

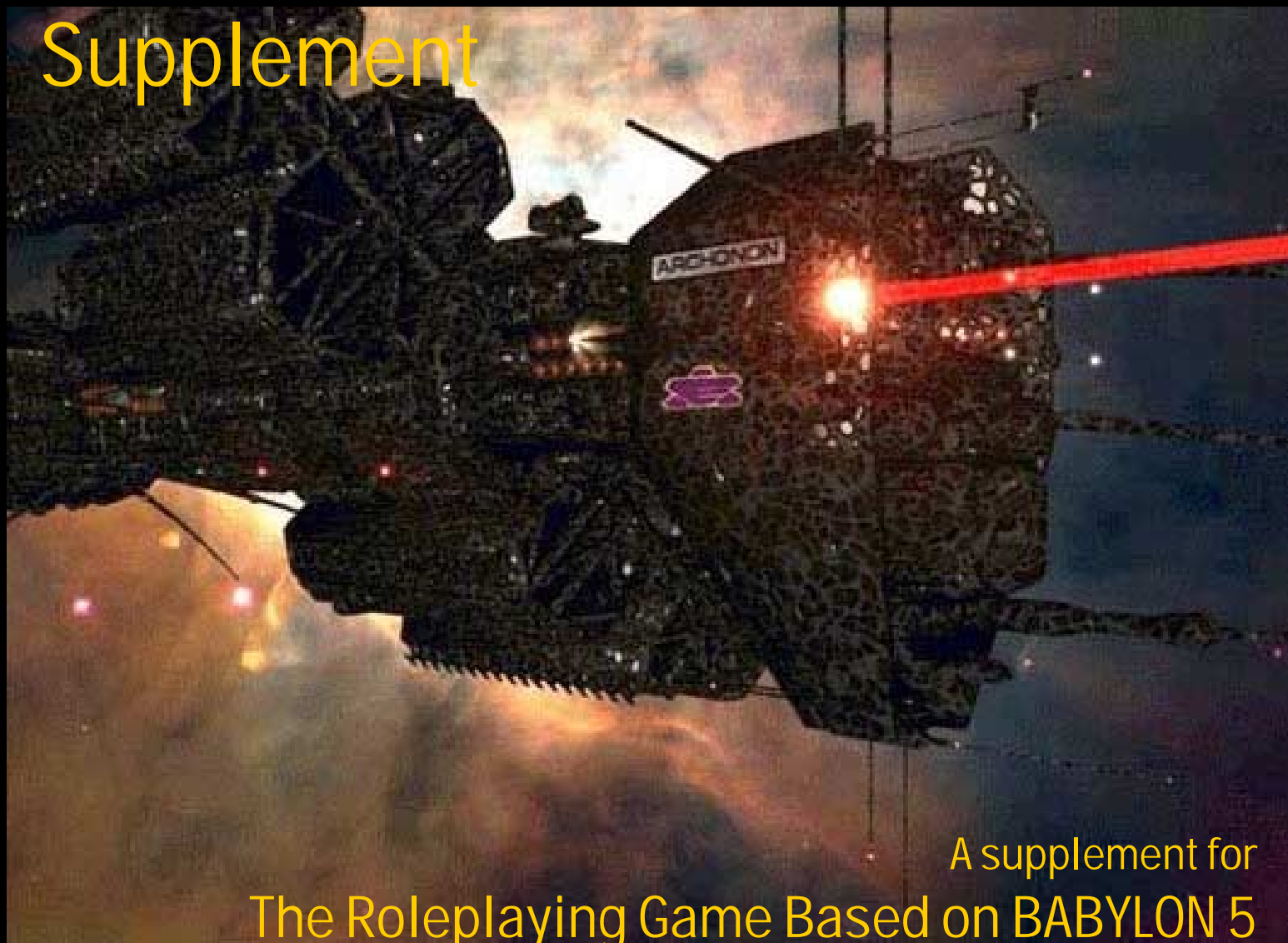
# THE BABYLON PROJECT



*UNOFFICIAL*

Earthforce Sourcebook

Supplement



A supplement for  
The Roleplaying Game Based on BABYLON 5

The Warner Bros. Television Series Created by J. Michael Straczynski

Available at

<http://www.geocities.com/Area51/Vault/6990/b5.html>

by Aaron Newman



# **The Unofficial Earthforce Sourcebook Supplement**

A Supplement for *The Babylon Project* ship combat system, designed by Jon Tuffley based upon his *Full Thrust* ship combat system, with additional design by Zeke Sparkes.

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# INTRODUCTION

Well its been over two years since that fateful month when Chameleon Eclectic Entertainment disappeared off the face of the earth. Perhaps like the Vorlons and Shadows they have left this galaxy to venture beyond the rim. In their absence they left a number of imaginative and unique games, none of which have been picked up by other publishers. The one with the greatest following is of course *The Babylon Project*.

I first heard of CEE in 1995 when I entered a promotional contest and won \$50 of free merchandise, which I used to buy *Millenium's End*, *Psychosis*, and a few decks of *The Last Crusade*. I was hooked immediately. I joined their demo team and did a few con demonstrations, in addition to making all of my normal players give them a try.

When I heard they had received the license to produce the Babylon 5 roleplaying game, I couldn't have been happier. The game based on my favorite Sci Fi series being produced by a company with a history of turning out innovative and imaginative game systems.

When *The Babylon Project* came out, I wasn't disappointed. High on background info and low on rules and tables, it was just the sort of thing the series deserved. But for sci-fi gaming fans, the Earthforce Sourcebook was even better than the role-playing game. Finally the joining of the acclaimed *Full Thrust* starship combat system with the series that brought some of the most awe inspiring space battles ever seen on television.

But then the dream ended, fans had been waiting with anticipation for the next two supplements, which would hopefully include additional material for the ship combat system as well. League ships and the Whitestar were envisioned. But with the next supplement, Earth Colonies, by all accounts nearly ready for publication, CEE's web page went down, followed closely by the company itself. For over two years we have waited with anticipation to see the license picked up by another company, but to no avail. The efforts of Agents of Gaming have actually helped somewhat, as they continue to release miniatures for their own Babylon 5 game. But it wasn't enough.

This is my attempt to fill the void left by CEE. In the pages that follow I've included a lot of new rules, new ships, strategies, scenarios, and ramblings. I've tried to address the two big areas that the published rules did not, a point cost system, and stats for League of Non-aligned Worlds and later seasons vessels. A lot of material is derived from the *Full Thrust* rules, which was almost inevitable as the two games are so closely related, and *Full Thrust* did so many things so well. Other items are inspired by, or in some cases fully developed by others on the net. I've tried to give credit where it is due, but I've picked up so much material over the years it would be a miracle if I remembered everyone who had a part in the making of this. If you are feeling slighted, email me and I will include credit in the next update.

This is of course all unofficial, there are a lot of point systems and ship stats on the web that differ from mine and if you like them better then by all means use them. This is intended to be a one-stop location for rules to cover most everything that anyone would need. Also this is done without the permission of a lot of people, and since no one is currently selling the roleplaying game, I figure no one should care, but please, don't do something stupid and try to sell this, and end up spoiling it for the rest of us. So enjoy.

Aaron Newman

# Chapter 1: Point Cost System

One of the most often heard criticisms of the Earthforce Sourcebook's ship combat rules was the lack of a point cost system that could be used to create balanced engagements. Many were surprised considering that the system was derived from *Full Thrust*, which had a point system of its own. The reason for the lack of a point system is likely due to Jon Tuffley's personal opinions on the use of point systems in strategy games, which have a great deal of merit:

*Firstly, any kind of points value system is horribly artificial - none of them really work properly. A unit... is both more AND less than the sum of its parts, and if you start adding up the "cost" of each... you end up with some abstract number that in no way reflects the real capabilities...*

*Over-reliance on points values tends to lead to unimaginative games - the "line 'em up and advance" kind.*

## Stargrunt II

Both good points that more players should keep in mind. However a moderately effective point system is handy thing to have if used properly. Especially for new players who don't have a good idea of the relative strengths of the very different ships of different races. Most people can see that an Omega is better than a Hyperion, but how does it stack up against a Narn or Centauri battle cruiser? More experienced players can generally come up with fairly balanced scenarios by the 'that looks about right' method gained from experience. But even they can run into trouble when setting up large games or using new and unfamiliar ships. So for those situations and the hordes of players who have been clamoring for one, here it is a point cost system for the Earthforce Sourcebook.

## Determining a Capital Ship's Cost

Since the rules for ship combat in the Babylon 5 universe were derived from *Full Thrust*,

it is not at all surprising that the point cost system will look familiar to *Full Thrust* players as well. It has been expanded quite a bit to account for the new systems introduced in the Earthforce Sourcebook, and has had a few other changes. The admitted flaw in fighter costs for the Full Thrust point system has been fixed resulting in much higher costs for the even more useful Babylon 5 fighters. Since *Full Thrust* was designed for ships which were generally significantly smaller than typical Babylon 5 vessels (in terms of hull boxes), and possessing less deadly weapons, the effect of the hull in the points cost was reduced compared to the effect of weapons and other systems. Finally a method was added which accounted for differing numbers of threshold checks.

One other change relative to the Full Thrust system, and many of the other systems available on the web, concerns rules for construction of vessels. This system makes no effort to provide rules or even guidance for this sort of activity. It is purely used to compare combat effectiveness of different vessels. No single system could be used to realistically design ships from races with such a large range of technology levels. Does anyone really think that a Centauri pulse-2 battery takes up the same mass as one made by the Narn or Humans? Do grav drives take up the same mass as reaction drives? It would take an entire supplement to address these issues in a realistic fashion. All of the new ships included in this sourcebook were designed by arbitrarily assigning a number of hull boxes based on the ships size and 'resilience to damage', with equipment added which was actually seen, or would be typically found on ships of that type and race.

## Step 1: Hull

The first, and most arbitrary, step in ship construction is to determine the number and placement of hull boxes. The easiest way of doing this is to find a pre-existing ship design that is roughly the same size as the one you wish to create.

Typically, most large warships have their damage boxes divided into 4 rows. Civilian vessels and Centauri warships usually have 5 rows, while very small ships will have 1-3 rows.

Once the number of hull boxes has been decided, the ships engines need to be picked. Most vessels will have reaction drives, if another type needs to be used, it should be fairly obvious, Centauri and Vree will obviously use their drives, while older races like the Minbari use gravimetric drives. Antiquated drives are used on older Human vessels, and maneuver drives are only used on stationary platforms such as stations and satellites and are discussed in the next chapter.

Most warships have 3 drives of the appropriate type, while human and civilian ships have 2. Only the fastest ships have 4, and generally only a very slow or large vessel will have a single drive.

After picking the type and number of drives, decide if the ship has a jump engine. Then total all of the appropriate multipliers from the Drive Table and multiply them by the total number of damage boxes. This number is the Drive Total (DT)

### Drive Table

Drive Type	Cost
Without Jump Drive	2x damage boxes
With Jump Drive	3x damage boxes
Maneuver Drive	1x damage boxes
Antiquated Drive	1.5x damage boxes
Reaction Drive	2x damage boxes
Vree Drive	2x damage boxes
Centauri Drive	2.5x damage boxes
Gravimetric Drive	3x damage boxes

*As an example, lets use the Earth Alliance Omega class destroyer. It has 48 damage boxes in 4 rows of 12, two reaction drives and a jump drive. Looking at the table, it has a total multiplier of 7x (3x for having a jump drive, and 2x for each reaction drive), multiplying that times the total number of damage boxes (7x48), we get a DT of 336.*

The number of rows of hull boxes is very important in ship survivability. For two ships with the same

number of damage boxes, but different number of rows, the ship with more rows will have fewer boxes per row, and will therefore make threshold checks sooner and loose systems sooner than the ship with fewer rows. A ship with a single row of damage boxes NEVER makes a threshold check! To account for this find the Damage Tolerance Factor (DTF) that corresponds to the number of rows of damage boxes on Hull Row Table. Then multiply it by the DT value calculated earlier to get the final Hull Value (HV).

### Hull Row Table

Rows of Damage Boxes	DTF
1	2.00
2	1.50
3	1.15
4	1.00
5	0.90

*Continuing with our Omega example, it has 4 rows of damage boxes, so the DTF is 1.00, multiplying that times the DT we calculated (1.00x336) we get a HV of 336. IF the Omega had only 2 rows of damage boxes, its DTF would have been 1.50, which would have given a HV of (1.50x336) 504.*



### Step 2: Ship Systems

Now that you have a hull with engines, you need to add weapons, sensors, defensive systems and all the other gear that makes the ship effective in combat. The Systems Table lists all of the available systems and their costs.

