ship carrying the flag will drop it if it suffers a critical, or loses a facing, or is destroyed. If a flag is “loose”, and the owner passes over it, it is immediately placed back on its stand. If a player manages to get an enemy flag to his or her own flag base they permanently capture it and score 10 points.

Victory Conditions:

When all but one of the flags has been captured, the game ends. Players score 1 point for every fighter they still have in play, and 3 points for every larger ship. Each flag in a player’s possession (including their own) is worth 10 points. The player with the most points wins.

Notes:

As an alternate (and longer) method of play, captured enemy flags are returned to the owner’s

base when points are scored. If using this method, the game ends either when a player reaches a pre-determined amount of capture points (40 is recommended for 2 players).

For a truly extended game, continue until there is only one player left with ships (or none capable of fighting/maneuvering effectively).

Alternately, one might try allowing any already captured flags to be captured from its new home by another race (though no race should be able to recapture their own). If you play this modification, then any player that successfully captures a flag gets 5 points, but players also get an additional 5 points for each flag at their base at the end of the game.

[Non-]Historical Outcome:

Concerning Corianna-6, a multitude of tech was gleaned from many sources. More often than not though, this happened when the legitimate cleanup and disposal crews managed to “disappear” some of the systems marked for destruction. Scavenging fights like the one depicted happened more often between raider factions and privateer scavengers that often fed on past battle scenes. In general though most races were generally respectful of the losses all sides took, and mostly stuck to retrieving their own hulls.

One major exception of this however was an incident when a Drazi captain, eager to do anything to advance his status, managed to make off with most of the aft section of a broken Minbari cruiser that had drifted far off the main field of battle. Though his actions were officially frowned upon, this Drazi probably would have been quietly promoted up the ranks for bringing back such an advancement for his military. Unfortunately for him, history chose it's own course, as the section he returned with (the artificial gravity system) was offered freely to all races by the newly formed Interstellar Alliance less than 12 months later.

Finally, it is also interesting to note that although they never participated in active salvage or cleanup

operations, Corianna-6 itself seemed to have a stronger than usual technological growth spurt for the 25 years or so following the battle. In time they were actually able to field a few of their own ship designs.

YOU SANK MY KOSKOVA!

Of the many battles and border skirmishes during the Shadow War, perhaps one of the strangest was between the Kor-Lyan and the Descari over a region of space near Nacambad, a neutral territory that borders both their realms. Each lacking the major resources needed to simply crush the other, it was here that they fought what could most accurately be termed as an “active cold war”. The region is populated by a supernova remnant, which almost completely restricts sensors from penetrating, and acts as a perfectly natural border zone between the two sections of space in dispute. Previous altercations within this dense nebula proved tragic for both sides however, and battle within was quickly deemed out of the question. Simply sending a fleet through would not work either, as by now each had fortified their end, and would simply pummel any fleet emerging from the cloud before it had a chance to reset its systems and prepare for battle.

With any local jumpgates too far away to be effective, the only solution available to either side was to try to get a scout ship through that could then make detailed enough scans to find a weakness in the enemy's formation, and deploy a hyperspace beacon so as to effectively let a fleet jump around the cloud. The common defense against such incursions of course, was to deluge the cloud with proximity charges.

Type:

2 player, minimal fighters.

Basis:

Battleship. A popular board game.

Combat Points:

At least 3000 per side

Restrictions:

Bases, satellites, and other fixed platforms are not allowed.

Setup:

Set up a 30-hex wide supernova remnant across the center of the map from top to bottom. Each player takes a mini-map and secretly notes the location of his ships on it. Ships may be set up anywhere on their own side of the nebula

Special Rules:

Due to sensor distortion, players may add up to 25% of their ship numbers (round up) in "false sensor blips" to their map side. These are permanently removed when any enemy ship exits the remnant on their side.

Gameplay:

Players take turns as usual, doing all they can to hunt for and take out the enemy. For most turns, this will involve patrolling their own side of the map, secretly moving elint (and other) ships through the nebula in an attempt to reach the other side, and launching weapons randomly into the nebula.

Victory Conditions:

Players may of course send across any type of ship that they desire. However if an elint vessel makes it through, it may proceed to the last row of hexes on the map. Once there, it may on the next turn deploy a hyperspace beacon allowing the rest of the fleet to jump in, thus winning the game with a major victory). A minor victory can also be achieved by eliminating all enemy ships on the map (though enemy defenses will be reinforced by the time the majority of the fleet arrives, so players may want to play an additional standard pickup match to determine who wins overall.

Notes:

This scenario will require either a referee or a lot of honesty from the players, as most movement is in secret, and many attacks are blind. However,

honesty will make for a very interesting game, whereas if no ships are ever found, it will be quite boring. Eventually players will want to be found. This scenario obviously favors races with proximity weapons (energy mines, torpedoes, missiles, etc). Players should seriously consider devoting at least 40% of their fleet to proximity weapon based ships, and at least 25% to elint vessels. If their race has a proximity weapon that is unlimited, consider employing it heavily.

Don't be deterred by the amount of special rules for a supernova remnant. They are ultimately much more simple than they sound. This game will be learned quickly and should be full of interesting moments.

[Non-]Historical Outcome:

After repeated incursions / hunt and kill expeditions on both sides, the Descari finally managed to infiltrate undetected long enough to drop a beacon behind Kor-Lyan lines. However before a full scale attack was organized, the Shadows began to move openly, and all ships were recalled to defend the home systems. The Kor-Lyan fleet controlled the nebula for some time, eventually establishing a strong defense base, and several local mining operations on both sides.

It is interesting to note that after only 10 years, the location proved too remote to be overly profitable to the Kor-Lyans. While rich in resources, it was simply too far from their territory, and any jumpgates, to provide anything but extremely slim profit margins. Ultimately they leased the use of the Descari jumpgate, whose systems were much closer, and even began to employ them at the mines, leasing a few out as well. Together they were much more successful at optimizing profits, harvesting resources not only from the surrounding planetary bodies, but even the nebula itself. They ultimately ended up splitting much of the goods between each other and selling the rest to all the races who frequented other regions near Nacambad (the area known as Beta 9, under control of the Yolu). Further, joint scientific study of the nebula and it's

reaction to weapons and sensors during the battles led to a good deal of advancement for weapons and systems in both their militaries. In the long run, the events led to a greater understanding and integration between the two races, and they eventually formed an alliance of mutual respect and friendship that would endure forever.

MU-TAG

The Yolu are generally considered to be responsible for the widespread proliferation of the blood sport known as the Mutai. Steeped in what is all but religious ritual, the Mutai is basically a fight between two unarmed opponents. It is not a fight to the death (the thought of which would go against Yolu cultural beliefs); however death and life-changing injuries can and do often occur. Their belief is such that putting oneself deliberately into a needless fight for life is unthinkable, however it is only through pushing ones limits with the potential of breaking oneself that life, honor and personal fulfillment can be truly attained.

The origins of the Mutai on the Yolu world predate even the oldest records. The Sho-rin (Mutai grand master, teacher, and referee) are revered like royalty on their world, and have final say on anything and everything to do with the sport. They typically hold a high standard, and only the best and most honorable fighters are allowed to compete at all. The only way around them for a newcomer is to accept the open challenge of the current champion (which is typically a very stupid thing to do). Once invited into the league, even the worst of competitors, who perhaps had failed to win the only league match they ever participated in, are treated with great respect, should they fight with honor in the ring.

When they eventually expanded onto the stars, the Yolu brought the sport with them, and used the traits that come with it as a means to befriend and bring together many races to some small respect. Outside the arena, there could be strife, but for those that fought there was understanding.

The Yolu are, of course, not the only race to hold blood sport competitions, and some of the most popular were born among the stars. One in particular began with the training exercises used by the Rogolons for their space navy. When they began to retrain themselves to conduct space battles in a more realistic and conventional manner (initially they considered boarding and hand to hand combat the only honorable path), one of the major steps they took to achieve their new way of thinking was to set up battle simulations steeped in honor, fairness and tradition. Entire battle groups would participate in a training competition lasting almost 10 of their years (or 17 Earth years) entitled “Taag-Narathul”, which translates roughly as “the fulfillment of equal footing”. These events were designed to allow each ship a fighting chance, even if against a superior vessel. The idea was to prevent the most powerful ships from attacking at will, thus allowing the lesser ships a greater tactical position, and letting them last longer. In reality, all things were not equal, as tacticians quickly realized that strategic selection of targets could mean the difference between winning and losing. But that of course was the exact point the games were supposed to bring out amongst the military. By the time anyone realized the true advantages, the games had already been conducted and accepted as honorable, thus virtually “tricking” for lack of a better term, the participants and viewers into considering conventional space fighting as worthy of honor.

The war games themselves took the form of a ladder system. Entire battle groups will converge for fighting simulations where fleets could prove they were the best of the best. Originally, these matches were fought with live ships and weapons, allowing only the elite to survive, and the weak to be weeded out. Eventually though, simulated weapons and damage replaced the live firefights, allowing for less overhead, and greater survivability of much needed troops.

The event still carries immense danger though, as every participant pushes both themselves and their resources to the edge. Add to this the varied

locations and terrain in which the competitions take place, and there is every chance for death. Events like these have even taken place in hyperspace, where malfunctions and critical errors have sent entire capitol ships into the void, never to return.

Like the Mutai the rules are strict and fighting is honorable. The fleets that emerge victorious operate as the elite forces for the next 10-year cycle, and everyone benefits from the combat experience. Eventually these competitions, along with other “manipulative” tactics, allowed the Rogolon space fleet to become the great space fighting force they needed to be.

While the Rogolons would never have invited other races to participate in these events, word of these battles has spread across the galaxy. Because the event is carried to such an extreme and is so potentially dangerous, most governments, who remain content with running normal battle simulations, have banned it. However that doesn't stop the occasional “on-the-down-low” gathering.

Type:

Every man for himself, same race battles are allowed. Fighter only matches are allowed.

Basis:

Tag.

Combat Points:

Unlimited, though a more modest amount is recommended.

Restrictions:

Breaching pods, OSATS & bases are not allowed. If in a campaign, races currently at war with each other (in-game or historically) cannot compete against one another. Ramming is not allowed. There is no fighter drop out.

Setup:

Ships can be placed on the map as the players desire, though you cannot be within 15 hexes of any other fleet (20 if they are within your forward 120 degree firing arc). Any ship placed must be within 3

hexes of another in your fleet. The location of the match is pre-determined by the “event coordinators”, and is out of the control of the players. Use the random terrain selection chart at the front of the to determine battle location after fleets have been created.

Special Rules:

No ship or flight can fire unless it was fired upon (tagged) the previous turn. Choice of target(s) is unrestricted. On the first turn (or if no firing took place on a previous turn) each ship rolls a d6. On a 6, they get to fire that turn (this is not considered a secret roll, and they must reveal this fact immediately to all players). This roll is made immediately prior to the ballistic firing phase (well after EW is allocated).

To prevent cheating, no ship is able to disable the simulated damage until it has left the battlefield, at which the simulation restarts all systems automatically. Any ship that travels beyond the edge of the map is considered disengaged and cannot return to play. Ships that are disengaged immediately regain full control of all systems. If in hyperspace however, any ship drifting uncontrollably off the edge must roll a d6. On a 3 or less, it is lost.