## Systems Table

System	Point Cost
Anti-fighter Battery	10
Atmospheric Capability	0
Beam Battery	15
Beam Battery (Minb)	17
Beam Generator	10x rating <sup>1</sup>
Beam Generator (Minb)	12x rating <sup>1</sup>
EMP Weapon	80
Energy Mine Launcher	50
Fighter launch bay	10x fighter capacity <sup>2</sup>
Fire Control	10
Interceptor	10
Jamming System	2x damage boxes <sup>3</sup>
Plasma Net	50
Pulse 1 Battery	2 +1 per arc <sup>4</sup>
Pulse 2 Battery	3 +2 per arc <sup>4</sup>
Pulse 3 Battery	4 +3 per arc <sup>4</sup>
Pulse 4 Battery	8 +7 per arc <sup>4</sup>
<b>Optional Systems<sup>5</sup></b>	
Anti-fighter Beam Battery	4+2 per arc <sup>4</sup>
Beam Battery (First One)	27
Beam Generator (First One)	15x rating <sup>1</sup>
Countermeasures	20
Energy Shield Generator	30
Fusion Reactor	0
Global Fire Control System	20
Mass Driver	0
Missile Launcher	50
Organic Armor (per level)	2x damage boxes <sup>3</sup>
Plasma Accelerator	8
Plasma Scattergun	25 +10 per arc <sup>4</sup>
Pulse-2 Battery with anti-fighter capability	5 +4 per arc <sup>4</sup>
Vortex Collapser	40

1 The rating of any beam generator is the maximum amount of power it can store.

2 The fighter capacity is the number of fighters that can be launched in a single turn, NOT the total number of fighters carried.

3 The cost of these systems is dependent on the total number of damage boxes on the ship, and are therefore more costly for larger vessels.

4 These systems have a base cost plus an additional cost determined by the number of arcs through which the weapon can fire.

5 The option systems will be explained in detail in the next chapter.



Total the cost of all the systems included on the vessel and add that to the HV to determine the total cost of the ship.

*The Omega mounts quite a few systems. Listing them up we have, four beam batteries (4x15), a capacity 6 beam generator (6x10), a fighter launch bay that can launch two groups per turn (2x10), three fire controls (3x10), four interceptors (4x10) and 8 pulse-2 batteries, each of which can fire in a single arc (8x (3+2x1) ), giving a total of 250 points worth of systems. Adding that to the HV (250 + 336) we get a total cost for the Omega class destroyer of 586.*





## Determining a Fighter Group's Cost

The above method system ignored the cost for fighters (the cost for fighter launching facilities is included in the ship cost, even if no fighters are actually carried). Since a given ship may be carrying any number of fighter groups up to its maximum capacity, their point cost is listed separately.

Each type of fighter squadron has its cost determined by choosing one choice from the Dogfight Category, Anti-Ship Attack, Movement and Endurance categories on the Fighter Abilities Table, along with any special abilities. Total the associated cost of all of the chosen abilities to find the total cost for a complete squadron of that type.

### Fighter Abilities Table

Ability	Cost
<b>Dogfight Category</b>	
None*	0
Basic (N/C/R)	25
Advanced (SF)	75
Superior (M)	100
<b>Anti-Ship Attack</b>	
Standard	50
Ordinance	75
Beam	60
Double	100
Double Beam	120
<b>Movement</b>	Rating
<b>Endurance</b>	
Expendable	0
Standard	0
Long-Range	15
<b>Special</b>	
Organic Armor	See Below**
Troops	75

\* Fighters with no dogfight category are attacked as a 'Basic' fighter, but do not get to return fire.

\*\* Fighter squadrons with Organic Armor should multiply their final cost by 1.75 to get their total cost.

Other than the anti-ship capability (which is derived from the cost of capital ships) the values are somewhat arbitrary and have been determined through experience. The particulars of each ability are explained below.

**Movement:** This is the number of MUs the fighter squadron can move in one turn. Fighters carrying ordinance typically move slower than they would when not so equipped. Values separated by a '/' indicate speeds with, and without ordinance respectively. For purposes of determining point cost, use the fastest movement given.

**Dogfight Category:** Fighters use one of three entries on the dog fighting table; Narn/Centauri/Raider (N/C/R), Starfury (SF) or Minbari (M). As with movement, fighters carrying ordinance often fight at a lower level. For purposes of determining point cost, use the best dogfight category given.



**Anti-Ship Attack:** Typically fighters attack capital ships (and small craft) in the standard mode. One die is rolled for each surviving fighter and damage is applied as a pulse attack. Fighters employing a beam attack resolve their attack the same as a standard attack, with the further bonus that interceptors are unable to block their shots. Fighters firing in the double mode roll TWO die for each fighter. Some fighters may be able to fire double strength beam shots, and receive both advantages. Fighters which carry ordinance are allowed to make one missile run against a capital ship, small craft,

station or ground target. All fighters which survive to roll for damage, roll 2 die. After this attack the ordinance is considered expended and the fighters use their 'without ordinance' values for the remainder of the game. At the beginning of the fighter movement phase, a squadron carrying ordinance may jettison the ordinance to take advantage of their increased movement and dog fighting capabilities.

**Atmospheric Capability:** Fighters with atmospheric capability may enter an atmosphere at will, and are able to be based on a planet. fighters that do not have this ability are destroyed if they enter a planet's atmosphere. The ability to enter an atmosphere has no additional point cost.

**Endurance:** Long-range fighters are able to be kept 'in the air' for longer periods of time, and are often used for patrol away from their mothership. Any force caring long-range fighters, may begin the scenario with half of the long-range fighters deployed, however these deployed fighters may not be carrying ordinance. Standard fighters must be launched normally when the scenario begins (or whenever the scenario specifies normal fighter launches may occur). Expendable fighters can not be recovered or reused and are never launched before combat is joined.

*For Example: The Starfury Aurora Heavy Fighter uses the advanced dogfight category (cost of 75), attacks ships in the standard mode (cost of 50), has a movement of 30 (cost of 30) and standard endurance (cost of 0). It has no special abilities or equipment, so the total cost of a group of 6 standard Starfuries is  $(75 + 50 + 30 + 0) 155$ .*



## Point Costs for Fighters

This section contains expanded rules for additional fighters for use with the Earthforce Sourcebook ship combat system. With one exception (the Badger fighter), all of the types of fighters described in the Earthforce Sourcebook operate identically to the rules given in that book.

The listed point costs are for a single fighter squadron of the given type. This cost does not include ace, green or unique squadron abilities. If only a partial squadron is being used, multiply by the appropriate fraction.



## Fighter Types

Fighter Type	Movement	Dogfight Category	Anti-Ship Attack	Atmospheric Capability	Endurance	Special	Cost
<b>Centauri</b>							
Sentri	20	N/C/R	Standard	Yes	Standard		95
<b>EF</b>							
Starfury Tiger	20	N/C/R	Standard	No	Standard		95
Starfury Aurora	30	SF	Standard	No	Standard		115
Starfury Badger	15 / 20	N/C/R / SF	Ordinance	No	Long-range		185
Thunderbolt	20 / 30	N/C/R / SF	Ordinance	Yes	Long-range		195
Breaching Pod	15	None	NA	No	Standard	Troops	95
<b>League</b>							
Brakiri Falkosi	30	N/C/R	Beam	Yes	Standard		115
<b>Minbari</b>							
Nial	30	M	Beam	Yes	Standard		190
<b>Narn</b>							
Frazi	20	N/C/R	Standard	Yes	Standard		95
<b>Raider</b>							
Zephyr	20	N/C/R	Standard	Yes	Standard		95
<b>Shadow</b>							
Spitfire	40	M	Double	Yes	Expendable	Organic Armor	401
<b>Vorlon</b>							
Standard Fighter	30	M	Double Beam	Yes	Standard	Organic Armor	436



**Centauri Sentri:** The standard fighter of the Centauri Republic since the height of the empire. It is designed for flexibility, but is not particularly impressive compared to other races' fighters. This is not surprising considering the 'battleship' mentality of the Centauri military at the time of its construction. When one's battle cruisers blocked out the sun, fighters were hardly necessary.

**EF Starfury Tiger:** Already being phased out in favor of the Starfury Aurora at the onset of the Minbari war, this fighter was still in wide use, and saw action in many battles during that war. By the time of the Babylon stations, this fighter is no longer in service with Earth Force except in a few reserve and training squadrons. A few squadrons have been sold to colonies unable to afford the Aurora, and also to private interests. Over the years some have even found their way into the hands of raiders and privateers, though the fighter is not popular with them due to the need to use the starfury's unique launching mechanism, and its inability to enter an atmosphere.



**EF Starfury Aurora:** The front line fighter of EF from the Minbari war on, the Aurora is the latest in the development of the Starfury program. Like its predecessors, it sacrifices versatility to achieve low-tech space superiority. Unable to enter an atmosphere and requiring extensive ship-mounted launching facilities, it can easily best fighters from more technologically advanced races, such as the Centauri. Employed in significant numbers, the latest addition to the starfury family, further improves the backbone of EF's success. The Aurora's launching mechanism is identical to that used with the Tiger, and ships designed to launch one have no difficulty launching the other.

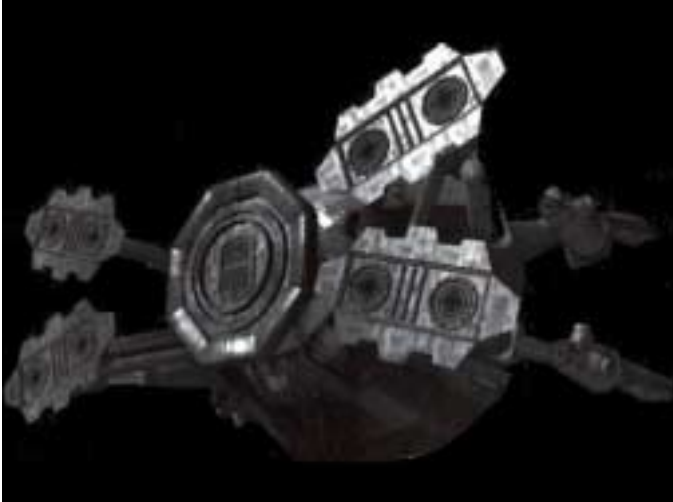
further degraded the fighter's speed and maneuverability, but improved its combat survivability against other fighters. The final design is considered equal to an Aurora in a dogfight, but slower. Its capability to conduct long-range strikes, or carry ordinance gives it much greater tactical flexibility. The fighter does require a crew of two, and a launching mechanism which is not compatible with that used by the Tiger/Aurora. As a result only some Hyperion class cruisers were modified to carry it.



**EF Starfury Badger:** Parallel to the development of the Aurora, EF also developed a two-seat, long-range version of the Starfury. Designed both to carry ordinance and operate for much longer durations, early trials found that its combat capability suffered significantly from the additional mass. To offset this loss, the second seat was faced to the rear, and an aft turret was added, which only

**EF Thunderbolt:** The most recent EF fighter is not an evolution of the Starfury design, but a completely new fighter that does bear some similarities to the Starfury line. The Thunderbolt filled a requirement to provide a long-range, two-man replacement for the Badger, which is also atmosphere-capable and able to be launched both from a standard Starfury launcher or without specialized equipment. The Thunderbolt manages to accomplish all of these requirements, providing the EF with a versatile fighter that still retains the Aurora's combat characteristics. The thunderbolt has a crew of two and a larger hanger foot-print than a Starfury. Omega and Nova class warships are only able to carry 3 squadrons of Thunderbolts (or any mix including Thunderbolts), and Hyperions are unable to carry any. None-the-less, the fighter has become very popular, largely replacing the Badger and beginning to replace the Aurora, which is still being produced, but in fewer numbers.





**EF Breaching Pod:** Developed to land marines on hostile spacecraft, the breaching pod is nothing more than a crew module with an airlock at one end and engines on the other. It is also equipped with cutting tools to open a hole in the hull of the ship it is docked too. These pods are unarmed, and if engaged in a dog fight, they get no return fire. The pods do not need to engage screening fighters, but are subject to fire from them before they attach to their target. All pods in the same squadron must attach to the same vessel. Anti-fighter fire is also applied before they attach. The pods are typically employed in squadrons of 6 the same as fighters, but like Thunderbolts are significantly larger than a Starfury, so ships carrying them have their complement reduced by one fighter

Once a pod is attached to a ship, its marine fire team may sally forth when the ship is declared the active ship. After all fighter-related rolls have been resolved, each team may chose to either run amok (roll 1d6-2 and apply the result as damage to the ship) or attack a specific system (make a threshold check at the current rating). Afterward, the player controlling the marines must make a threshold check for each marine team remaining on the ship, at the ship's current level. For every 3 teams boarding the ship add 1 to the roll. If the marines FAIL the check they remain on the ship and the procedure is repeated on the following turn. If the Marines MAKE the threshold check they have been defeated by the ships defenders.

*For Example: The EAS destroyer Damocles is in battle with the renegade cruiser Chronos. The Damocles has had one of its starfury squadrons replaced with one breaching pod squadron, and launches the loyal marines into the fray. Since all of the Chronos's fighters are being engaged by the Damocles's starfuries, the breaching pod squadron makes it to its target ship without suffering any casualties. Before they can attach, they are subject to fire from the starfury squadron screening the Chronos. This squadron has previously suffered a few losses and is currently reduced to 3 fighters. The player controlling the Chronos rolls for his fighter squadron to engage the pods, he gets 1, 4, and 5, destroying 2 of the breaching pods (since he needed a 3 or better), however that squadron can not screen the Chronos against fighters this turn. The Chronos's interceptors are fortunately on anti-fighter mode this turn, and the player chooses to use them against the pods as well. He rolls a 4, destroying 2 more breaching pods. The remaining 2 breaching pods successfully attach to the hull of the Chronos. After the remainder of fighter activities involving the Chronos have been dealt with, the Player who controls the breaching pods decides to send one of his marine groups on a mission to destroy the Chronos's jump engine, preventing the rebel's escape. He orders the other one to plant charges on as many systems as possible. The Chronos has taken moderate damage so far, and is just into its second row of damage boxes, giving it a threshold value of 5. For the first marine group the Damocles's player rolls a 4, the marines almost get to the jump drive, but not quite (he needed a 5 or higher, the current threshold level). For the second, he rolls a 3, thus inflicting a single point of damage on the Chronos (3-2 = 1). All in all a pretty pathetic assault by the GROPOS, perhaps they need motivation... The assaults completed, the Damocles's player rolls to see if any of the marines survived the fray, he rolls a 6 and a 2 (he needed a 5 or better since that is the Chronos's threshold). So the first group survives to attempt to complete their mission to destroy the jump drive again next turn, while the ill motivated grunts of team two get fragged.*



**Brakiri Falkosi:** Although rarely seen, Brakiri cruisers occasionally carry fighters. Generally they employ these fighters in support of ground operations, or to screen their cruisers, they do not usually use them against other capital ships. This light fighter is extremely fast and agile, however its light beam weapons and negligible armor make it less effective against other fighters than its speed would indicate.



**Minbari Nial:** Probably the most impressive fighter from any of the younger races, the Nial combines gravimetric propulsion, beam weapons and their infamous stealth technology to produce a fighter that is nearly unbeatable. Fortunately for their adversaries, the Minbari do not risk their fighters if they do not feel a sufficient need. So many other races that rely on fighters are able to achieve at least numerical superiority.

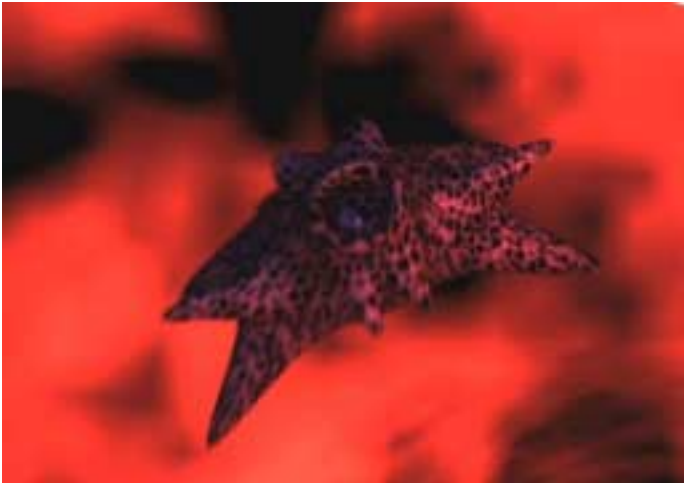


**Narn Frazi:** The Narn, like Earth Force, see fighters as a way to pack a effective offensive punch with technologically inferior capital ships. They have developed the Frazi, a rugged, versatile and cheap fighter which they can produce and field in large numbers. Though not partially impressive in performance, the Frazi is atmosphere capable and requires no specialized launching gear, a big asset to the Narn who often must operate fighters from make-shift bases and jury-rigged ships. Due to the Narn tendency to sell military hardware to whoever has money, this fighter is used by a number of other League worlds who do not make their own fighters, and by raiders.



**Raider Zephyr:** Not actually a raider design, the Zephyr is an old EF fighter whose silhouette has become synonymous with a raider attack. A competitor to early members of the starfury program, the Zephyr was never employed by EF due to its inferior combat qualities. It was adopted by a number of EF colony worlds who wanted a cheap, planet-based fighter for system defense. The

Zephyr's atmospheric characteristics are very good, and its low maintenance requirements made it an attractive choice for colonies who couldn't afford to field or train pilots for Starfuries. These same features made it an ideal choice for corporations, mercenaries, and pirates from a number of races.



**Shadow 'Spitfire':** The Shadows do not use fighters similarly to the other races, even the Vorlons. The larger Shadow vessels are able to 'grow' smaller semi-autonomous, un-piloted craft which function in most respects as fighters. These craft are ejected from the mother ship at the beginning of any turn in which it received fighter launch orders. All fighters carried must be launched at the same time. As the fighters are actually part of the ship, for every fighter launched, the ship loses one damage box. The boxes are lost from the last row, not the top row as is normally the case. The fighters themselves are discarded after use, and can not be recovered. Growing new fighters does take some time however, so not all shadow vessels may be able to launch fighters in a particular engagement. If you wish to decide randomly, roll 1d6 for each shadow vessel, on a 1-3 no fighters are yet available on that ship, on a roll of 4-6 it is carrying the full fighter compliment, ready for use. Shadow fighters are very fast, and armed with a powerful pulse weapon, which gives them their nick-name of 'Spitfire'. Shadow fighters also have organic armor, which enables them to absorb tremendous amounts of damage. For every two hits

that a fighter group receives in combat, one fighter is destroyed. This applies to both dog fighting combat as well as anti-fighter attacks. Since Shadow fighters are not actually piloted, they can never have ace pilots.



**Vorlon Fighter:** Designed similarly to the Vorlon Transport, the fighter used by the Vorlons is a slightly smaller craft designed exclusively for combat. Organic in nature, as are all Vorlon ships, the fighters are piloted by actual Vorlons. The limited number of Vorlon pilots (and Vorlons in general for that matter) limit fighter use to only the most important engagements, and they are carried by only the largest Vorlon warships, and even then not in as great numbers as most younger races. Vorlon fighters are quite fast and armed with an advanced lightning gun which functions as a beam weapon and cannot be intercepted. The organic armor of a Vorlon fighter provides some protection against damage the same as the shadow spitfire. Vorlon fighter squadrons may contain an ace, just as with other fighter squadrons, gaining all of the normal benefits. However when attacking capital ships the ace adds an extra two die, instead of the normal one.





## EFSB Ships

Ship	Base Cost	Cost with Fighter Compliment
<b>Earth Alliance</b>		
Hyperion (corrected)	398	708
Nova	391	1011
Olympus	339	
Omega	586	1206
Liner	124	
Freighter	178	
Shepherd (corrected)	116	271
Porcupine	116	271
Cotton	290	
Condor	136	
Explorer (from GM kit)	492	802
<b>Narn</b>		
T'Loth	499	879
G'Quon	651	1031
<b>Centauri</b>		
Vorchan	372	467
Primus	717	1097
<b>Minbari</b>		
Sharlin	1300	2060

## Point Costs for Ships

Listed below are the point costs, using the above systems for all of the ships included in the Earthforce Sourcebook, followed by the costs for all of the ships included in this supplement. In all cases, the cost with fighters includes the cost of the maximum number of the typical fighters which can be carried. If this is not immediately obvious, a note will specify what type of fighters are being carried.





## New Ships:

Ship	Base Cost	Cost with Fighter Compliment
<b>EF</b>		
Advanced Destroyer	762	1272 (Thunderbolts)
Earth Force One	156	466 (Starfuries)
Light Freighter	160	
Omega Model B	526	1146
Babylon 5 (2259)	1048	1978 (Starfuries)
Planetary Defense Platform	489	
Psi Corps Mothership	281	436 (Starfuries)
Q-ship	262	602 (Thunderbolts)
Super-heavy Freighter	160	
Tanker	178	
Warlock Destroyer	952	1632 (Thunderbolts)
<b>Narn</b>		
J'Stat Modular Starbase	195 (per section)	290 (per section)
Th'Nor	275	370
<b>Centauri</b>		
Blockade Mine	68	
Primus Strike Cruiser	647	837
Vorchan Mk III		
with Energy Mine	438	
with Fighter Bay	398	493
with Plasma Net	438	
<b>Minbari</b>		
Trigati	1424	2184
Valentha	1438	1818
Sharlin'Ter	1130	1510
Whitestar	594	721 (1 squadron of 4)
<b>League</b>		
Brakiri Avioki	554	864
Drazi Sunhawk	321	
Drazi Warbird	271	313 (Strike Fighter)
Ipsha Battleglobe	476	
Koulani Sunclipper	328	
Vree Xill	215	
Vree Xorr	228	
<b>Raider</b>		
Battlewagon	321	606
Command & Control Vessel	115	305
Strike Carrier	194	479
<b>Interstellar Alliance</b>		
Victory	2005	2655 (2 Starfuries, 2 Thunderbolts)
<b>Drahk</b>		
Cruiser	636	1170 (Attack Craft)
Gunship	389	
<b>First Ones</b>		
Shadow Cruiser(10 columns)*	977	
Shadow Cruiser(15 columns)*	1552	2755
Shadow Cruiser(18 columns)*	1855	3058
Shadow Scout (6 columns)*	481	
Shadow Scout (9 columns)*	754	
Vorlon Cruiser	1179	
Vorlon Dreadnought	1655	2527
Streib Collector	423	

\* Shadow ships are living vessels that grow and become more powerful as they age, for complete information see the section on new ships in **Chapter 2**.

## Using the System

There are a number of peculiarities that should be noted before I let this system lose on the world. The first and foremost is, its not perfect, its probably not even close. This system is meant to be a general guide to help balance a scenario and compare the relative strengths of various ships and fighters. It is not a replacement for common sense and experience. If your experience says that two sides are not balanced, and the system says they are, then by all means go with your intuition.



More specifically, readers may have noticed that ships with jump drives have an additional cost. This is a carry over from the *Full Thrust* system, which used the same convention to increase the cost of faster-than-light ships. The addition of a jump drive does give a ship a few extra tactical options, depending on the scenario, such as the ability to pick their entry point and leave if things look bad. Typically the scenario will require at least one side to have some jump capable ships. However this additional versatility is almost never worth the extra point cost. As most of the major ships are jump capable, it shouldn't be much of a problem, but keep in mind that a non-jump capable fleet will probably beat a jump capable fleet of equal points in a straight-on fight.

Similarly common sense has to be used with regard to a number of systems that may or may not be useful in a given scenario. Interceptors and anti-

fighter batteries are useless if the opponent doesn't have any pulse weapons or fighter groups. Jammers don't stop energy mines, or Shadow or Vorlon attacks. Ships that carry and depend on these systems may not be as effective as their point values would indicate in these types of situations.

Finally fighters have been the most difficult system to cost effectively, largely due to the nature of fighter attacks against capital ships. Not only are these attacks some of the most deadly in the game, but multiple simultaneous fighter group attacks against a capital ship are typically more effective than the sum of the individual attacks would indicate. Most players quickly realize that bunching a number of fighter groups together to attack a single capital ship is a nearly guaranteed method of killing it in a single turn, and will generally result in a low fighter casualty rate. The best way of avoiding this sort of issue is to try to keep numbers of fighters on each side roughly balanced, unless one side has a very significant anti-fighter advantage, or is otherwise balanced by the scenario.