Gameplay:

The battle proceeds as usual, with the above rules in place. If a ship is “destroyed” in the simulated battle, it will drift at its current speed and heading, subject to all terrain influences, until it drifts off the map edge (where it will regain all systems and wait out the rest of the match). Because captains are often overzealous, any ship entering the same hex as another must roll a D10. On a 1 - 5 there is an accidental collision. The ships involved must then roll a ramming situation.



Victory Conditions:

The battle ends when there is only one team left. If multiple teams have ships on the board but no one has any usable weapons left, then the game is a draw. Use the following chart to determine victory status:

Major Victory – Winner has no actual physical damage to any of his ships, and did not disengage any ships due to simulated damage.

Minor Victory – Winner has actual physical damage to any of his ships, and/or has disengaged at least one ship due to simulated damage.

Pyrrhic Victory – Winner has actually lost a ship, or has disengaged more than 75% of his fleet due to simulated damage.

Minor Defeat – Player ties simulation, but has actual damage to any of his ships, or player loses simulation but has no physical damage to any of his ships.

Standard Defeat – Player ties simulation, but has actually lost a ship, or player loses simulation and has actual damage to any of his ships.

Major Defeat – Player loses simulation with a ship actually lost or destroyed.

Stupid Defeat – Player loses simulation with no surviving ships.

If a player scores a Major or Supreme victory, the winning ship or fleet gains veteran status. (This is only available in matches between races.)

Rogolons only:

A winning player who is the only one with any surviving ships scores a supreme victory.

A losing player who has no surviving ships will be executed by the Rogolon high command for incompetence.

Raiders only:

A winning player who is the only one with any surviving ships will be suspected of cheating by everyone else, and will probably never make it out alive, let alone see any of the prize money.

**Notes:**

With the exception of the Rogolons and Raiders, this event is a simulation only. At the end of the match, all ships not destroyed by accident (crashing into terrain, drifting off into hyperspace, being sucked into a gravity well, etc. will still be available to return to battle in a campaign. Also, in a campaign, players may not conduct simulations against only themselves in order to achieve veteran status.

[Non-]Historical Outcome:

Ultimately, even the Rogolons decided to do away with using actual weapons. The Raiders though are accustomed to risking themselves if the stakes are high enough, and still continue the practice.

DILGAR DEFENDER

The Dilgar war machine swept through space like wildfire. The only thing most races feared more than being destroyed by the Dilgar was being captured by the Dilgar. Historians would later look back at the experimenting performed by Dilgar scientists and wonder why the almost obsessive behavior, as if they believed their work were more important than the conquest itself. Some would hypothesize that they were looking for common links to biologically wipe out the rest of the galaxy without harming themselves. Others would argue that it had nothing to do with conquest and that they were looking into ways to somehow continue their race even after their sun expired. Others felt it was their way of trying to bend the universe to their will, and still others thought it was just their way of leaving an unforgettable mark on the universe. Regardless of the reason, one thing was for sure. The Dilgar needed subjects.

It was often the case in their campaign that they would come across a planet that proved too costly or time consuming to utterly invade and occupy. This happened with the Abbai in particular, where their homeworld defenses proved too strong to overcome, yet neither could the invasion fleet could be repelled.

It happened on one of the larger Abbai colony worlds that the Dilgar “set up camp” just outside of the planet’s fixed defenses. An analysis of the situation led the Dilgar to realize that the planet’s overall strength was simply too much to overcome. Yet the planet being less heavily populated than it could be also meant that the planetary force was sometimes slow to respond. This led to small temporary gaps in the system. They proceeded to send in virtual swarms of assault ships to tie up the defenses, thus allowing the occasional ship to land on the planet’s surface and capture some “lab rats” for experiments. This nightmare of kidnappings lasted for over eight months, with thousands missing, presumed dead, at the hands of the Dilgar scientists.

Type:

Offense vs. defense. Teams allowed.

Basis:

The classic arcade game “Defender” (with the variation in the notes section leaning more towards Space invaders).

Combat Points:

10,000 per side should be minimum. The Attacking player receives an additional 30% bonus to purchase his fleet with.

Restrictions:

No minefields, no terrain other than what is stated. Ramming is allowed. Only races with atmospheric ships may play the attacker. The defender may allocate up to 20% of his fleet to OSATS and bases.

Setup:

The bottom long edge of the map is the atmosphere of the planet. The top edge is the outer edge of the blockade zone. The Attacker starts with all his fleet off the top edge of the map. He must write down the hex each ship will enter from in advance. This cannot be changed, and no ship or flight may enter from the same hex as another. Once this is done, the defending player proceeds to set up his fleet anywhere on the main map, at any facing and speed. He is allowed to keep up to 30% of his fleet in

reserve (consider these as starting on the far side of the planet). They will enter from either side of the map, however he too must determine in advance what hex each ship or fleet these reserves will enter from, and is not allowed to have more than one ship enter from any given hex. In both cases though, facing can be determined at the time the ship enters. As per Orbital Insertion rules, a secondary half-map must also be put aside for atmospheric combat. The bottom long edge is the planet’s surface, and the top leads to the bottom of the main map. All atmospheric rules apply here.

Special Rules:

Reserve ships can enter the main map only, and must be traveling at speed 10 or less. Any ship entering the atmosphere map at greater than speed 5, will suffer 1d10 per hex flash damage for each point of speed above 5 until they slow down (for each hex, roll once, multiply by the speed difference to get damage total, then roll to hit). If they are above speed 15, they will not be able to land, and will crash into the planet (the upside is that if this happens to the attacker, the defender must mark one planetary defense cannon destroyed).

The defender may not enter the atmosphere map unless there is an attacker ship already present. Once there is no longer an attacker in the atmosphere (for any reason), they must immediately head back to the main map at their current or greater speed, and as directly as possible. Only ships carrying prisoners are allowed to leave the map.

Gameplay:

The attacker may put into play any ships on any turn he chooses, but must have at least one ship/flight enter each and every turn (unless he has none left). Fighter flights must enter with the ship they were supported by (but can be launched, and do not have to be near it). The attacker must defend his planet as best as possible. If an attacker lands an assault ship on the planet’s surface, he may collect prisoners to take back (5 for each contingent of troops on the ship). However due to ground fighting The attackers lose one contingent for every two turns they remain on the ground, so this number is reduced by 1 to a minimum of 1 each turn until he takes off again.

The attacker must then fly the captured prisoners up off the top edge of the map. Any ship successful doing so may re-enter the map two turns later and make another run.

Victory Conditions:

The defending player earns 1 point for every turn in the game that he defends his planet, and one additional point each turn if there are no invaders on the surface and he has at least one planetary defense cannon. He earns 10 points for each prisoner rescued off an enemy assault ship (through breaching pod operations), provided the ship they return to or are transferred to must survive the battle. The attacking player earns one point for each ship he lands, and 2 points for each prisoner returned to the fleet off the top edge of the main map.

The attacking fleet has a quota, but is also on a time limit. To this end, if either side reaches 50, the game ends and they are the winner. If they win by more than 25 points, it is a major victory.

If, before this happens, one side is utterly defeated, they suffer a devastating defeat. For the defenders, this would mean their world is now un-defended in the sky and open to invasion. For the attacker, this means they will not have enough ships to hold the system, and will eventually be driven out.

Notes:

If the capturing of prisoners aspect of this scenario is removed, players can play a planetary invasion scenario instead. In a campaign, this could be used to bridge the gap between B5 Wars & Gropos, allowing what happens in this scenario to effect the invasion on the ground. The Defense should consider maximizing firepower vs. cost through the deployment of OSATS. The attackers must be sure to purchase enough assault ships and troops. This is a big scenario and will take a long time to play.

[Non-]Historical Outcome:

The Dilgar continuously raided the planet, and took subjects for testing and experimentation. However they never succeeded in taking control of the planet

as a whole. Whether this was due to a lack of commitment or desire, or to a strong defense is anybody's guess. Given the fact that it was such a high stakes war, with battles on many fronts, it was probably a combination of both. When the war was ended and the Dilgar defeated, cries went up for any information on the missing people. There were no responses from the Dilgar, and no bodies were ever recovered. It is presumed that any that somehow survived were continuously experimented on in hidden locations on the Dilgar homeworld to the end, though it is hoped by many that none ever "lived" long enough to see the Dilgar sun go Nova.

MOVEMENTS OF GREEN AND PURPLE

The Drazi reformation of their political structure took generations to devise and implement. With massive dispersion into the rest of the galaxy, it quickly became clear that the rules of election must be changed, and that the "decision making process" be limited to Drazi territory. The ultimate structure that evolved was as unique as the traditional method. It kept the traditions of old, while ushering in a new power structure, ensuring a stronger Drazi leadership overall.

First there are still the two sides, representative of the green, and purple factions. These are determined in the traditional manner. On each of these sides, there is a leader. Their role, in reality is less of a true decision-maker, and more of a coordinator and figurehead. It is he, who upon his side claiming victory is the one to coordinate the choosing of the 5 leaders (of which he himself may or may not be a part of). Any Drazi is eligible for leadership during any given "election", so long as they have attained status of captain or above (not necessarily in the military). Anyone wishing to announce their candidacy then offers their ship for service in the constituent battle with the other side. The belief is that only those who believe that strongly in their cause, and who have the ability to effectively lead will commit to such a venture. Thus those in it for personal gain are typically weeded out by their own

selfish nature, and those not fit to lead will fail strategically. Those who do commit to the battle feel strong enough in their purpose that they would rather die than lose the rule. Ultimately though, what emerges is a fleet of ships with a great diversity of potential. It is not uncommon to see a supply ship actively fighting in the shadow of a dreadnaught.

To level the playing field, each ship has the ability to identify details of an enemy disabled from their scanning system. Even the most powerful of dreadnaughts knows only the position of all ships, and whether or not they are friendly. Only through visual identification can they ultimately discern the ship type, and by the time that's been done, it's too late to avoid the battle. Captains severely outmatched either forfeit their candidacy by leaving the battle, or fight to the end doing what they can to serve their side. It is just as common for a dying ship to transmit all it knows to the rest of the fleet just before ramming the enemy, as it is for them to form a jump point and flee to hyperspace. Due to several instances of "liars" however, there is no such thing as surrender. If a ship stays on the field of battle, it is a valid target.

By its own nature, the structure of the battle typically balances both sides in potential relative to each other, ensuring that no outcome is ever certain, but a duality exists that makes strategy much more of a necessity in these battles. This overall strategy is another responsibility of the faction leader.

The winning side of the battle will oversee the appointment unified Shadak for the next 5 Drazi cycles, however he who wins the battle for his side becomes leader for that side. Ultimately what this evolves into is that ships will do anything to help their side win, with the exception of helping another ship. Thus each ship fights the enemy for the most part, on its own. If, as is often the case, more than one ship survives on the winning side, the surviving candidates face off in what most would consider a more conventional election, of which a detailed strategic analysis of the battle weighs heavily, as

does what could only be termed a "battle royal" of a debate if necessary.

Type:

Every Ship for itself (2 or more players)

Basis:

Stratego. A popular board game.

Combat Points:

Any over 2000 per side. Should be balanced between all sides though.

Restrictions:

Each player must choose one of each ship type from the following list (assuming their race has that type) in order, before choosing a second of a similar type.