In general if the points system puts the sides within 10-20% of each other, and the numbers of fighters are pretty close, then the scenario should be fairly balanced.



## Chapter 2: New Rules

This chapter contains a lot of new rules for a lot of things that weren't covered in the Earthforce Sourcebook, or that were oversimplified, or in a few cases could have been done differently. This chapter, as with everything else in this guide, is completely optional, most of these new rules can be used individually as you see fit.

### Suggested House Rules and Modifications

The rules in this section are what are commonly called 'house rules', they generally add to or replace the rules already given in the Earthforce Sourcebook. Most are intended to fix specific problems with particular ship systems, or clarify what happens in certain situations. Generally, the *Full Thrust* derived system used in the Earthforce Sourcebook is a very robust and well-tested system that needs no major changes.



#### Anti-fighter Batteries

If there are no fighters for an anti-fighter battery (or interceptor in anti-fighter mode) to engage, they may instead take limited anti-ship action. The range is 6 MU and a single point of damage is inflicted on a roll of 6. However no fire control is needed (though other weapons firing at the same target will still require a fire control).

Anti-fighter weapons may only fire in this mode if there are no fighters for them to engage.

In order to make fighters less deadly, and to allow capital ships to more effectively escort each other, the range of anti-fighter batteries can be increased to 10 MU. Fighter engagement distance remains at 6 MU.

#### Beam Weapons

When beam fire is typically resolved one is subtracted from the result of each die for every full 6 MU range to the target ship. Whenever a 6 is rolled, a re-roll is typically allowed with no range penalty. To make the game more balanced (especially for the for the Centauri), and reduce the chance of a ship being destroyed by an early lucky beam hit, the range penalty is applied to ALL beam rolls, including the re-rolls.



#### Gravimetric Drives

Ships with gravimetric drive systems may chose to use vector movement instead of the normal gravimetric movement. Ships may switch between the two modes by writing orders to that effect, and if their heading and course match (always the case if the vessel is already using the gravimetric mode of movement). When using vector movement, a

gravimetric drive functions the same as a Centauri reaction drive.



## Interceptors

On occasion ships and stations are able to use their interceptors to protect other vessels and fighter groups. In order to do so, the following conditions must be met.

1 The ship must set its interceptors to anti-pulse mode, and designate the ship, or squadron which it intends to protect in its orders.

2 The ship or squadron being protected must be within 10 MU of the protecting ship. The protected vessel need not start the turn within 10 MU, but must end the movement phase within this distance.

3 The interceptors located in the arc which contains the protected ship or group are the only interceptors which are able to protect it.

If both of these conditions are met, the designated vessel is protected as if had additional levels of interceptors equal to those on the protecting ship in the appropriate arc. It is protected against fire from all directions, and these interceptors combine with other remote interceptors and/or interceptors on the ship receiving protection in the normal manner.

Fighters and small craft that receive protection have the number of fighters killed by anti-fighter attacks reduced by 1 for every level of interceptors protecting them. They are not protected in any way from the attacks of other fighters and small craft.

The rules for interceptors can be expanded to allow up to 3 levels of interceptors to provide protection (additional interceptors provide no increase in protection). If there is one active interceptor covering an arc, then only rolls of 5 and 6 will damage the ship, inflicting their normal damage, including re-rolls. If there are two active interceptors covering an arc, only a roll of 6 inflicts damage, though it still inflicts two points and allows a re-roll. If three active interceptors are covering an arc, a roll of 6 inflicts a single point of damage, but still allows a re-roll.

## Plasma Net

Any ship which mounts a gravimetric drive, or gravimetric assisted drive (such as Centauri drives) may have a plasma net. For ships with Centauri style drives, only excess main drive thrust may be used to power the plasma net. The use of a plasma net requires an additional cost of one drive point per full 10 MU distance to the target ship (measured before the plasma net is used) So to move a ship 1 MU at a distance of 24 MU would cost 3 drive points. Finally a plasma net cannot be used to move a ship that is larger (has more damage boxes) than the ship on which it is mounted. A plasma net can be used to move other objects, such as fighters, missiles and energy mines, subject to the same rules as for moving ships. In these cases the entire fighter group or missile salvo is moved.



## Pulse-1 Batteries

A number of ships are armed exclusively with pulse-1 batteries, particularly smaller freighters



and support vessels. As the rules were originally written, these ships are completely defenseless against fighters. To remedy this, pulse-1 batteries can be allowed to fire in a limited anti-fighter mode. Remember that pulse-1 batteries do not have the dedicated fire control and IFF systems that anti-fighter batteries do, but they are otherwise similarly sized pulse weapons. During the normal firing phase, a ship may choose to use any of its pulse-1 batteries against fighters within their arcs and within 6 MU (or 10 MU if using the extended range rule for anti-fighter weapons) instead of targeting capital ships. This means that all attacking fighters will have already fired on the active ship. A fire control must be dedicated to target each fighter group that is being targeted (multiple pulse-1 batteries may fire on the same fighter group using a single fire control). Roll 1d6 for each battery, on a roll of 1-3 there is no effect, on a 4 or 5 one fighter is destroyed, and a 6 two fighters are destroyed. Obviously this method is not as effective as a dedicated anti-fighter battery, but gives smaller ships some kind of chance to fend off fighters.

## Expanded Fighter Rules

The rules for starship combat in the Earthforce Sourcebook were designed with capital ships in mind, and tend to focus on them. Fighters are handled somewhat abstractly, but can still be quite powerful. Below you will find a few rules that add a bit more detail to fighter types, more realism to fighter movement and expand upon fighter activities.

### Fighter Screens

In addition to being able to screen capital ships, fighters may also be used to screen other fighters, small craft, stations and ground targets (if they are atmosphere capable). All of the normal rules for fighter screens apply, attacking fighters must attack the screening fighters first. This practice is used in real life quite often where a more experienced group (ace squadron) protects a green

squadron; or an air intercept group (Starfuries) rides escort for a bombing force (Thunderbolts). It can also be used to allow a fresh group keep enemy fighters off a heavily hit squadron. Fighters screening capital ships, small craft, stations or ground targets can not themselves have a protective screen. Likewise fighter groups may not mutually screen each other. Capital ships may as always, engage any enemy fighter groups or small craft they chose, regardless of any fighters screening them.



### Fighter Movement

When moving fighter groups, do not allow the players to measure ranges to prospective targets while moving their fighters. When allowed, this practice tends to promote 'optimizing' of fighter placement, which both lengthens game time, and reduces the ability of capital ships and fighter to protect each other from fighter attacks. By not allowing this practice, players have to move their fighters closer to their targets, or risk finding themselves just out of range.

### Vector Movement

Fighter movement in the Earthforce Sourcebook is simplified and no effort is made to keep track of the actual vector movement of fighters or small craft. If desired fighters can be moved using the same vector movement system as capital ships. A record sheet is needed listing all fighter

groups and small craft, and a course arrow is required for each fighter.

Fighters are limited to firing in their forward 60° arc only (the front hex side), small craft may only fire in all directions if they have turret-style weapons. Each fighter or small craft has drive rating that is equal to 1/3 of its movement rate, rounded up. So a Centauri fighter would have a drive rating of 7. The drive rating functions as an equal number of equivalent drives, so the Centauri fighter would have the equivalent of 7 drives, allowing it to produce 14 points of main drive thrust and 7 points of maneuver thrust. These thrust points work the same as they do for capital ships, main drive thrust may move the fighter along its heading, while maneuver thrust may be used for pushes and to rotate the fighter.

No orders need to be written, when the time comes to move a given fighter, simply move it the 'drift' distance given by its current course and speed, then apply any additional main drive and maneuver thrust as desired. Place the course arrow to point in its new direction of movement and measure and record its new velocity.

Fighters are launched normally, calculate their initial velocity by measuring to the position of the ship which launched them before it began its movement, not after. Fighter that are screening and then chose to leave, have velocities equal to that of the vessel they were screening.



This method will become very time-consuming if used with more than just a few fighter

groups, and is recommended only for smaller battles to give more detail to fighter combat, or for situations where capital ships begin to attain very high velocities. This last case prevents the situation which occurs when a capital ship manages to accelerate to 20 or 30 MU, after which fighters are not normally able to catch it!



## Green Squadrons

Green squadrons, also called 'Turkeys' are the wet behind the ears pilots every battle commander dreads having in his task force. Fresh out of flight school with little or no battle experience, a green squadron can be much less effective than a group of seasoned veterans.

Dog fighting is an especially stressful and difficult activity for fighter pilots, and many find themselves unprepared for their first combat experience. After the fighter movement phase, if a green squadron is attacking another fighter squadron, roll 1d6, if the result is less than the number of fighters remaining in the squadron, the squadron attacks normally. Otherwise, the squadron 'bugs out'. If the squadron bugs out, it makes no attacks this turn, though may be attacked normally. On the next turn, the green squadron may attempt to re-engage the same or another fighter squadron. If the green squadron which bugged out was screening a capital ship, the fighter squadron(s) attacking it may chose to either pursue and attack the green squadron, or continue on and attack the capital ship.

Green squadrons attack capital ships and small craft normally, as much of the process is controlled by targeting computers.

If using the optional system to randomly determine if a ship carries ace squadrons, roll 1d6 for each squadron as normal, on a result of 6, the squadron is an ace squadron. If however the result is a 1, the squadron is green. All other results still indicate normal squadrons.

### Unique Fighter Squadrons

This section details a number of unique fighter squadrons, both from the series, and some new ones. A unique fighter squadron is just that, though they may use standard fighters for their race (though often painted very distinctively), the pilots themselves make the squadron stand out. As a result only one or two of each of these types of squadrons exist, and are not normally available to battle groups. These squadrons should only come into play as a result of a scenario requirement.



**Black Omega Starfury:** Possibly the most infamous elite squadron in existence, what makes these fighters dangerous is their pilots, each of which is a highly trained Psi Cop, rated P12 (or higher...) Trained as expert pilots as well as the most impressive telepaths that humanity is able to produce, a Black Omega squadron is especially deadly. Black Omega squadrons are never assigned to regular EF vessels, but are based from Psi

Corps Porcupine class carriers or a Psi Corps mothership.

A Black Omega squadron is always considered an ace squadron, due to the level of training their pilots receive. In addition their telepathic abilities allow them to always attack with the First Fire maneuver. By sensing their adversaries intended actions, or their own danger, Black Omega pilots are able to maneuver into the optimum position to engage their opponents. This ability only works against fighter squadrons which the Black Omegas are engaging, and only those fighters in the opposing group which survive the Black Omega's attack are able to return fire against them. If for some reason the telepathic abilities of the squadron are neutralized or blocked, then they lose this ability.

Against Vorlon fighters, the Black Omegas lose their First Fire advantage (Vorlons are assumed to be able to block them easily). However if properly informed, the squadron leader can attempt to 'freeze' a Shadow vessel using the normal rules for doing so. The rest of the squadron may act normally, but loses the ace's attack for the turn.

Other races with combat trained telepaths may use these rules for hypothetical telepath squadrons as well. Military telepaths are common in the Centauri fleet, though they are rarely risked in fighters. Religious Caste Minbari telepaths rarely receive military training, except for those who enter the Rangers. In these cases, the squadron would receive the same First Fire bonus described above, though it would not necessarily be an ace squadron.

In a situation where multiple squadrons involved in the same fur ball all have the First Fire ability, use the following procedure. All targets are declared as normal. Then all squadrons with First Fire exchange fire simultaneously. Finally all surviving fighters from squadrons without First Fire make their attacks simultaneously.





**Earth Force One Escort Squadron:** Assigned the largely honorary task of flying cover for Earth Force One, the pilots of this squadron are highly qualified and dedicated members of the Secret Service. Perfectly willing to sacrifice their own lives for the president, the pilots of this squadron are experts at intercepting enemy fighters. When the EF1 squadron is screening a capital ship, TWO fighters must attack the squadron before further squadrons may attack the ship. This squadron is also a fully qualified ace squadron.

**212th Aggressor Squadron:** Ever since the late 20th century, pilots have been trained to fly dissimilar craft painted in the markings of their enemies using their enemies tactics. These squadrons were termed aggressors, and were used to train the operational squadrons in tactics to defeat a specific enemy, and give them experience against dissimilar fighters. EF has continued this tradition.

After the surprising victory at the end of the Minbari War, EF Command created the 212th aggressor squadron from pilots who had actually survived combat against Minbari pilots, to provide advanced training to the new pilots. This squadron flies Starfury Aurora's painted in markings similar to Minbari fighters. The squadron's pilots have developed a few tricks to take advantage of the strengths of a starfury, and the few weaknesses of a Minbari Nial. Though never intended to enter combat, the squadron is occasionally temporarily

assigned to a carrier to participate in fleet exercises or give training to a deployed squadron.

The squadron is simply an ace squadron when fighting against most enemies. However when engaging Minbari it is counted as a Minbari squadron. Unfortunately the Minbari paint scheme may come as a detriment in this case, as other pilots may mistake the aggressor squadron's fighters for Minbari fighters. Whenever the squadron is in a furball that involves both EF and Minbari fighters, any die that results in a '1' by non-ace EF fighters is scored as a destroyed 212th aggressor squadron fighter.

**Training Squadrons:** Like the aggressor squadron, most training squadrons are never intended to enter combat, however in desperate or unusual circumstances, they may have no choice but to engage enemy forces. Most training squadrons are comprised of veteran pilots, many the best EF has ever produced. In combat a training squadron fights as an ace squadron, but in addition to being crack pilots, these squadrons are also expert teachers. In combat a training squadron can give up its ace status to allow a green squadron within 6 MU to function as a normal squadron. By staying close and covering the green squadron, the training squadron is able to help the turkeys through dogfights.



## **Expanded Small Craft Rules**

The Earthforce Sourcebook presented small craft as those vessels which were too small and



unimportant to be treated as a capital ship, and not employed in large enough groups to be considered fighter squadrons. All small craft were considered identical. Additionally the rules were very vague when it came to just how the small craft attack, and can be attacked by other vessels and fighters. These rules add detail and clarifications to the rules for small craft and can be used to replace the rules given in the Earthforce Sourcebook. For purposes of this guide, a small craft is any vessel that is small enough to enter the docking bay of Babylon 5, though not necessarily the docking bays of other capital ships.

The most important changes to small craft, are they are now allowed to have a variety of damage boxes and movement allowances, as opposed to the standard 2 damage boxes and 12 MU movement given in the basic rules. Though most small craft will have statistics similar to these. Another major difference is that small craft have a ship control sheet, smaller and simpler, but similar to that of a capital sheet, they do not have orders sheets. This sheet lists the hull boxes, speed and systems that are carried by the small craft similar to a capital ship's control sheet. Control sheets for all of the small craft are found in **Appendix B**.

Small craft make a single threshold check after losing half of their hull boxes. Roll 1d6 for each system, on a roll of 4 or higher the system is completely destroyed (even for beam and jump drive systems). All small craft have a single drive system which, if damaged, prevents them from moving for the duration of the engagement.

Small craft are moved and conduct attacks as fighters. The basic rules limit small craft to a 3 point course change in any one turn, however since the series has shown small craft perform coming about maneuvers the same as fighters, this restriction has been lifted. When engaging a capital ship, small craft fire upon the ship during the fighter attack phase.

Though often armed with Pulse-1 batteries, they are limited to a 6 MU maximum range. The basic rules do not mention how small craft are able to attack other fighters, under these rules, they attack fighters using the optional rules for engaging

fighters with pulse-1 batteries (no effect on a roll of 1-3, one fighter hit on a roll of 4-5, and two fighters hit on a 6). Small craft armed with beam weapons may only engage targets within 6 MU, and destroy 1d6-2 fighters, or inflict normal damage on capital ships at their range.

Though it is assumed that fighters attack small craft the same as if they were attacking a capital ship, no instructions were given in the original rules for how capital ships may engage small craft. Due to their maneuverability, small craft can only be engaged by anti-fighter weapons, with these weapons doing an amount of damage equal to the number of fighters they would have killed if the attack had been on a fighter group.

Small craft may not screen, but do not have to engage screening fighters when attacking a capital ship. The screening fighters may choose to engage the small craft, and have the opportunity to damage or destroy them before the small craft are able to attack the capital ship. Individual small craft are launched and recovered as a fighter squadron.

The ship control sheets do not have icons representing small craft as they do for fighter squadrons. The small craft are stored in the main hanger bay directly, and are considered destroyed or inoperative if the launch bay itself is destroyed.



A capital ship can typically carry 2 shuttles for each fighter squadron it can carry (though generally only carry half this number, the extra space reserved for visitors). These shuttles can be carried simultaneously with the fighters. Fighter squadrons may be replaced with shuttles for additional transport, with 2 shuttles replacing each fighter squadron. A Nova for example, could carry up to 16 shuttles if it replaced all of its fighters with

shuttles. Vessels without fighter bays are typically able to carry one or two shuttles.

The point cost for small craft is computed as follows: multiply the number of damage boxes by the movement rate, then add the cost of all included systems using the Systems Table in Chapter 1. The costs for all of the small craft included in this guide are given below.

**Small Craft Point Costs**

Vessel	Points
Centauri Liner	54
Centauri Shuttle	24
Centauri Atmospheric Shuttle	24
Drahk Attack Craft	89
Drazi Sky Serpent Strike Fighter	42
EA Condor Assault Transport	95
EA Kestrel Atmospheric Shuttle	24
EA Skylark Commercial Transport	54
EA In-system Shuttle	24
ISA Shuttle (Whitestar Coup)	162
Minbari Flyer	52
Narn Assault Shuttle	48
Raider Shuttle	54
Soul Hunter Personal Transport	95
Techno-mage Personal Transport	48
Vorlon Transport	197

**Small Craft Descriptions**



**Centauri Liner**

The Centauri’s basic passenger transport, this vessel comes in both luxury and civilian versions. It is typically armed as many of them move unescorted near Narn territory.



**Centauri Shuttle**

The Centauri In-system shuttle is nearly identical to the model used by the Earth Alliance. Simple and cheap it performs ship to station operations with high reliability.



**Centauri Atmospheric Shuttle**

A different, though very similar design to the EA atmosphere-capable shuttle, this vessel has many of the same features.

**Drahk Attack Craft**

The Drahk do not employ fighters, instead their cruisers and motherships carry large numbers of these small attack vessels. Armed with very small beam weapons, they can pose a serious threat to capital ships if not engaged by escorting fighters.



### **Drazi Sky Serpent Strike Fighter**

Drazi Warbird-class ships often carry one of these heavy fighters for reconnaissance and support against other fighters. As they are larger than typical fighters and employed singly instead in groups, they are considered a small craft instead of a fighter in these rules. They are faster than most other small craft, but have no cargo capacity and little armor.



### **EA Condor Assault Transport**

The Condor Troop Transport is presented in the EFSB as a small capital ship. This is an alternate method of handling this vessel, and reflects its greater maneuverability and missile system. This ship is quite large for a small craft, but well armed and armored to allow it to survive combat drops.



### **EA Kestrel Atmospheric Transport**

The basic atmospheric shuttle used by the Earth Alliance, this ship is described in the Earthforce Sourcebook.



### **EA Skylark Commercial Transport**

The most popular light transport in use by the Earth Alliance, this ship can be configured to carry a few passengers or light cargo over a normal 48-hour jump in at least minimum comfort. They are atmospheric capable, and some models carry a pulse battery for defense.

### **EA Standard In-system Shuttle**

Based on the Centauri design, this shuttle is the work-horse of the EA. It is described in greater detail in the Earthforce Sourcebook.

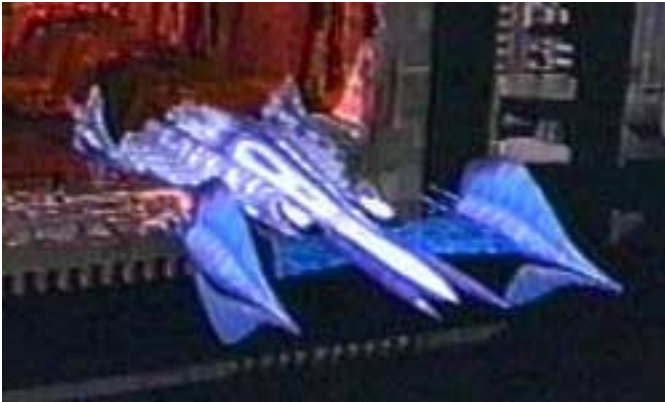


### **ISA Shuttle**

Often referred to as the 'Whitestar Coup' in reference to its obvious design similarities to the



much larger Whitestar-class ships, this advanced shuttle was introduced to the ISA for courier and reconnaissance duties. It has many advanced features, including organic armor, multiple pulse batteries and a jump drive. It is also atmosphere capable.



### **Minbari Flyer**

Used for personal transport, courier duties, reconnaissance and support of fighters during combat, this versatile ship is in wide-use by the Minbari. It carries the same light beam weapons as the Minbari fighters (tread as a pulse batter that cannot be intercepted), and its own personal jamming system. It can operate within the atmosphere as well as space.



### **Narn Assault Shuttle**

Using many of the same components as the Frazi heavy fighter, this shuttle is used by the Narn to land troops, deliver cargo in dangerous areas and if needed participate in combat directly. IT is slow,

but well armed and armored, and can enter an atmosphere.

### **Raider Shuttle**

Actually just a standard EA or Centauri in-system shuttle with a pulse battery and additional armor, this vessel is commonly used by raiders for boarding actions, and occasionally to attack other unarmed small craft.



### **Soul Hunter Personal Transport**

The only vessel the Soul Hunters have ever been know to use, it contains just enough room for one Soul Hunter and his personal collection. It mounts a plasma accelerator powered by an impressive beam generator.



### **Techno-mage Personal Transport**

An example of a typical small craft used by a techno-mage, this small vessel possess a staggering amount of technology, including a miniaturized jump drive, jamming systems and an advanced sensor suite that allows it to travel far away from hyperspace beacons. It is armed and able to enter an atmosphere.



### Vorlon Transport

The largest small craft, the Vorlon transport is every bit as advanced as their capital ships. It has organic armor, a jump drive and a beam weapon more powerful than those found on some capital ships.

### Advanced Rules

In this section you will find rules to cover a number of situations, events and tactics not mentioned in the Earthforce Sourcebook. Some of these are conversions of rules presented in *Full Thrust*, others are completely new.



### Asteroids

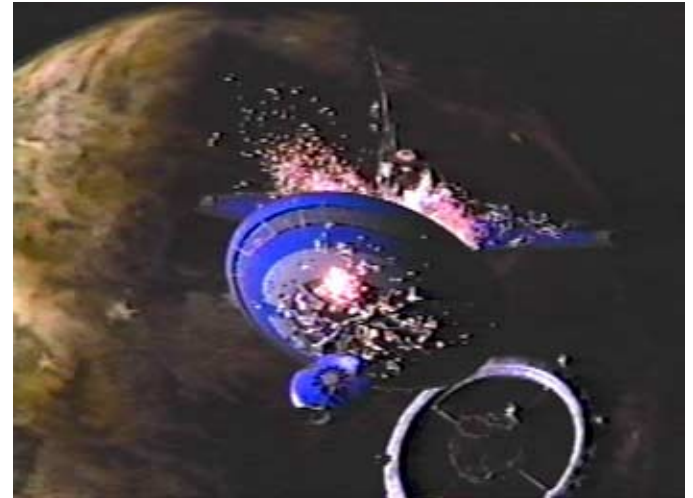
Fields of asteroids are one of the most dangerous settings in which to have a space

engagement, but captains can't always pick where a battle happens... An asteroid field can be fixed or moving. Every asteroid in the field moves at the same velocity, which can be specified by the scenario, or determined randomly by rolling 1d12 for course, and one or two d6 for speed. Individual asteroids can be represented by specially made counters or anything which is handy.

Asteroids have a number of effects on the normal course of game play. While ships are considered to take up negligible space compared to the distances between them, asteroids are much larger bodies which do take up a significant volume of space. When resolving fire, if an asteroid blocks line of sight between two vessels, no fire may be exchanged between them. Fighters and missiles must trace flight paths which avoid contacting asteroids, and energy mines may not be launched through asteroids. Ships with an asteroid between them and a mine, energy mine or similar device receive no damage, even if they are within the area of effect!