- 1) Shuttle/Pod/Flyer
- 2) Fighter Flight/3 SHFs
- 3) LCV
- 4) Freighter/Tanker/Transport/Courier/Supply Ship
- 5) Corvette/Cutter/Gunship/Patrol
- 6) Assault ship
- 7) Scout
- 8) Frigate /Cruiser/Destroyer/Warship
- 9) Battleship
- 10) Dreadnought/Command ship.

If using a fleet value under 8000, players should decide in advance what levels are available and what are not. Ramming is allowed. First ones may only battle other first ones (all ancient and primordial ships may be used).

Setup:

Each side sets up their ships as they see fit on their side of the board. Counters should not represent the ship displayed, or should be letter or number only. If there are 3 or fewer players, consider using only half a map. You will need another quarter map for actual battles (you can take the second map half and divide it into fours, as there will probably be more than one battle taking place on any given turn.

Special Rules:

The secret ships optional rule is in effect. Players may only know what ship they are battling after they are committed to the engagement. Also, any ship that survives an engagement may repair 1d6 points of damage per turn from a random system (roll as if scoring damage location, but remove instead of add damage). Systems or sections that are completely destroyed cannot be repaired. Criticals remain in effect until the system in question is 100% healed. Ships may only engage each other on a one for one basis. If more than one ship enters the same hex as a single enemy, you must randomly decide (roll a die) which ship will engage and which will sit out. If there are multiples, both sides randomly match up. To prevent packs, if a ship ends one turn in the same hex as one of his own, he must end his movement alone the following turn. Any ship that goes more than 25 consecutive turns without engaging is considered non-combatant, and is removed from play in disgust, it's captain branded a coward! That ships points are not counted towards his "still alive" total (this, of course is to prevent any player forcing a stalemate by avoiding battle and refusal to give up and leave).

Gameplay:

Players move their ships on the map as normal, and pick an enemy to engage. If one player's ship ends the turn in the same hex as another player's ship then a counter is placed marking the spot. Then each player's ship is moved to the battle map, and placed at the appropriate edge and position, as determined by how they entered the encounter. Battle then takes place until one or both ships leaves the battle by whatever means. Players may not disengage by flying off the battle map edges. Whichever ship is left at the end of the battle is returned to the main board. The main map is fixed, so if any ship drifts off the edge at any time, it is removed from play.

Victory Conditions:

The player who has the last ship (or ships) on the board wins. If they have more points on the board than the other players disengaged then they score a major victory.

Notes:

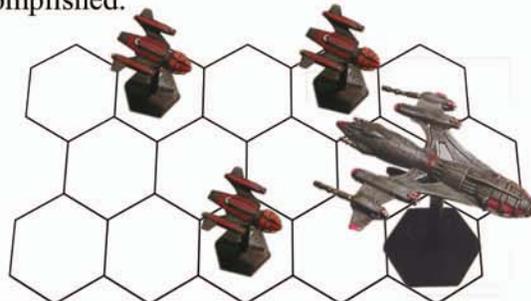
Make sure you play this game with pencils, as you will be erasing damage.

This scenario may seem huge, but most battles will be severely pitched, and will resolve easily. The amount of ships on the board will quickly dwindle as well, so the game will move faster than expected, especially as it progresses.

Even after a ship engages in a battle, it should still be up to the opponent to remember what ship it is, so you should still use reference counters on the main board, and not true representative ones. As an optional rule, consider adding that if two or more ships from the same side end the turn in the same hex, the owner may scramble the counters between them in order to "re-hide" his ships.

[Non-]Historical Outcome:

While seemingly callous and brutal, it is surprising how well this system works for the Drazi. It has removed the alien influence from the election process, and allowed for a more competent leadership while still holding to the concepts of the original traditions. In the end, the balance involved opens the door to anyone; the fate involved still adds an element of the will of the universe doing as it sees fit (a concept that helped drive the initial election format); and the strategy involved (both on the faction, and individual ship levels) ensures smart, brave and strong candidates capable of leading the Drazi people into the future. The process has often allowed a lowly freighter captain to become Shadak just as often as a fleet commander. In every case the leader is strong willed, pure of intention, and resolute in purpose. Leaders rarely re-enlist for a second term but while in office are respected by all, and almost always highly accomplished.



Chapter 4: Bonus Scenarios

Unreal Tournament 2258

In thinking of ideas for scenarios, I tried for the most part to shy away from using video games as a basis, simply because it felt too easy. An entire supplement could be devoted to such a notion, and could probably be thought up overnight.

This is precisely what happened to me with Unreal Tournament. Within seconds of thinking of the title, I could see how the game types therein could be translated to the B5 Wars board. While I didn't want Wargames-1 to dwell on it, I did feel its inclusion would be a nice way to round out the book.

Presented below are outlines for how to play B5 Wars, Unreal Tournament style. They are loosely laid out with plenty of room for interpretation. Before starting, all players should which rules to use, and which to disallow. Using different rule combinations will make the same game type feel and play out very differently each time.

Since many of these games allow ships to repair damage and/or come back after being destroyed. It is also advisable to use pencils and large erasers, or place SCS's in plastic sleeves and use dry erase markers for damage.

Unreal Core Rules:

KEG-O-HEALTH

Roll a random location to place these markers on the map. There should be one for every player (or side if teams are used) in the game. Any ship running over this point may heal 1d20 points of damage from any system(s) not fully destroyed. The marker is then randomly relocated. Fully healed ships can't gain "reserve" points, but will still relocate the marker.

WEAPONS CACHE

Similar to the keg-o-health, only the player is allowed to fully repair and reactivate (if necessary) one weapon that has been damaged or destroyed. It will only work on a weapon system, and any armor reduction previously caused by a weapon remains.

Armour

Ships that encounter armor have all their current armor values increased by 2 for three turns (the rest of the current turn and the two following). In addition, any armor that has been reduced by weapons fire heals one point at the end of the third turn. Armour does not increase any 0 value. These markers are deployed and re-locate similar to the Keg-o-Health.

AMMO STASH

Ships that re-spawn may not fire offensively until they run across an ammo stash. Ships whose offensive weapons are active will replenish any limited ammo (e.g. missiles) if they run across this hex. The stash then relocates randomly. Use the Keg-o-Health rules for deployment and re-location.

ADRENALINE

Placed randomly, a ship that crosses this marker shortens its turn delay by 1 for the next three turns. The marker re-locates after it is touched.

DOUBLE DAMAGE

Typically, there may only be one of these spaces in any game regardless of the amount of players. To deploy, roll a 1d10. The result is the turn on which it will show up in the game. Any ship that runs across this hex immediately removes it from the board. A roll is then made to see when it will show up again, with the following turn counting as the first.

Any weapon that was fully charged and ready to fire suffers a -2 to its "to hit" roll, but if it connects will do 2 times the rolled damage! Each eligible weapon only gets to fire enhanced once, and then returns to normal. In addition, the benefit expires after a time. If the weapon has not fired in three turns, the benefit is lost.

TELEPORTS

Teleports operate in pairs only. Roll dice to randomly place sets of teleport markers (there may be one for each two players/teams). Ships landing in one hex emerge facing the same direction out of the other. Moving the ship from one marker to the other counts as “one” hex move. So if a player ends the turn exactly at the end of his movement, he cannot transfer to the other side until the following turn.

Teleports remain in fixed locations for the duration of the game. Ships cannot fire through them, but can fire at a ship on the teleport hex that has not made the jump yet. Traveling through a teleport is optional, but the player must make the decision at the time he enters the hex regardless of weather or not the jump will take place that turn. Once a ship refuses to go through, it must exit and re-enter the hex if they desire to use it after all.

SPAWN POINTS

Spawn points are where a new ship or one that has been “resurrected” re-appears on the map. There are three types of spawn points. “Chaos” points are random each and every time, “Neutral” points that are randomly placed at the beginning, but remain fixed for the duration of the scenario, and “Ordered” points that are pre-placed by the rules of the battle. Which type players should use will be specified in each scenario.

SCENARIOS

For all the scenarios below, consider placing random objects around the map to provide cover, and random terrain to provide navigational challenges. Minefields and minelayers can be especially deadly here.

UT 01: Deathmatch

It’s every man for himself, with fast paced action lots of carnage. Players choose fleets of an equal value of no more than 3 ships and their fighter flights (any more would be hard to follow). Chaos spawn points are used, and any other special hexes that the players see fit are eligible.

Everyone then proceeds to pummel the others as much as possible. When a ship or entire flight is killed, they respawn, fully healed at another random spot. If a ship dies 5 times it may no longer respawn. Victory should be based on achieving a designated amount of kills (consider 5x the number of players), or on who has the most kills at the end, when no one can respawn. A ship that flies off the edge of the map and disengages is considered killed by the player who caused the final immobilization damage.

UT 02: Double Domination

Players build a fleet of 4000 or higher. Set up one flag stand on each side of the map randomly (though they must be at least 20 hexes apart). Any ship that is not fighter class can then run over that hex to control it. If a team controls both hexes for two turns straight, they score a point. The ships must then vacate the hex for two turns, and may not return until the beginning of the third turn. The first player to three points wins. Either chaos or neutral spawn points can be used (the fixed point should be where the roll says or in the center of the map). If teleports are used, they should be at least 20 hexes away from each flag.

UT 03: Bombing Run

Place Jadur’s life pod in the center of the map. (It follows the same movement rules as found in the earlier scenario). Place a jump gate in the center of the map 4 hexes in from each short map edge. Players may set up their fleets in any manner they desire as long as it is behind their gate. Teleports should be evenly spaced above and below Jadur’s pod or on diagonals. The pod cannot travel through the teleports, if this is attempted, the pod is dropped as the ship jumps exit. Ordered respawn points should also be at the top and bottom of map center. The winner is the player who flies Jadur’s pod through the enemy’s jump gate twice. Note: if the pod drifts off the map edge, or is on a ship when it is destroyed, it immediately resets to the exact center of the map. Also, ships that leave the map or jump out (including scoring) may not return to battle. The jumpgates here will activate when the pod is within 6 hexes automatically. It will stay open for three turns, and has a recharge of 3 turns.

UT 04: Onslaught

Players may use one heavy ship (or two MCV's) only. The rest must be LCV's and fighters. Each team has a small civilian base on their side of the board. Roll a d6+3 and add that many power nodes in the middle of the board. These should be in a pattern that is equal from both sides. (I.e., if you roll a 5, then place the markers in the pattern found on a "5" side of a domino. If you have 4, then you could put two on each side towards the edges, or one at each end and two in the middle. Players then race their ships to these nodes. Once they touch it, they place an OSAT there. They are then eligible to go to any of the next nearest node. If a point is occupied, they must destroy the enemy OSAT before building their own. You cannot build at any hex out of turn, i.e., you must have a link all the way back to your base, with OSATS at any of the next closest hexes. If at any time your link gets cut off, you must re-establish it in order to continue. Once you have created a link all the way to the enemy station, you are allowed to attack it. If you destroy it, you win. Destroyed ships may respawn at any node you are in control (player choice, speed 0), and ships may teleport from one node they control to any other node they control. OSATS may be "healed" at the rate of 1 points per turn for each full flight or LCV that spends a full turn parked on it. Bases may not be repaired in any way. Teleport hexes may not be used in this game, and the base ship(s) may never come within 4 hexes of any unit, OSAT, or base that they control. (Expect a very long game with this one.)

UT 05: Capture the Flag

Set up each player with a flag stand and flag marker. Place at least 10 asteroids 3 to five hexes wide around the map. Players must use their fleets to kidnap the enemy's flag and return it to their base. Fleets may have one ship (MCV or larger) for each 4 fighter flights they have. If a ship carrying the flag is destroyed, the flag is dropped. It can then be picked up again by another ship on the same side, or run over and instantly returned to base by the owner. No ship may come within 5 hexes of their own base unless they are returning with an enemy flag or picking up one that was dropped within that area.

Ships respawn in a random direction, 5 hexes out from their base. The first team to capture the flag twice wins. (Adjust this number if the game is consistently too short or too long).

UT 06: Mutant

Ships spawn randomly. You may only have MCV's or less (each player has the same type). The first player to destroy a ship becomes mutated to a capitol ship (this ship is included in the point cost of the fleet, but is not put on the board at the start). Remove the old ship and replace it with the capitol. Any [entire] flight or ship destroyed by the command ship earns the player one point. If anyone destroys the cap ship, they become the new mutant (the old mutant removes his cap ship and respawns with his old ship). Victory is based on whoever is the first to make 15 kills. Players may shoot each other's ships at any time, but only earn points for kills if they are the mutant. (This game can be made more strategic by adding asteroids for ships to hide behind, and teleports should definitely be used at the 1 pair for every team rate. Also, consider adding a second double damage marker).



Afterward

Product Credits

Written/Designed/Produced by . . . Peter Zunitch

Additional Graphics:

Epic Games / Digital Extremes
The Babylon 5 production and design teams
Agents of Gaming
Space Dream Factory (Babylon 5: IFH flight sim.)
John Orthoefer (Direwolf)

Special Thanks:

The Great Maker JMS
Agents of Gaming
The b5wars.net forum members
Bogo Mips
Renderer (IFH project lead)

B5 Wars Lives Online

B5Wars.net is THE Player Resource for the Babylon 5 Wars Universe! From a worldwide player registry, to discussion forums, & information including the greatest online resources, & where to buy the hard to find official Babylon 5 Wars products. This is your one-stop shop for everything related to the game systems in the Babylon 5 Wars Universe. The B5 Wars game continues to [unofficially] grow and evolve through its members who still regularly put out new material. Check it out at www.b5wars.net.

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The Terminator, Hemdale films, 1984

Searching for Bobby Fischer Mirage Entertainment, 1993

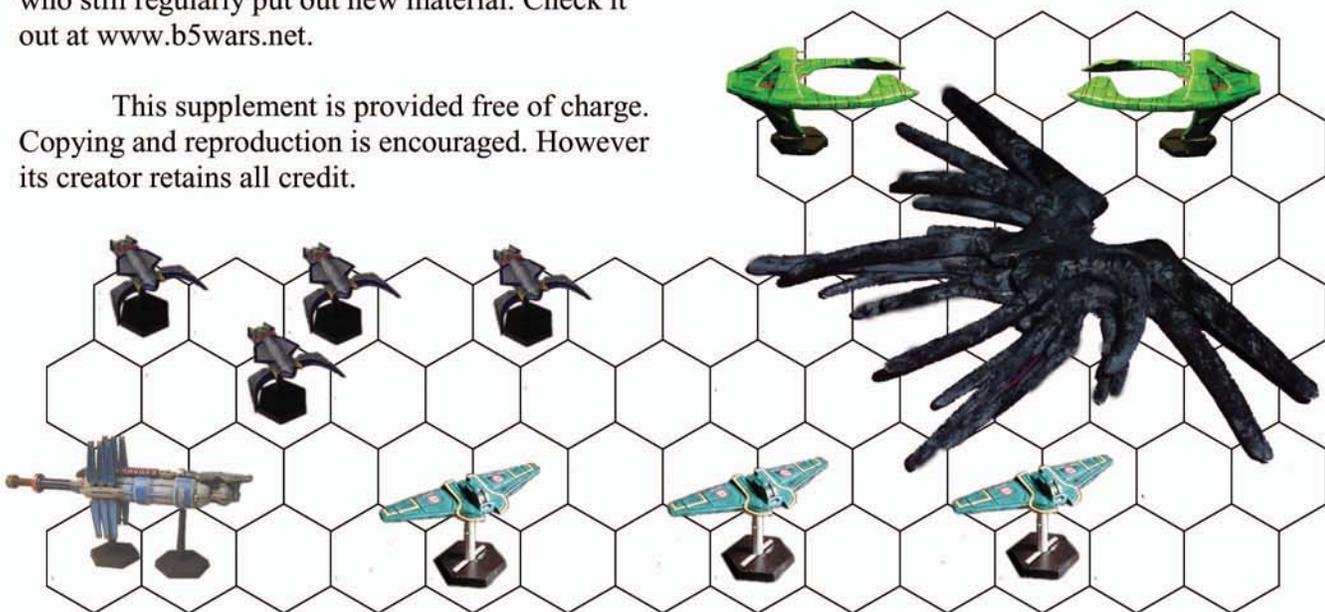
Stratego/Battleship, Milton Bradley

Pathfinder (At least that's what I remember the name being) - at best guess this was also Milton Bradley, but the only info I could dig up does not look like the game I played way back when.

Defender, Williams Electronics

Space Invaders Taito/Midway

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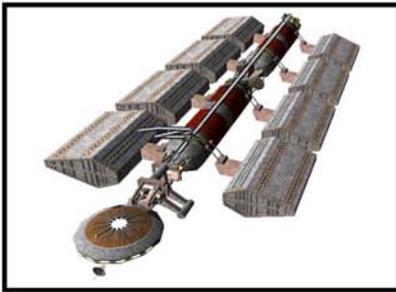
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Auxiliary Mine Deployment Barge (Generic)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2160	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 120	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 102	Pivot Cost: N/A	Power Shortage: -1
Jump Delay: N/A	Roll Cost: N/A	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Standard Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

SPECIAL NOTES

Special Deployment Rules

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

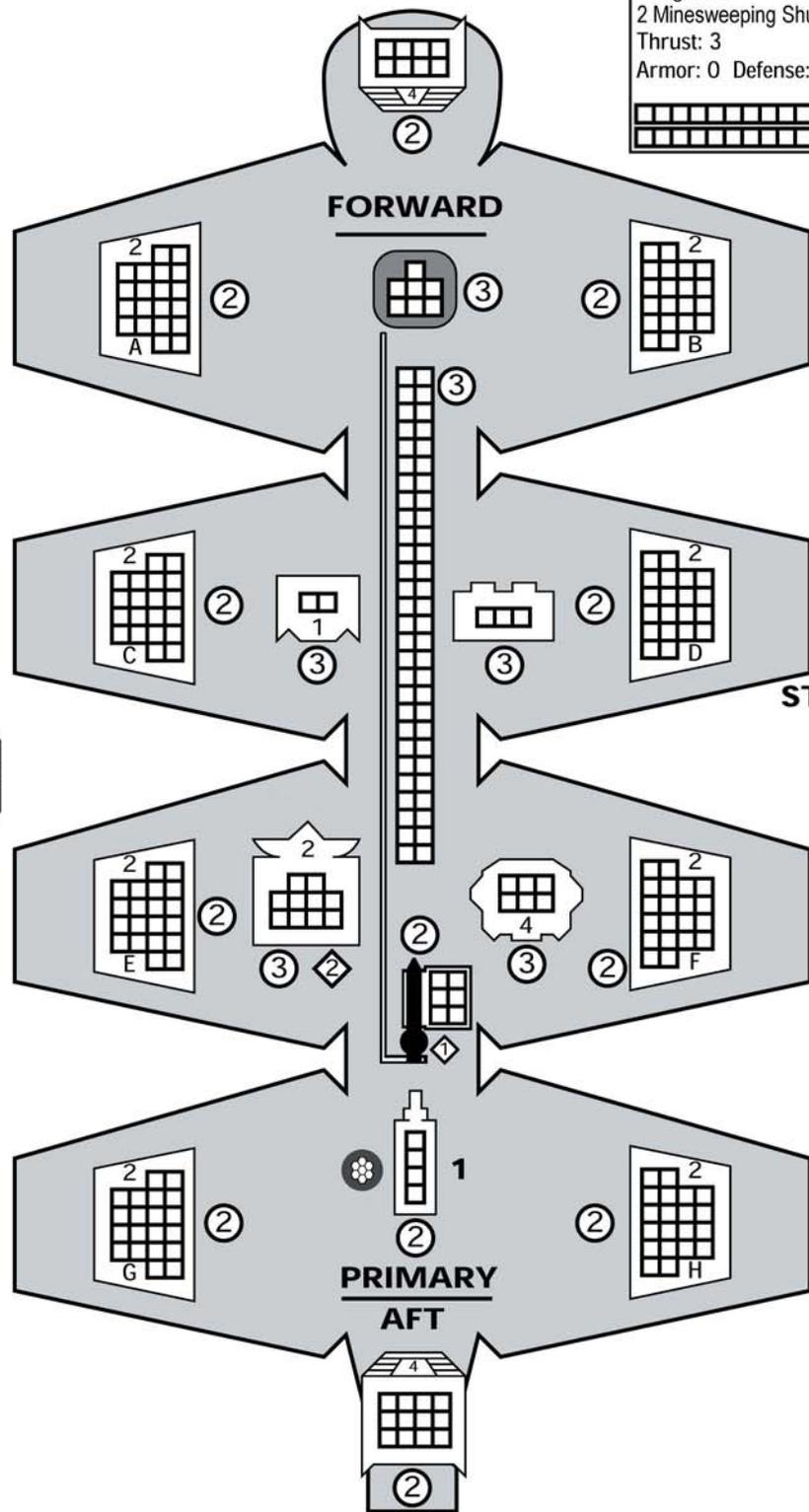
- FORWARD HITS**
- 1-3: Retro Thrust
 - 4-5: Cargo A
 - 6-7: Cargo B
 - 8-9: Cargo C
 - 10-11: Cargo D
 - 12: Deployment Arm
 - 13-17: Structure
 - 18-20: PRIMARY Hit

- AFT HITS**
- 1-3: Main Thrust
 - 4-5: Cargo E
 - 6-7: Cargo F
 - 8-9: Cargo G
 - 10-11: Cargo H
 - 12: Deployment Arm
 - 13-17: Structure
 - 18-20: PRIMARY Hit

- PRIMARY HITS**
- 1-7: Port/Stb Thrust
 - 8-9: Std Particle Beam
 - 10-12: Sensors
 - 13-15: Engine
 - 16-17: Hangar
 - 18-19: Reactor
 - 20: C & C

HANGAR

0 Fighters
 2 Minesweeping Shuttles
 Thrust: 3
 Armor: 0 Defense: 12/12



ICON RECOGNITION

	Deployment Arm
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Mine Hold
	Std Particle Beam



Auxiliary Fast Defense Seeder (Generic)

SPECS

Class: Capital Ship
 In Service: 2195
 Point Value: 150
 Ramming Factor: 102
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Power Shortage: -1
 Initiative Penalty: -3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn



SPECIAL NOTES

Special Deployment Rules

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD HITS

1-5: Retro Thrust
 6-8: Cargo A
 9-11: Cargo B
 12: Deployment Arm 1
 13-17: Structure
 18-20: PRIMARY Hit