A potentially more dangerous effect of asteroids is the possibility of colliding with them. The asteroid field is moved after ship orders are written but before any ships are moved. Then capital ships are moved according to their orders. Any ship whose path (measured as a straight line from its starting position to its ending position) at any point passed through an asteroid, may have collided with it. To determine if the ship actually collided with the asteroid roll 1d6 and add 2 for every functioning drive icon, if the roll equals or exceeds the ships ending velocity, it managed to avoid hitting the asteroid. If the ship does impact the asteroid it is immediately destroyed! Note there are possible situations where the vessel will avoid or collide with the asteroid regardless of the die roll.

Asteroids are considered significantly massive that they cannot be destroyed by weapons fire or even collisions with vessels. They are also much too large to be moved by plasma nets. For smaller asteroids see the description of the debris field below under terrain rules.



### **The Bonehead Maneuver**

Only the truly desperate, or foolish, would ever try this maneuver, but for those who have no choice, there is nothing as destructive as opening a jump point within another jump point. In order to do this, a Vessel must write orders to open a jump point (and must have a functioning jump drive), and on the following turn must create the jump point within another existing jump point (either created by another ship or a jump gate). The ship need not enter the jump point, but if it does not it will almost certainly be destroyed. Ships which do enter the jump point, should keep track of the distance they travel 'beyond' the jump point.

The explosion caused by the creation of a jump point within another jump point is tremendous and occurs almost immediately (at the end of ship movement). The explosion inflicts 30d6 of damage, reduced by one die for every MU from the jump point in the same manner as energy mines. Organic armor reduces the damage as normal. Ships which passed through the jump point into hyperspace may double their range when calculating how many die of damage they receive.

Due to the suicidal nature of such a maneuver, any ship attempting it must pass a crew ramming check of 5 for all races except shadows who need only need a 4, and Brakiri who require a 6. The check is made on the second turn when the jump point is placed. If it fails the ship may chose to open the jump point normally, or not at all.

### **Destroyed Vessels (also known as: When Ships go Bang in the Night)**

Sometimes when ships are destroyed, they explode in an impressive cloud of fire and debris, while other ships are simply reduced to drifting hulks, allowing what remains of their crews to attempt to escape via the life pods, or await rescue. When a ship losses all of its damage boxes roll a single d6 and multiply the value by 2. If the result is less than the amount of 'excess' damage the vessel received then it explodes in a fiery cloud of scrap metal, otherwise the hulk continues along on its current course and speed. If it is important for the scenario, a drifting hulk's course can be plotted on the play area, and if it receives further damage, must make additional rolls at the end of every turn with its new excess damage value to see if it explodes. A ship will always explode when it is destroyed by collisions or by losing its last row of damage boxes by failing the special threshold check required when 2 or more threshold checks are required in the same turn.

Since ships in the Babylon 5 universe have an annoying habit of taking damage from the debris of other vessels, when a ship explodes it should be replaced with a 2 MU radius debris marker. The marker will move along the ships last course and speed for the next turn, as an asteroid. Any vessel who's path enters the debris marker suffers the same effects as if it entered a debris field, see **Terrain Rules** below. After the end of the next turn, the



debris marker is removed, as the effects of the explosion dissipate.



### Docking

There are times when ships may need to dock with each other during combat, or more likely with a stationary station. Fighters and small craft may dock with a ship by moving in contact with it. If the docking vessel is not friendly they are not allowed to enter the hanger bay and must dock on the exterior of the ship, typically at an airlock, and cut their way in.

Capital ships may dock with each other and with stations by ending the movement phase within 3 MU of each other, AND maintaining the same velocity.

### Firing Solutions

This is an optional method of specifying firing data during the orders phase. It is recommended for battles that involve 4 or more capital ships on a side. Instead of declaring fire and the use of fire controls when the ship become active during the firing phase of each turn, each fire control is given a firing solution and assigned weapons during the orders phase. It is also assigned a target during this phase. The method of writing this in the orders should be: Solution Type1(target ship) battery list, or something similar. It is useful with this method to assign a number to each battery on the ship, that way the firing orders for a ship with 2 fire controls might look something like this: FAW (Omega1) 1 2 4; B(Hyperion2) 3 5 6. There

are 4 different types of firing solutions explained below.

**Fire At Will** This is the normal mode of fire, a solution is calculated for the specified target, and all of the listed batteries may chose to fire on the target if able to do so when the ship becomes active. A specific battery may be listed on multiple Fire At Will solutions for different ships. During the firing phase the player may allow the battery to fire on any one of the targets for which he has solutions.



**Barrage** In this mode of fire the gunners pour continuous fire at a target as soon as they receive the solution. A ship may have multiple barrage solutions against multiple targets, but any battery that is listed on a Barrage solution may not be listed on any other solutions. Additionally, when the fire is resolved, all of the batteries listed MUST fire on the designated target if possible. However due to the continuous mode of fire, the total damage inflicted by the barrage is increased by 10%. Beam weapons may be included in a barrage solution, but do not inflict any additional damage, though they still must be fired if possible.

**Time On Target** Coordinated fire is designed so that all arriving shots strike the target at the same moment, minimizing the

ability of the target to provide damage control, and swamping the capability of interceptor systems. Batteries assigned to a Time On Target solution may not be assigned to any other solutions, and only one Time On Target solution may be ordered each turn. Due to the additional complication of coordinating fire from different batteries, a Time On Target solution takes two turns to produce, during the first turn none of the assigned batteries may fire in any mode. During the second turn all included batteries which can fire on the target MUST do so. As long as at least two batteries fire on the target, they gain the following benefits: If the target ship is protected by interceptors, it may only intercept ONE incoming shot (from the TOT, solution, incoming fire from other solutions or other ships is handled normally). Pulse attacks inflict an additional 10% of the total damage as in a Barrage, and all attack rolls (including beam weapons) receive critical re-rolls on both a 5 and a 6. A Time On Target solution may be maintained after the second turn by continuing to list it in the orders, but no additional batteries may be listed. Every subsequent turn after the second the batteries must fire on the target if able, and receive all of the above benefits for as long as the TOT solution is listed in the orders.

**Ordinance Launch** A fire control must be tasked to the launching of any ordinance. One fire control may fire any number of missiles at a single target, or any number of energy mines, as long as all mines are launched within 6 MU of each other.

Anti-fighter batteries used against capital ships and other weapons which fire without the use of a fire control cannot be given firing solutions, and all fire from them is handled normally. Weapons which may fire in both anti-ship and anti-fighter mode without the use of a dedicated fire control (such as Minbari beam batteries) may fire in

anti fighter mode if they either have been given no firing solution, or are listed on FAW solution(s), in which case they may instead chose to fire on fighters. Finally weapons which require the use of a fire control in order to fire on fighters (pulse 1 and some pulse 2 batteries), require FAW orders with 'anti-fighter' listed as the target, which allows each listed battery to fire on a fighter squadron within range during the normal portion of the firing sequence (not during the anti-fighter fire phase).



### First Ones

The technology of the first ones is far in advance of the younger races, even the Minbari. As a result there a number of special rules that apply to First One spacecraft, primarily the vessels of the Shadows and Vorlons, but also including the Streib and Soul Hunters, but not the Drahk.

First Ones ignore a number of restrictions that apply to the younger races. They may fire without restriction when forming jump points, may form jump points wherever they wish (except within a solid object), and when exiting hyperspace never scatter from their intended point of entry. First Ones may use their jump engines as often as they wish, and do not need to wait for them to recharge. In addition shadow phase drives work as per the normal rules for jump drives, except that no



actual jump point is formed, the ship itself disappears into hyperspace (or appears in normal space) at the end of the turn in which it receives jump orders.

Due to their advanced sensors, First Ones are not affected by Minbari (or similar) jamming systems. Their gravimetric drives may use any amount of thrust for turns, not just half. Like other vessels with gravimetric drives, they may use either vector or gravimetric movement. Finally their beam systems lose 1 die for every 10 MU of distance, instead of the normal 6 MU, and may channel any amount of available power through a projector.

Shadow beam weapons are even more powerful, and a single projector can 'sweep' a beam through space, hitting multiple targets. A separate fire control is required for each target, and two points of energy are lost sweeping the beam for each target. So if a shadow ship had 10 power, and wished to spend it all attacking 3 vessels, it would use 6 points to sweep the beam, inflicting 4 die of damage to each target.



## Hyperspace

It has been said that every battle that was ever fought in hyperspace ended in disaster, for both sides. Never-the-less, there are plenty of captains foolish enough, or desperate enough to try. Combat in hyperspace produces all of the following effects.

After all other movement, move each ship 1d6MU in a random heading as hyperspace currents push against the ships. This effect is handled the same as ships which are moved by a plasma net.

Hyperspace itself plays havoc with most sensor systems, and disrupts visual observing as well. All weapons limited to 20MU range for this reason.

Fighters and most small craft do not have the advanced sensors needed to find and hold hyperspace beacons, if they should become separated from friendly ships, they will become lost in hyperspace. All fighters must remain within 20 MU of another ship, however daisy chaining is possible (as long as a fighter group is within 20 MU of another fighter group that is within 20 MU of a ship). Any fighter ending the game outside of 20 MU of a friendly ship is lost. The exception is small craft which are designed to operate in hyperspace and are able to maintain their own locks.

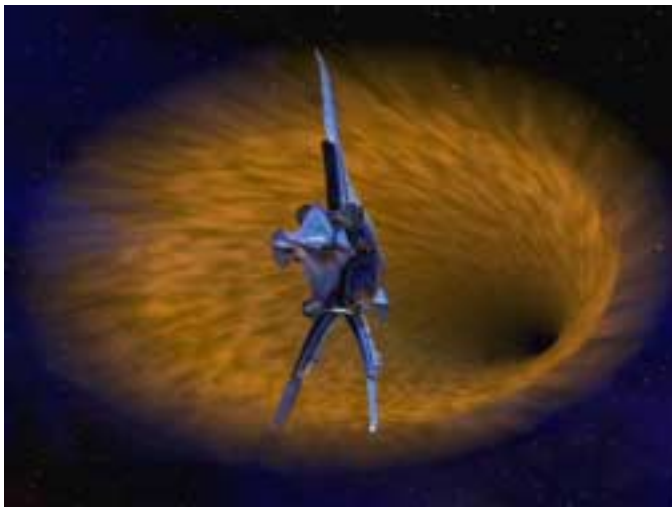
Even capital ships may lose lock on hyperspace beacons during the course of a battle, usually getting lost in the process. If any vessel uses a Minbari or similar jamming system, all vessels lose their locks and are considered lost. Also, any time a fire control is lost, roll one die for each remaining fire control. At least one 5 or 6 is required to



maintain a beacon lock, otherwise the ship becomes lost. Any ship that is hit by an EMP weapon immediately loses its beacon lock and becomes lost.

Any ship ending the encounter without a hyperspace lock, may roll one die for each active fire control, add one for each turn which has passed since the beacon lock was lost, if the result of any die is less than 6, then the beacon is regained and the ship may continue on its course through hyperspace normally, assuming it has at least one functional drive. Any ship ending the encounter without a beacon lock that fails, or is unable to regain the lock, and does not have a functioning jump engine is lost. If the ship fails to regain the lock, but does possess a functional jump engine may jump to normal space to get its bearings (providing it has at least one fire control, otherwise it will be lost in normal space). It may then jump back to hyperspace and continue on its course.

Any ship that would otherwise be lost, but is able to remain within 20 MU of a vessel which is not lost may follow it through hyperspace.



### Jump Point Formation

Some scenarios may allow for ships to enter the table via one or more jump points. When this occurs the player controlling the jumping ships should determine his 'target' jump points in whatever manner is being used as normal. However when the jump point actually forms, it will 'scatter' from its intended location due to the difficulties of

navigating hyperspace. A d12 should be rolled to determine the direction in which the actual jump point is formed. The distance from the target point is determined by rolling 10d6 for Narn, League, and Earth vessels. Centauri vessels roll 6d6, and Minbari vessels roll 2d6. The number of die rolled is halved if the target point is within 30 MU of a hyperspace beacon. Typically a target jump point may not be placed within 60 MU (though this may depend on your scale) of a large gravitational body, like a planet, or within 30 MU of a minor gravitational body, such as an asteroid or Babylon 5. If a jump point scatters into one of these forbidden areas, all exiting ships are destroyed (this is why most vessels typically jump far away from planets...). If a jump point is formed within 1 MU of another vessel, that ship is treated as entering a jump point illegally, and is completely destroyed. The ship forming the jump point will receive feedback normally however...