AFT HITS

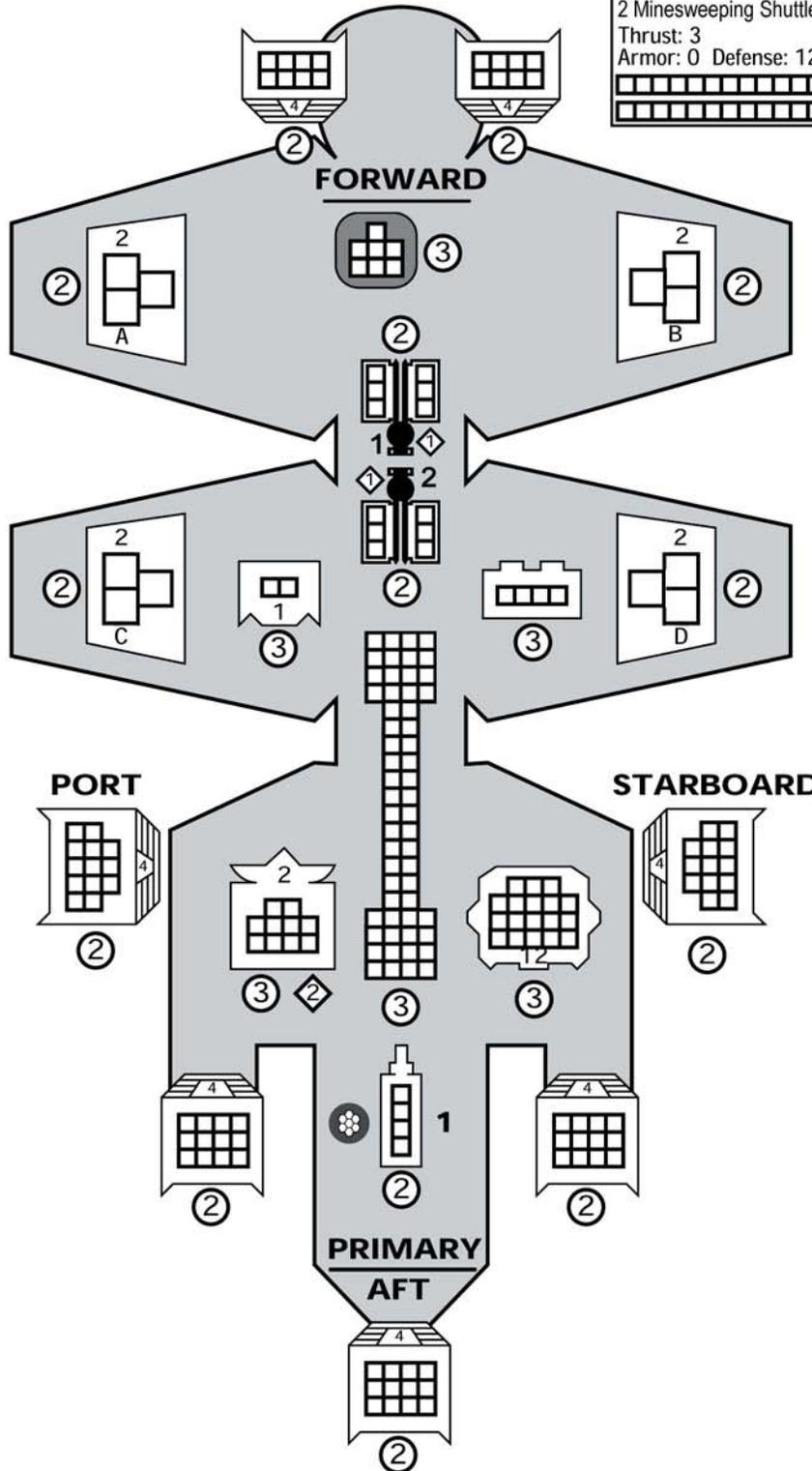
1-5: Main Thrust
 6-8: Cargo C
 9-11: Cargo D
 12: Deployment Arm 2
 13-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
 8-9: Std Particle Beam
 10-12: Sensors
 13-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

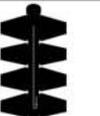
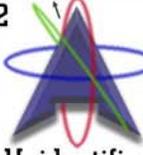
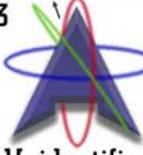
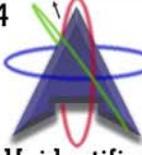
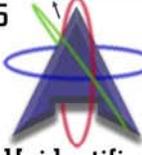
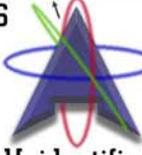
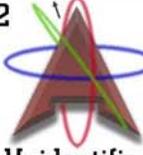
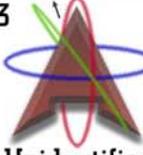
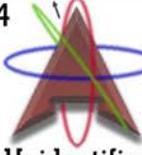
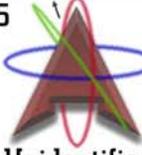
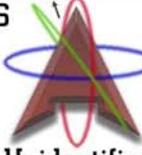
HANGAR

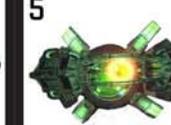
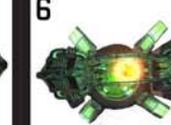
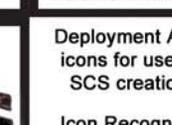
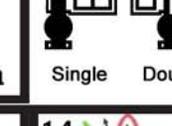
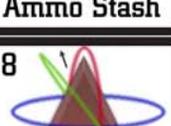
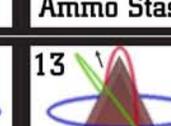
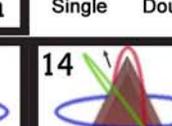
0 Fighters
 2 Minesweeping Shuttles
 Thrust: 3
 Armor: 0 Defense: 12/12

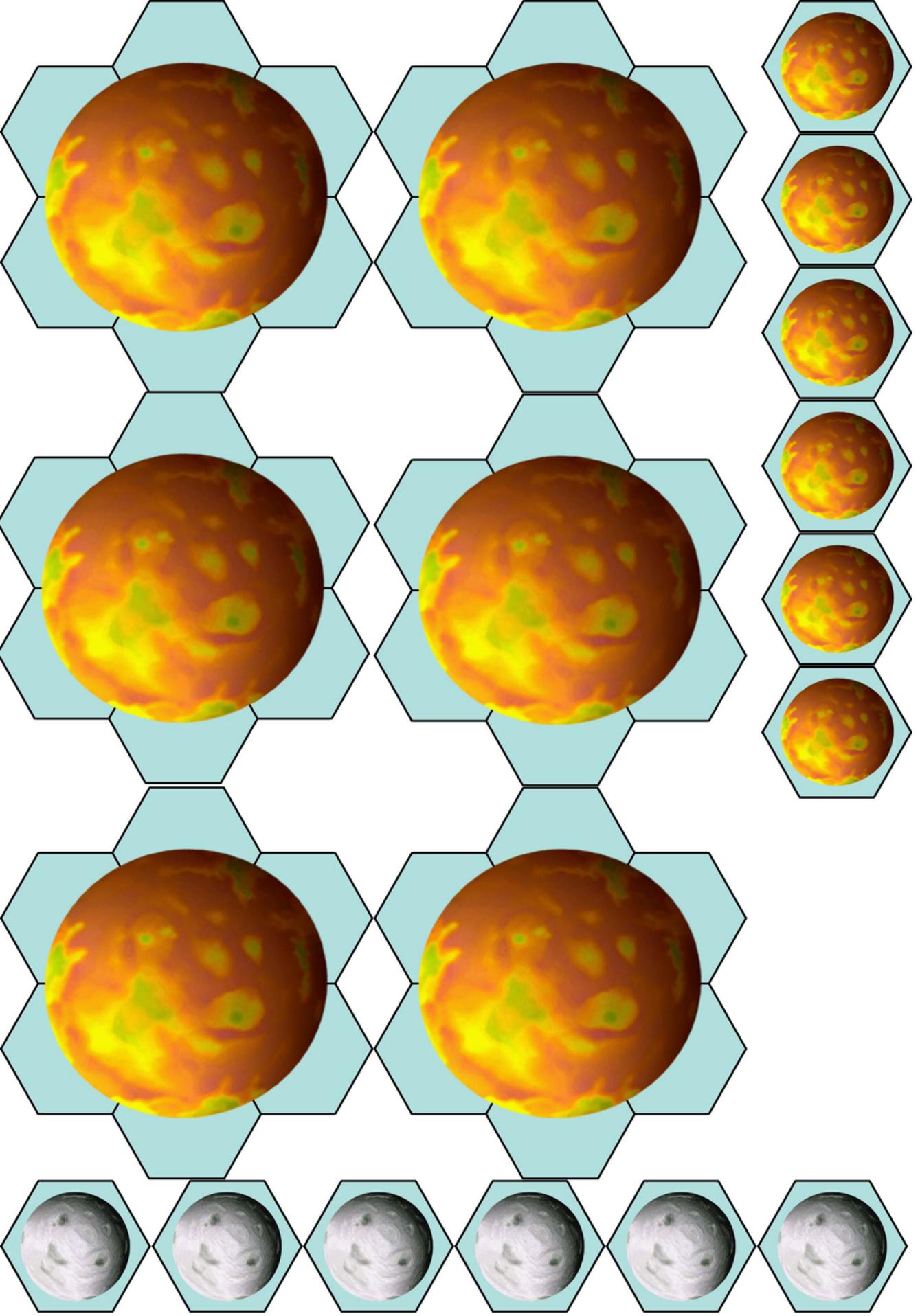


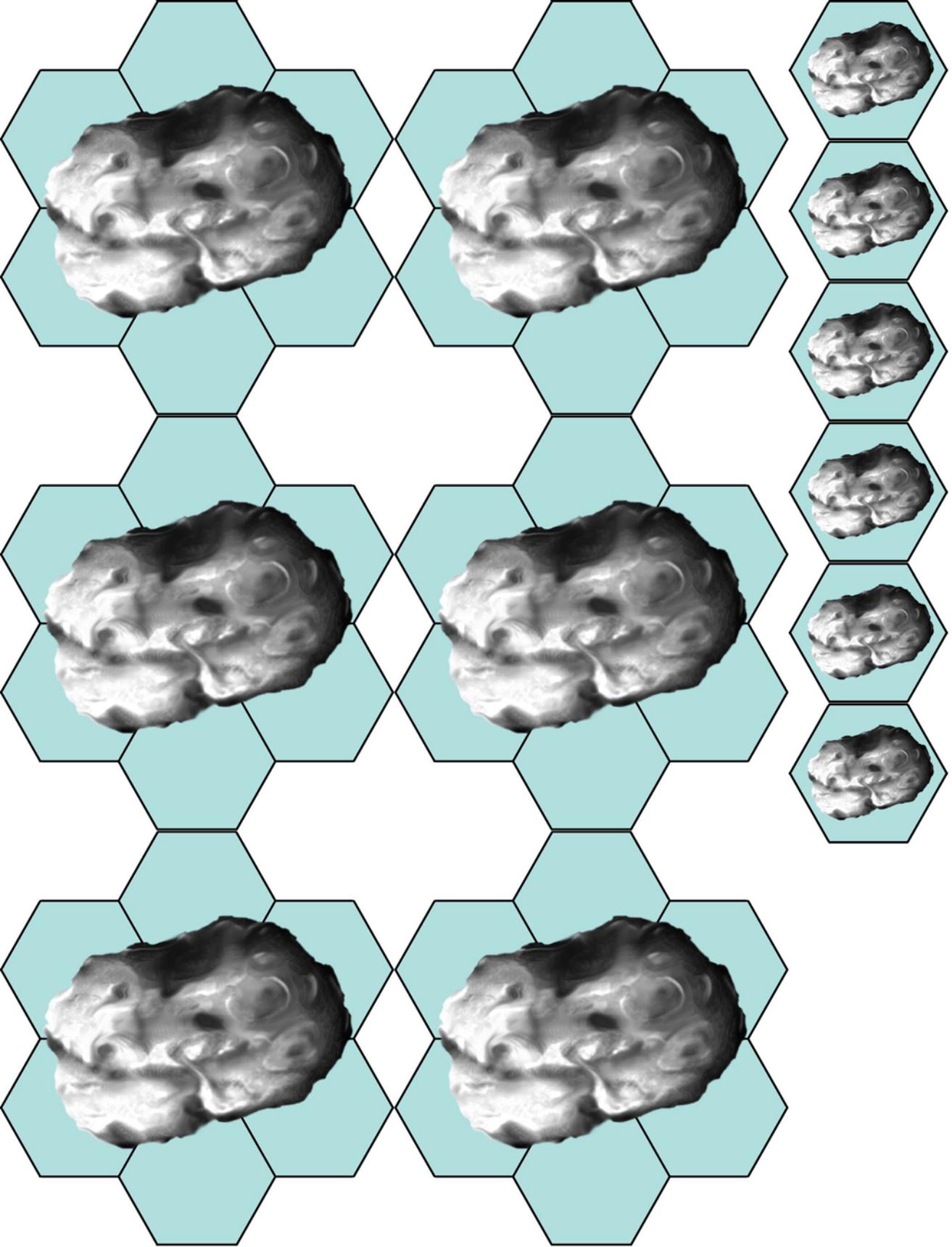
ICON RECOGNITION

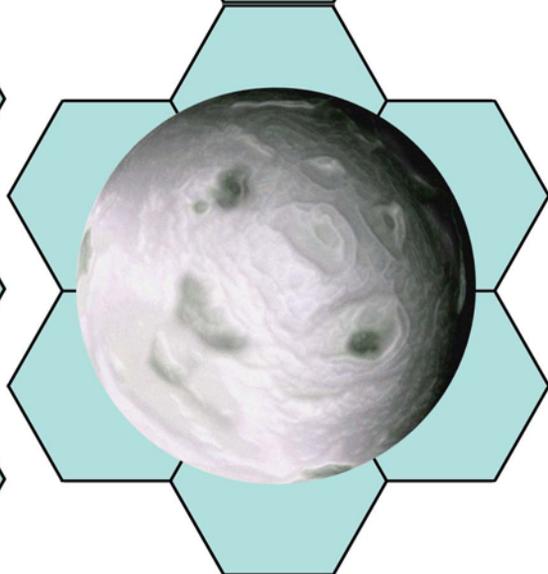
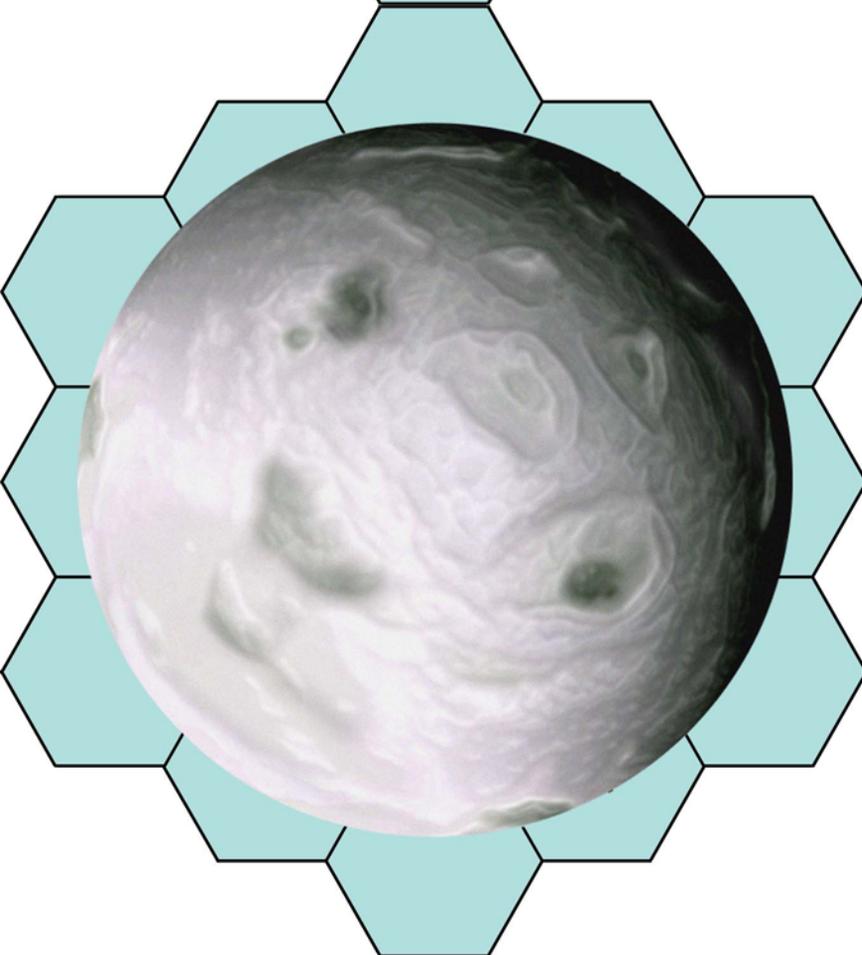
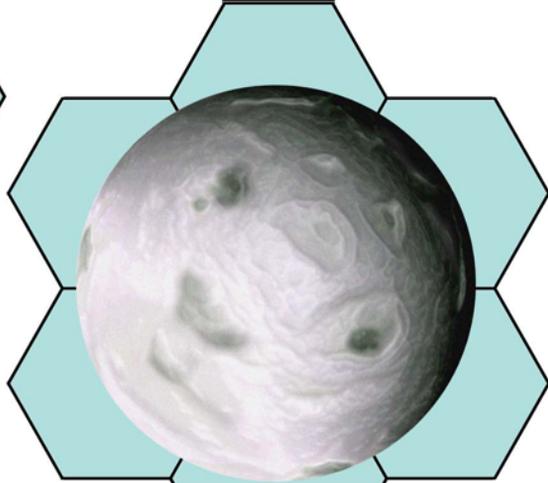
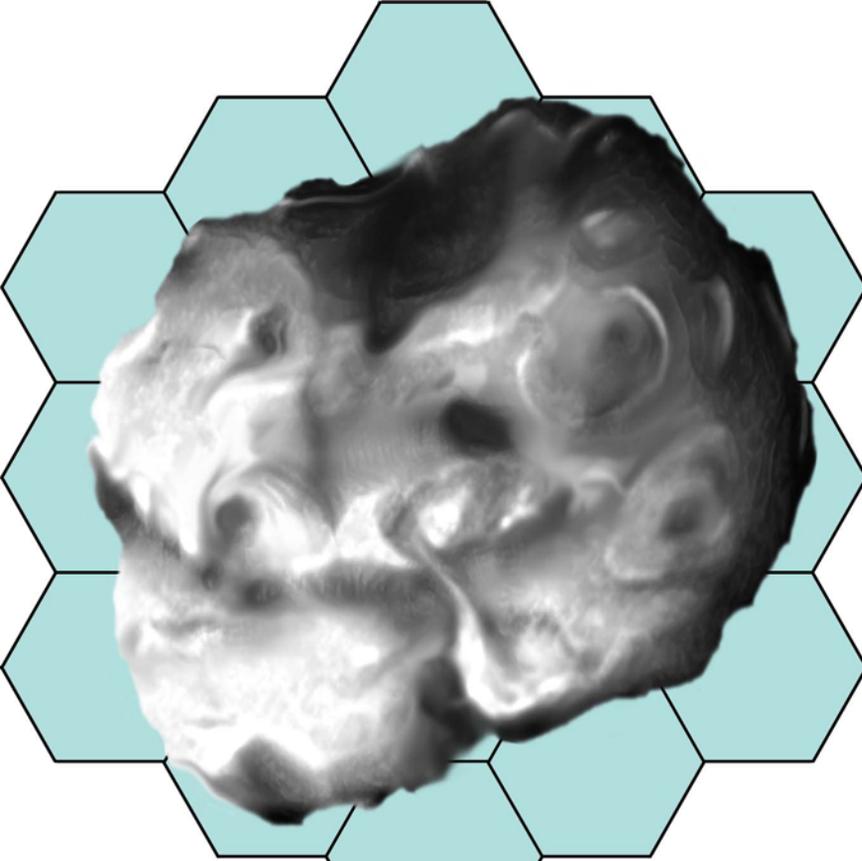
	Deployment Arm
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Mine Hold
	Std Particle Beam