The Minbari have refined jump engine technology further than the other races. If a Minbari ship has accurate enough position data, they may form a jump point anywhere, even inside the gravity well and atmosphere of a planet. These jump points do not scatter. A Minbari ship jumping into a Minbari held position should always be considered to have accurate position data, in other cases the data must be communicated to the ship from a source in normal space prior to the formation of the jump point.



Ships in normal space form jump points normally, wherever they chose, providing it is not within a forbidden area (except for Minbari vessels,

which may form jump points anywhere). Jump points formed in normal space may not be used to 'target' other ships by forcing them to enter on an illegal heading. The jump point forms slowly enough that a ship may avoid a jump point forming in its path if it wishes to.

## Mines

Mines in B5 are typically small nuclear weapons, which can be either detonated by command or proximity to other ships. Upon detonation, mines are considered Narn energy mines, inflicting 6d6 damage, reduced by 1 die for every full MU away from the mine. Therefore all ships (and fighter groups) within 6 MU will receive damage.

Mines are placed at the beginning of a scenario in one of two ways. Due to the sensitivity of the sensor systems on most races' vessels, the locations of mines are obvious to all ships, unless there are circumstances which make their detection impossible (asteroid belt, gas cloud, debris field, etc.), in any case the details of the scenario should make this apparent. The player controlling the mines, or responsible for their placement, should decide on their location before either side determines the positions of their ships. Usually mines may simply have their positions marked with counters or die, in the case of hidden mines, the player (or referee) who placed them should record their locations. The type of mine (command detonated or proximity detonated) must also be decided before the start of the scenario.

Command detonated mines must be given orders to detonate during the orders phase of a turn, any number of mines may be detonated in a given turn. Mine detonation occurs after all movement (including that due to plasma nets) has occurred.

Proximity detonation is more complicated and is best used with a referee. Any mine will detonate when any ship (including 'friendly' ships!) passes within 6 MU of the mine. To determine if a ship has passed within the critical radius, the referee should plot a straight line from the ships starting position to ending position (I know a simplification), and measure the closest approach to

the mine. Multiple ships may be affected by the same mine. Use the closest distance of closest approach to calculate damage. Ships which survive the detonation, are placed at their final locations as normal. It is also possible for a ship to detonate multiple mines in this manner.



## Q-Ships

Raiders plague the transport and merchant ships of most of the major races, in addition to the lesser races of the League worlds. Despite the damage that raiders inflict on trade, the use of regular military vessels to engage raider ships is usually not a financially viable solution, except in cases where a strike on the raider's base of operations is possible. Q-ships are a cheaper and sneakier alternative to keeping a destroyer on station at every jump point. Generally a converted freighter or transport ship, Q-ships replace their typical cargoes with offensive and defensive weaponry and even fighter groups. Anti-fighter and pulse batteries are typical additions to these vessels. However, to all outward appearances, the Q-ship appears and maneuvers like a typical non-combat vessel of its particular hull type. It is therefore able to travel the trade lanes where raiders are known to operate, luring a raider to engage it. Then the gun ports open, the fighters deploy and the raiders are in for a terrible surprise... Deploying the offensive and defensive systems of a Q-ship requires orders, after which its true nature becomes obvious. Before this point it is indistinguishable from a normal ship of the same hull type.





## Ramming

The expanded ramming table below includes entries for the additional races whose ships are included in this sourcebook.

### Ramming Table

Ramming Ship ↓	Target Ship								
	Human	Narn	Centauri	Minbari	Drazi	Brakiri	Vree	Shadow	Vorlon
Human	6	6	5	5	5	5	5	5	5
Narn	5	6	4	5	5	5	5	4	5
Centauri	5	5	6	5	5	5	5	5	5
Minbari	5	5	5	6	5	5	5	4	5
Drazi	5	5	4	5	5	5	5	5	5
Brakiri	6	6	6	6	6	6	6	5	6
Vree	5	5	5	5	5	5	6	5	5
Shadow	4	4	4	4	4	4	4	6	3
Vorlon	5	5	5	5	5	5	5	3	6



## Space Stations

Since this game is called *The Babylon Project*, rules for space stations would seem a given. There are two types of installations available for use, small unmanned platforms, and large manned stations. Stations may be either stationary or move in a predetermined manner each turn, same as asteroids. This predefined movement may be linear and/or rotational. Both types of stations are handled as ships, using control sheets and all of the standard rules, with the following additions.

Small unmanned platforms can be anything from blockade mines to the satellites of a planetary defense grid. These platforms are generally the size of smaller ships, and have only maneuver drives. Orders for movement must be written as normal, or the platform may be allowed to rotate to bear (as close as possible) on the nearest hostile vessel at the end of the movement phase. This second method is recommended if the battle contains a large number of these type of vessels.



Larger space stations can range in size from small orbital labs housing a dozen people to Babylon 5 itself, they never have maneuver drives, though often have a reactor system to power weapons and other systems. Destruction of either the station or the reactor will result in a reactor detonation and station explosion. The detonation of the reactor is treated as an energy mine explosion, however due to the significant mass of the station, this explosion is much more destructive, throwing debris in all directions. For every row of damage

boxes the station had, it does an additional die of damage beyond the 6 die from the reactor. Stations that do not have reactors, are destroyed in the same manner as other ships.

Very large stations, such as Babylon 4 and 5, the Centauri Ragesh 3 installation, and the Narn bases at Quadrants 14 and 37 can be handled as having multiple independent sections, each with their own fire control and set of damage boxes. The destruction of one section typically results in the destruction of the entire station as structural integrity fails. Ships attacking the station should randomly determine which section they hit when firing from ranges exceeding 20 MU. At closer ranges the firing ships should be allowed to attack whichever section they wish. In some circumstances it may be impossible for a ship to attack certain sections of the station. For example, a ship attacking a circular station divided into four arc-shaped sections, would be unable to attack the section on the far side of the station. When a station of this type is destroyed, the total number of damage rows from ALL sections of the station is used to compute the number of die of damage. Generally speaking, it is not a good idea to be anywhere near something as big as B5 when it explodes...



### Telepaths

Everyone knows the best way to deal with Shadow vessels is with telepaths. However, freezing a spider big as death and twice as ugly isn't as easy as it looks on TV. The 'telepath phase' occurs

immediately after the orders phase, before any movement has occurred. Each telepath may attempt to freeze one shadow vessel or fighter squadron. Roll one die and add 1 for every previous attempt, also add 1 for every full 10 MU distance to the target. If the result is 5 or less, the shadow vessel is successfully frozen, and may not take any action this turn, including firing, movement, or even residual velocity from previous turn. If the die roll comes up a natural '6', the strain kills the telepath.

A shadow vessel may be held frozen for more than one turn, but the roll must still be made at the beginning of each turn, if it is failed, then the vessel is freed and may act normally, with a starting velocity of 0. In order to freeze or maintain hold over a shadow vessel, the telepath must have a direct line of sight, anything which blocks firing will also block the telepath's ability to freeze a shadow vessel.



### Terrain

The ideal fleet engagement occurs in deep space, where the situation can be precisely controlled and random elements eliminated. Unfortunately there is very little worth fighting for out in deep space. All of the important targets are in solar systems, where suns, planets, asteroids, and gravity wells make a simple fleet action infinitely more complicated. The effects of singular asteroids and planetoids were covered above under asteroids,

the rules below cover area phenomena that may be encountered in space. Many of the types of terrain can be combined for truly apocalyptic battles.

## Atmospheres

**Intentional Atmospheric Entry** Only vessels with one or more atmospheric capability icons may intentionally enter an atmosphere. Ships which have only one icon may only enter or leave on a ballistic trajectory. These ships are streamlined, and are able to use their reaction control systems in an atmosphere, but are not designed for aerodynamic operations. They may enter an atmosphere but must immediately either land, enter orbit or escape to space, on the following turn. Those vessels with 2 icons (as well as atmospheric capable fighters) are designed with atmospheric control surfaces and lift-producing bodies to actually maneuver for extended periods of time under hypersonic conditions. They may spend an unlimited amount of time in an atmosphere. All atmospheric capable craft must enter and leave an atmosphere with a velocity between 4 and 6.

**Unintentional Atmospheric Entry (also: 'What do you mean Vorchans aren't atmospheric capable?')** Accidentally entering an atmosphere will always destroy a vessel which is not atmospheric capable. Ships with one atmospheric icon must roll 1d6 adding the ships velocity but subtracting 2 for each drive icon, on a roll of 1-3 they may make a successful landing. On 4-5 the ships skims off the atmosphere and reenters space, on a roll of 6+, the ship enters too steeply and burns up or crashes into the surface. Vessels with 2 icons are maneuverable enough to recover from an accidental atmospheric entry and may either land, return to space or loiter in the atmosphere.



**Debris Fields** Probably the most dangerous 'terrain' in space, a debris field is an expanse of small rocks, micrometeorites or undersized asteroids (They'd have to be crazy to follow us in here...). A planet's ring system has a similar effect on play. For every full 6 MU velocity that any vessel travels, it receives 1d6 damage!

Atmospheric ability has no effect on being able to sustain damage in these conditions. Fighters also suffer the effects of a debris field, each fighter group loses a number of fighters equal to the damage rolled on the die (ace squadrons and fighters with organic armor subtract 2 from the roll). Missiles are completely useless in a debris field, as they are unable to navigate successfully. Energy mines and similar devices add an extra die of damage, but the effective range which they may be launched is reduced to 10 MU.



**Dust Clouds** Dust may not sound like much of a hazard, but at orbital velocities, chips of paint have been known to damage



spacecraft. Clouds of dust can be found around asteroid belts and in denser nebulas, and the same rules apply for ships in slightly thicker atmospheres. The effects of a dust cloud are similar to that of a gas cloud, though typically much more severe. Vessels exceeding 6 MU receive one point of damage for every full 6 MU of velocity, and again atmospheric capable vessels reduce the damage by one point per icon. Dust clouds are almost the perfect defense against beam weapons, as the dust absorbs most of the beam energy. Beam fire subtracts one from each die for every 3MU (First One beam weapons subtract 1 for every 5 MU, and Plasma Accelerators lose one die for each 1 MU). Even the effects of pulse weapons are degraded in a dust cloud. All vessels are considered to have one additional level of interceptors protecting them (still to a maximum of 3 levels, including shields or armor). As with gas clouds, fighters are limited in the speeds at which they may attain in a dust cloud (6 MU, and 12 MU for non-atmospheric and atmospheric respectively).

**Electromagnetic Activity** Weather caused by neutron stars, pulsars, or artificial means, electromagnetic activity can create all sorts of problems for space travelers. Broad spectrum emissions can disrupt both communications and sensors, and play havoc with a vessel's electronics if not properly shielded. To simulate the effect of sensor disruption, all ships are targeted as if protected by a Minbari jamming system (Minbari vessels gain no additional benefit).



**Gas Clouds** Gas clouds can be nebulas, the outermost reaches of a planet's atmosphere, or the in-system residue of dead stars. In these areas gas density is as low as a few molecules per cubic meter. But at the speeds which starships typically attain, even these clouds can be dangerous. All vessels receive 1 point of damage per full 12 MU velocity at the beginning of each turn. Ships with atmospheric capability reduce this damage by 1 point. The gas also tends to absorb beam energy, all beam shots subtract one from each die for every 5 MU to the target instead of the normal 6 MU. Fighter groups are unable to travel faster than these speeds due to the increased drag (12 MU for non-atmospheric capable fighters, 18 MU for fighters able to enter an atmosphere).



**Gravity Wells** The effect of gravity can be handled in a number of different methods depending on the scale and accuracy

desired. If one edge of the playing area is the planetary or atmospheric boundary, you can simulate the effect of gravity by moving all ships 1 MU toward this edge during the movement phase of each turn.

A similar method can be used if a planet is actually represented on the table. In both cases vessels meeting certain velocity and distance conditions can be allowed to enter orbit, avoiding the movement toward the planet. If a vessel in orbit applies thrust to increase its velocity, it will leave orbit at its new velocity. If it uses thrust to decrease its velocity, its orbit will decay by an amount equal to the difference between orbital velocity and its new velocity. A vessel in orbit may use thrust to change its heading with no effect on its orbit. A convenient rule of thumb for orbital velocities is to divide the radius of the orbit by 2, and use the result as the required orbital velocity in MU.