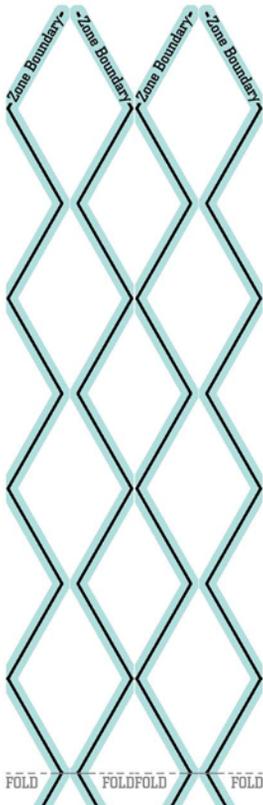
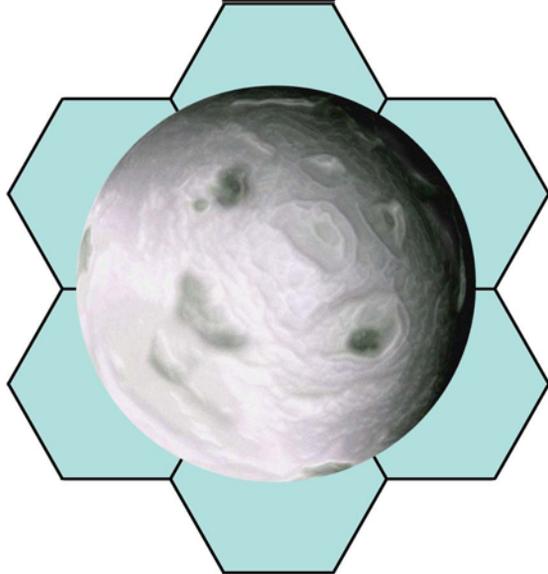
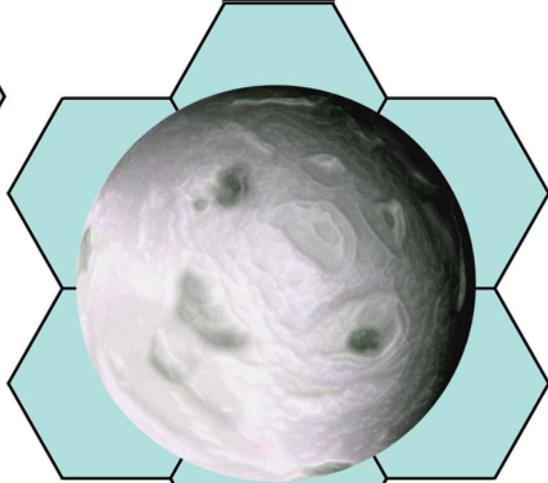
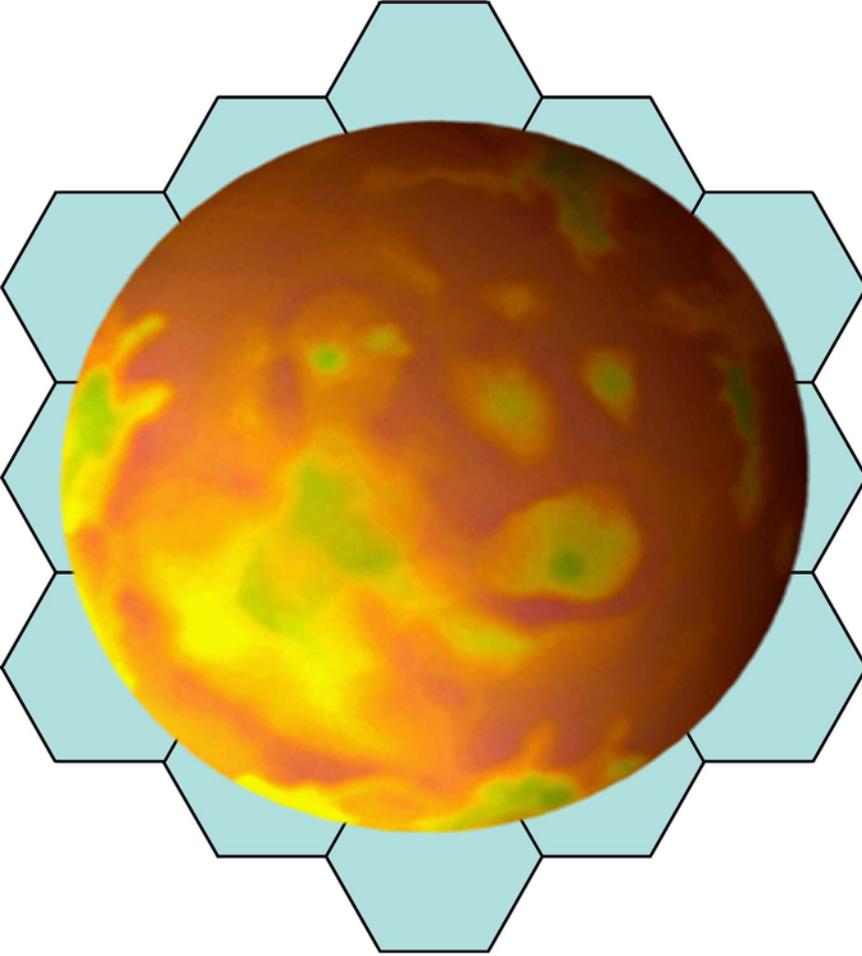
1  Mine Dep. Barge	2  Mine Dep. Barge	3  Mine Dep. Barge	4  Mine Dep. Barge	5  Mine Dep. Barge	6  Mine Dep. Barge	 Battle Hex	
1  Fast Defense Seeder	2  Fast Defense Seeder	3  Fast Defense Seeder	4  Fast Defense Seeder	5  Fast Defense Seeder	6  Fast Defense Seeder	 Battle Hex	
1  Mine Dep. Barge	2  Mine Dep. Barge	3  Mine Dep. Barge	4  Mine Dep. Barge	5  Mine Dep. Barge	6  Mine Dep. Barge	 Battle Hex	
1  Fast Defense Seeder	2  Fast Defense Seeder	3  Fast Defense Seeder	4  Fast Defense Seeder	5  Fast Defense Seeder	6  Fast Defense Seeder	 Battle Hex	
1  Flag	2  Flag	3  Flag	4  Flag	5  Flag	 VIP  VIP  VIP  VIP  VIP  VIP  VIP  VIP		 Battle Hex
1  Flag Stand	2  Flag Stand	3  Flag Stand	4  Flag Stand	5  Flag Stand	 VIP  VIP  VIP  VIP  VIP  VIP  VIP  VIP  Lifepod		
1  Unidentified	2  Unidentified	3  Unidentified	4  Unidentified	5  Unidentified	6  Unidentified	7  Unidentified	
1  Unidentified	2  Unidentified	3  Unidentified	4  Unidentified	5  Unidentified	6  Unidentified	7  Unidentified	
1  Planetary Def.	2  Planetary Def.	3  Planetary Def.	4  Planetary Def.	5  Planetary Def.	6  Planetary Def.	7  Planetary Def.	

1  Power Node	2  Power Node	3  Power Node	4  Power Node	5  Power Node	6  Power Node	1  Keg-o-Health
1  Spawn Point	2  Spawn Point	3  Spawn Point	4  Spawn Point	5  Spawn Point	1  Double Damage	2  Keg-o-Health
1  Adrenaline	2  Adrenaline	3  Adrenaline	1  Armour	2  Armour	3  Armour	3  Keg-o-Health
1  Teleport	1  Teleport	2  Teleport	2  Teleport	3  Teleport	3  Teleport	2  Double Damage
1  Weapons Cache	2  Weapons Cache	3  Weapons Cache	4  Weapons Cache	5  Weapons Cache	6  Weapons Cache	Deployment Arm icons for use in SCS creation Icon Recognition  Deployment Arm
1  Ammo Stash	2  Ammo Stash	3  Ammo Stash	4  Ammo Stash	5  Ammo Stash	6  Ammo Stash	 Single  Double
8  Unidentified	9  Unidentified	10  Unidentified	11  Unidentified	12  Unidentified	13  Unidentified	14  Unidentified
8  Unidentified	9  Unidentified	10  Unidentified	11  Unidentified	12  Unidentified	13  Unidentified	14  Unidentified

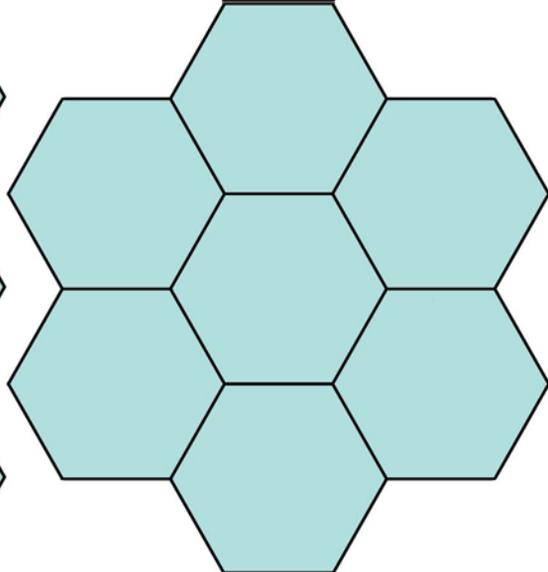
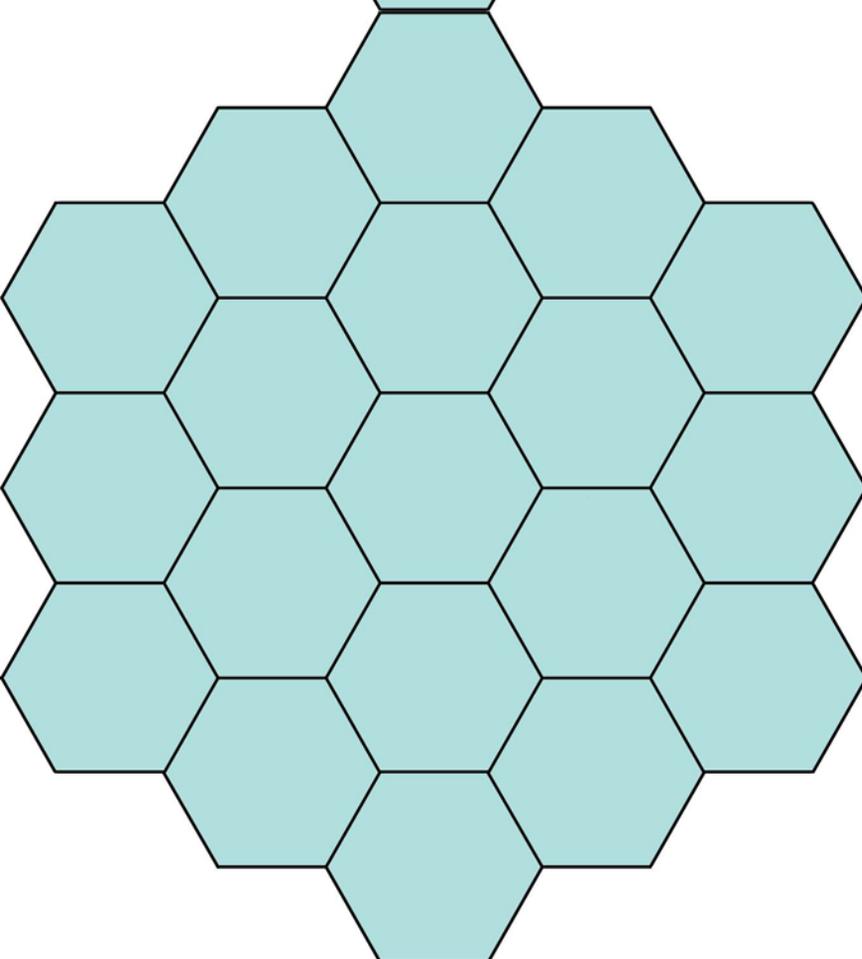
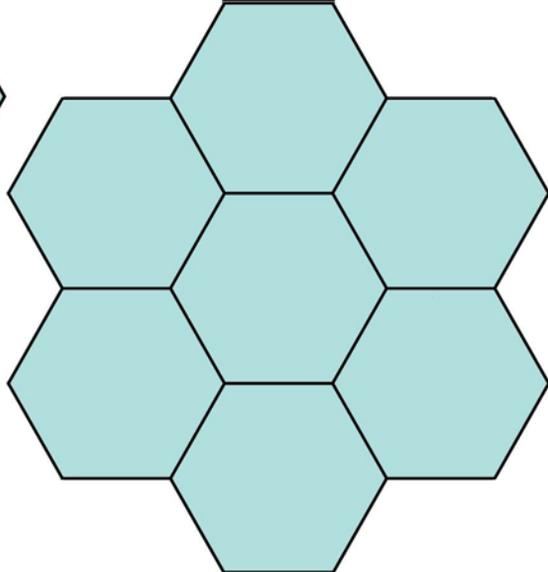
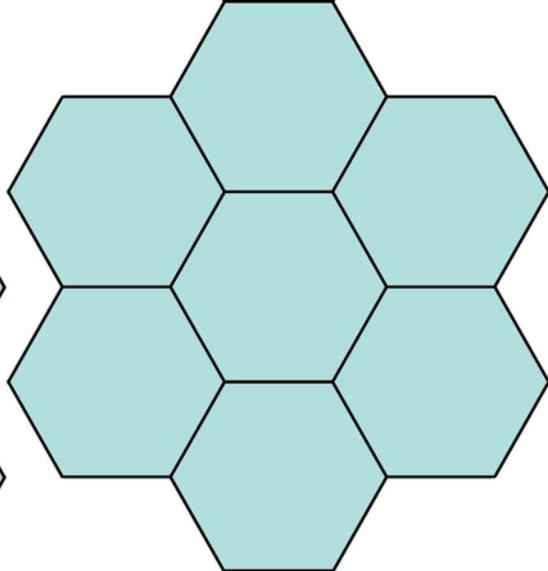
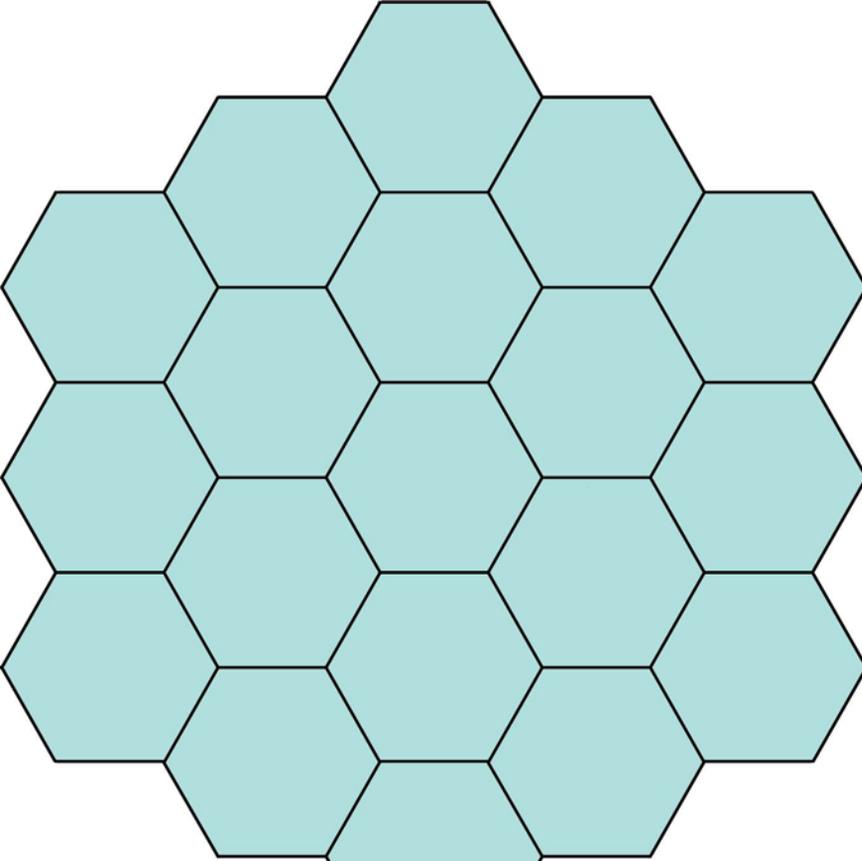








(Clip to the sides of the map with a paper clip to delineate boundary edges.)



Allied Fleet		
Counter	Ship	Notes
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		

Enemy Fleet		
Counter	Ship	Notes
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		

Name: _____

The table consists of a grid of hexagonal cells. Each cell contains a numerical value. The values are arranged in a repeating pattern across the page. The values range from 0110 to 4229. The grid is composed of 10 columns and 42 rows of cells. The values in each cell are as follows:

0110	0111	0112	0113	0114	0115	0116	0117	0118	0119	0120	0121	0122	0123	0124	0125	0126	0127	0128	0129	0130	0131	0132	0133	0134	0135	0136	0137	0138	0139	0140	0141	0142	0143	0144	0145	0146	0147	0148	0149	0150	0151	0152	0153	0154	0155	0156	0157	0158	0159	0160	0161	0162	0163	0164	0165	0166	0167	0168	0169	0170	0171	0172	0173	0174	0175	0176	0177	0178	0179	0180	0181	0182	0183	0184	0185	0186	0187	0188	0189	0190	0191	0192	0193	0194	0195	0196	0197	0198	0199	0200	0201	0202	0203	0204	0205	0206	0207	0208	0209	0210	0211	0212	0213	0214	0215	0216	0217	0218	0219	0220	0221	0222	0223	0224	0225	0226	0227	0228	0229	0230	0231	0232	0233	0234	0235	0236	0237	0238	0239	0240	0241	0242	0243	0244	0245	0246	0247	0248	0249	0250	0251	0252	0253	0254	0255	0256	0257	0258	0259	0260	0261	0262	0263	0264	0265	0266	0267	0268	0269	0270	0271	0272	0273	0274	0275	0276	0277	0278	0279	0280	0281	0282	0283	0284	0285	0286	0287	0288	0289	0290	0291	0292	0293	0294	0295	0296	0297	0298	0299	0300	0301	0302	0303	0304	0305	0306	0307	0308	0309	0310	0311	0312	0313	0314	0315	0316	0317	0318	0319	0320	0321	0322	0323	0324	0325	0326	0327	0328	0329	0330	0331	0332	0333	0334	0335	0336	0337	0338	0339	0340	0341	0342	0343	0344	0345	0346	0347	0348	0349	0350	0351	0352	0353	0354	0355	0356	0357	0358	0359	0360	0361	0362	0363	0364	0365	0366	0367	0368	0369	0370	0371	0372	0373	0374	0375	0376	0377	0378	0379	0380	0381	0382	0383	0384	0385	0386	0387	0388	0389	0390	0391	0392	0393	0394	0395	0396	0397	0398	0399	0400	0401	0402	0403	0404	0405	0406	0407	0408	0409	0410	0411	0412	0413	0414	0415	0416	0417	0418	0419	0420	0421	0422	0423	0424	0425	0426	0427	0428	0429	0430	0431	0432	0433	0434	0435	0436	0437	0438	0439	0440	0441	0442	0443	0444	0445	0446	0447	0448	0449	0450	0451	0452	0453	0454	0455	0456	0457	0458	0459	0460	0461	0462	0463	0464	0465	0466	0467	0468	0469	0470	0471	0472	0473	0474	0475	0476	0477	0478	0479	0480	0481	0482	0483	0484	0485	0486	0487	0488	0489	0490	0491	0492	0493	0494	0495	0496	0497	0498	0499	0500	0501	0502	0503	0504	0505	0506	0507	0508	0509	0510	0511	0512	0513	0514	0515	0516	0517	0518	0519	0520	0521	0522	0523	0524	0525	0526	0527	0528	0529	0530	0531	0532	0533	0534	0535	0536	0537	0538	0539	0540	0541	0542	0543	0544	0545	0546	0547	0548	0549	0550	0551	0552	0553	0554	0555	0556	0557	0558	0559	0560	0561	0562	0563	0564	0565	0566	0567	0568	0569	0570	0571	0572	0573	0574	0575	0576	0577	0578	0579	0580	0581	0582	0583	0584	0585	0586	0587	0588	0589	0590	0591	0592	0593	0594	0595	0596	0597	0598	0599	0600	0601	0602	0603	0604	0605	0606	0607	0608	0609	0610	0611	0612	0613	0614	0615	0616	0617	0618	0619	0620	0621	0622	0623	0624	0625	0626	0627	0628	0629	0630	0631	0632	0633	0634	0635	0636	0637	0638	0639	0640	0641	0642	0643	0644	0645	0646	0647	0648	0649	0650	0651	0652	0653	0654	0655	0656	0657	0658	0659	0660	0661	0662	0663	0664	0665	0666	0667	0668	0669	0670	0671	0672	0673	0674	0675	0676	0677	0678	0679	0680	0681	0682	0683	0684	0685	0686	0687	0688	0689	0690	0691	0692	0693	0694	0695	0696	0697	0698	0699	0700	0701	0702	0703	0704	0705	0706	0707	0708	0709	0710	0711	0712	0713	0714	0715	0716	0717	0718	0719	0720	0721	0722	0723	0724	0725	0726	0727	0728	0729	0730	0731	0732	0733	0734	0735	0736	0737	0738	0739	0740	0741	0742	0743	0744	0745	0746	0747	0748	0749	0750	0751	0752	0753	0754	0755	0756	0757	0758	0759	0760	0761	0762	0763	0764	0765	0766	0767	0768	0769	0770	0771	0772	0773	0774	0775	0776	0777	0778	0779	0780	0781	0782	0783	0784	0785	0786	0787	0788	0789	0790	0791	0792	0793	0794	0795	0796	0797	0798	0799	0800	0801	0802	0803	0804	0805	0806	0807	0808	0809	0810	0811	0812	0813	0814	0815	0816	0817	0818	0819	0820	0821	0822	0823	0824	0825	0826	0827	0828	0829	0830	0831	0832	0833	0834	0835	0836	0837	0838	0839	0840	0841	0842	0843	0844	0845	0846	0847	0848	0849	0850	0851	0852	0853	0854	0855	0856	0857	0858	0859	0860	0861	0862	0863	0864	0865	0866	0867	0868	0869	0870	0871	0872	0873	0874	0875	0876	0877	0878	0879	0880	0881	0882	0883	0884	0885	0886	0887	0888	0889	0890	0891	0892	0893	0894	0895	0896	0897	0898	0899	0900	0901	0902	0903	0904	0905	0906	0907	0908	0909	0910	0911	0912	0913	0914	0915	0916	0917	0918	0919	0920	0921	0922	0923	0924	0925	0926	0927	0928	0929	0930	0931	0932	0933	0934	0935	0936	0937	0938	0939	0940	0941	0942	0943	0944	0945	0946	0947	0948	0949	0950	0951	0952	0953	0954	0955	0956	0957	0958	0959	0960	0961	0962	0963	0964	0965	0966	0967	0968	0969	0970	0971	0972	0973	0974	0975	0976	0977	0978	0979	0980	0981	0982	0983	0984	0985	0986	0987	0988	0989	0990	0991	0992	0993	0994	0995	0996	0997	0998	0999	1000	1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455	145
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There are stories, and then there are stories, and history is always written by the victor (but interpreted by the pundits).

In any realm as big as Babylon 5, there are many untold tales, countless forgotten events, and rumors of light and dark battling on the edge of the abyss. Sometimes though, these stories are told. Though through the years and from one hand to another, who knows for certain which of these stories are true, and to what extent. Understanding is a three-edged sword.

Still, we tell the tale in the only way we know how, so the sacrifice of those brave people who fought and died alone so that we may live in peace is never forgotten.

"I leared all about the advance of the Dilgar. I heard the tales about the dawn of the third age of mankind. I read about when a great alliance was formed so that none may ever feel the threat of tyranny again. Now let me tell you all the tales you didn't hear."

WARGAMES PRESENTS A SET OF SCENARIOS DESIGNED TO BE PLAYED WITH VIRTUALLY ANY RACE, VS. ANY OTHER RACE, KEEPING THE ESSENCE OF A FREE-FORM BATTLE WHILE PROVIDING TACTICAL AND SITUATIONAL MOTIVATIONS FOR EACH BATTLE.

WARGAMES-1 PROVIDES A LIGHT-HEARTED APPROACH TO THE SYSTEM. THE SCENARIOS HERE ARE "VARIATIONS ON A THEME", ALLOWING PLAYERS TO PLAY B5 WARS IN A SLIGHTLY OFF-BEAT MANNER THAT REFLECT OTHER GAMES.

WITHIN THESE PAGES YOU'LL FIND COMPLETE PSEUDO-HISTORICAL SYNOPSIS OF EACH SETTING, AS WELL AS NEW OPTIONAL RULES FOR MINE DEPLOYMENT, PLANETARY ASSAULT AND DEFENSE, NEW AND RANDOM TERRAIN, AND MORE.

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