**Solar Flares** An intense burst of solar radiation can be just as deadly as any asteroid or debris field. Solar activity is generally only dangerous when it can not be predicted, and close to a star where it is most intense. The chance of a flare occurring on any given turn should be determined randomly, and may affect the entire board or only a selected area. Ships behind planets or asteroids are generally immune to the effects of a flare as long as they remain within the shadow of the object. If a flare does occur (typically after all movement has been completed), all ships affected must make a

current threshold check for each fire control system. Systems lost in this manner are not usable for the remainder of combat. You may wish to allow ships to take some or all of their fire control systems off line during the orders phase. Off line fire control systems can not be disabled by solar flare activity, but may be destroyed by normal threshold checks and of course can not be used to target ships that turn.

## Campaign Rules

These rules are intended for use in determining the status of ships and their crews over the course of an entire tour of duty (or longer), involving multiple battles. They are suitable for use in a campaign-style series of purely starship combat scenarios, or as a quick way of randomly determining the aftermath of a battle on a ship crewed by player characters. The effects of improvements should never be applied to positions filled by player characters. Their own abilities, role-playing and experience will determine how effective they are. Improvements are designed to reflect how the other NPCs aboard the ship become more skilled with experience. Similarly, the rules for ship repair should only be applied to ships not crewed by player characters, or where the PCs have no effect on the repairs. If the PCs are taking an active part in the repair of the vessel, their own abilities should be used to determine the extent and time required to conduct the necessary repairs.



## Improvements

In order to roll for an improvement, the ship must have taken an active part in the engagement. A



ship is considered active if it both received and took fire, fulfilled mission objectives or by GM discretion. Roll 1d20, add +1 if the ship completed (or helped to complete) its mission objectives, +1 if the ship completed secondary objectives, +1 if the engagement was considered a major engagement, +1 if the ship defeated an enemy vessel of approximately equal or greater power. Subtract one if the engagement was considered a defeat. Re-roll results which are not appropriate to the ship (if a result of Superior Pilot is rolled for a ship without fighters, then re-roll). The effects of results are explained below. Results which are possible, but have no effect, are not re-rolled. For example if the result of superior pilot is rolled, and the result is randomly applied to an ace squadron, no effect results, and no re-roll is made. Finally if a ship's fighters were not involved in combat, re-roll all results of Superior Pilot. If only the fighters were involved in combat, treat any improvement result other than Crew Transfer and Promotion, and Captain Promoted, as a Superior Pilot result.

**Improvement Table**

Roll	Improvement
1-5	None
6	Roll Twice
7	Crew Transfer and Promotion
8	Expert Gunnery Team
9	Expert Gunnery Team
10	Expert Gunnery Team
11	Superior Pilot
12	Superior Pilot
13	Superior Pilot
14	C&C
15	Crack Damage Control Party
16	Well-trained Security
17	Advanced Targeting
18	Advanced ECM Operators
19	Expert Navigation
20	Scottish Engineering
21	Fanatically Loyal Crew
22	Efficient XO
23+	Captain Promoted

**Crew Transfer and Promotion** Some of the ship's crew has been transferred to other duties. Roll 1d6 for each improvement and fighter squadron, on a 6 the improvement or squadron is lost at the next opportunity. Lost squadrons are replaced with new squadrons on the table listed under overhauls.

**Expert Gunnery Team** Most captains would trade their immortal souls for one expert gunner. When this result is rolled, randomly determine which battery is affected. If that battery already has an expert gunnery team, it may receive further bonuses as indicated below. Expert gunnery teams may be reassigned to a different battery as long as it is of the same type (must have identical icons, i.e. a 2-arc pulse 3 battery team may be reassigned to any other 2-arc pulse 3 battery), and retain all of their bonuses.

**Pulse Battery:** The first time this bonus is rolled, the expert team allows the battery to fire at all ranges with an extra die of damage. If the team receives this result again, they are allowed to fire twice during each turn (however both shots must be at the same target). This replaces the bonus damage die.



**Beam Battery:** The gunnery team is able to attempt called shots. Whenever the battery fires and inflicts damage, the attacker rolls one die, on a six the target ship must make a

threshold check for a system of the attackers choice. If this result is received again for the same team, the battery is now allowed to fire in the anti fighter mode, destroying 1d6-2 fighters (Minbari batteries receive the same result as the expert anti-fighter battery below).

**Anti-fighter Battery:** Each time this result is obtained, the battery adds one to the number of fighters destroyed.

**Interceptor Battery:** Every time this result is received roll one die:

1-3: Result as per Anti-fighter Battery.

4-6: When set to anti-pulse mode, the battery counts as 2 interceptors.

This result can only be applied once for any gunnery team.

**Ordinance:** The first time this result is applied to a battery, it may fire without requiring the use of a fire control. If the result is received a second time, the battery may launch two salvos in the same turn (this must be designated in the orders and the required ammunition must be available).

**Superior Pilot:** When this result is rolled, a randomly determined (surviving) fighter squadron becomes more experienced. A green squadron becomes a normal squadron. A normal squadron gains an ace pilot. This result has no effect on an ace squadron.

**C&C:** The combat and control center is the nerve center of a fighting ship. Through the efforts of the C&C team, as long as the ship has at least one functioning fire control, it can target one extra target per turn. This effect can only be received once.



**Crack Damage Control Party:** The repair crew has become adept at jury-rigging, cannibalizing, and coaxing broken systems back into working order. The first time this improvement is rolled, one extra system may be repaired in transit. The second time it is rolled, an additional die is rolled for damage box repair as well.

**Well-trained Security:** The ship's security teams have been well trained in repelling boarding attacks (and cleaning up after shore leave...). The roll to determine if boarding parties survive is reduced by one for each time this result is rolled (up to 2). When this ship's troops are involved in boarding other vessels, the roll is increased by one for each time the result is received (to a maximum of 2).

**Advanced Targeting:** The target acquisition team has become adept at calculating firing solutions quickly. The first time this result is rolled, all targets are considered 1 MU closer, on a second roll, targets are considered 2 MU closer. Further results are ignored.

**Advanced ECM Operators:** The jamming crew has learned to optimize the stealth systems for use against specific threats. As a result, attacking ships require a roll one higher than normal in order to successfully target the ship. This result can only be received once.

**Expert Navigation:** The ships navigators are responsible for navigating both normal space and hyperspace, a mistake on their part could land the

ship millions of kilometers from their intended destination, or worse. Each time this result is rolled, the number of die used to determine scatter from the intended hyperspace exit point is reduced by one.

**Scottish Engineering:** By hook or by crook, the engineers of the ship are able to squeeze that extra bit of power out of the systems. When rolling for beam recharge, roll twice, the best result is used. One a second roll, the jump engine recharge delay is reduced by one.

**Fanatically Loyal Crew:** The captain so inspires his crew that they will do nearly anything for him. This improvement may be received any number of times, each adds a cumulative -1 to all ramming rolls (and any other roll where there is a chance the crew may refuse to follow the captain's command).

**Efficient XO:** Good captains know one of the keys to an effective ship is a effective XO. It's the XO's responsibility to ensure that the crew works well together and carries out the captains orders. A superior XO insures that the crew works like a well-oiled machine, even under the stress of combat. When this result is rolled, the ship receives a +1 to initiative, which may be increased to +2 on a second roll.



**Captain Promoted:** The promotion of a ship's captain always comes as a mixed blessing, for with increased recognition comes greater responsibility. On his first promotion to task force commander, the captain will have additional ships under his

jurisdiction, and may be assigned to a larger vessel, or have dedicated escort vessels assigned to him (Porcupine, Olympus, Vorchan, etc.). On his second promotion to a fleet command or staff position, he will either receive more ships under his authority or be removed from direct command of a vessel to serve in the military elsewhere. On a third promotion, a captain will no longer be in a position to directly command a vessel. If the fleet or task force under the captain's command ever fails to accomplish their primary objectives, the captain may be held responsible. Roll one die, on a result of 6, all benefits of the last promotion are lost.



## Repairs

Capital ships have a limited capacity to conduct their own repairs while under way. The extent of these repairs are more limited by resources and facilities than time, and can generally be accomplished within a few days time (with shifts working round the clock of course...). Roll 1d6 for each row of damage boxes NOT completely destroyed. The result is the total number of boxes repaired. All systems that are damaged, but still partially active (jump engine, beam generator) are automatically repaired. One destroyed system may be repaired for each row of damage boxes not completely destroyed (after the above roll to repair damage boxes).

Roll 1d6 for each fighter destroyed (repeat for each squadron with losses):

- 1 Fighter destroyed, pilot killed
- 2 Fighter destroyed, pilot killed
- 3 Fighter recovered, pilot killed
- 4 Fighter destroyed, pilot rescued
- 5 Fighter destroyed, pilot rescued
- 6 Fighter damaged, but repaired, pilot

fine.

If an ace pilot is killed (only possible if entire squadron was 'destroyed' in combat), then the squadron loses ace status, regardless of how many other pilots survive or fighters are repaired.

Squadrons which contain less than 3 pilots, must be combined with other squadrons (as long as no squadron contains more than 6 pilots or fighters). If an ace squadron is combined with a green squadron, the new squadron is considered an ace squadron.

If the task force contains a tender, the tender may add one die to the roll to repair damage boxes, and one repaired system, for each row of damage boxes it has which is not fully destroyed. These bonus may be divided among any number of ships (or even used to repair the tender itself). The effects of multiple tenders are cumulative. Tenders may also carry spare fighters, but typically do not carry spare pilots.



## Overhauls

Ships can only be overhauled at a major space installation. Fighters and pilots may be replaced automatically, assuming that sufficient spares or transfers are available. When replacing an entire squadron roll one die to determine squadron type (add one for each captain promotion):

- 1 Green Squadron
- 2 Normal Squadron
- 3 Normal Squadron
- 4 Normal Squadron
- 5 Normal Squadron
- 6 Ace Squadron
- 7+ Special Squadron (Psi Corps Black

Omega, Breaching Pod, Assault Shuttle, Aggressor Squadron,

or similar unique squadron, may be replaced with ace squadron instead)

For each week spent at a facility in overhaul, 1d6 damage boxes and 2 systems are repaired. The only limit to how many systems can be repaired is how long the ship remains in overhaul. For each full row of damage boxes destroyed when the ship enters overhaul (assumes basic repairs have already been attempted), one damage box is permanently destroyed, and may never be repaired. All other damage boxes may be repaired, assuming sufficient time is spent in overhaul.

Since repairs in overhaul are much more extensive than those conducted under way, a ship in overhaul is non-functional for all practical purposes. When a ship first enters overhaul, it is either interred until repairs are complete, or for a specific number of weeks. If the ship is needed in service before this time it may prematurely leave overhaul. A week is required to ready the ship, during which time no further repairs are made.



## New Ship Systems

Many of the systems in this section are only used by one or two of the new ships in **Appendix A**. Systems are designed to make use of the existing rules where possible, and only add new rules where absolutely necessary.





### Agile Vessel

Some vessels are nearly as maneuverable as fighters, their drives, typically organic in nature and utilizing advanced gravity manipulation principles, are able to turn their vessels almost immediately. These ships may choose weather to move using vector or gravimetric movement the same as vessels with ordinary gravimetric drives. Additionally, during the 'plasma net phase' at the end of fighter movement, these vessels may use any remaining maneuver thrust points (or regular thrust points if moving in gravimetric mode) to rotate as many course points as they wish, as long as they have sufficient remaining thrust points. They cannot execute pushes or main drive burns in this manner. If a vessel ends the turn with a heading different from its course, it must use vector movement on the following turn.

### Countermeasures

The newest defensive system developed by the Earth Alliance, these systems make use of the same crystalline material that comprises the Victory-class destroyer's hulls. This material refracts incoming coherent beam energy, diffusing and scattering it. The countermeasures are launched in the direction of an enemy ship and reduce or even prevent the damage received from beam fire.

In order to launch countermeasures, the vessel must have orders such as LCM. The

countermeasures are represented by a 2 MU diameter counter that can be placed anywhere within 20 MU of the launching vessel. The countermeasure counter is placed at the same time as energy mines. Any beam weapon attack that passes through the counter receives an additional -1 to the damage rolls, in addition to any reduction for range or organic armor. It is possible for a ship launching countermeasures to have its own beam fire disrupted by the countermeasures, they apply to all beam fire equally. The countermeasures have no effect against pulse fire, energy mines or any other attack, only beam fire.

Like most other ordinance systems, there are only a limited number of counter measures in the launcher available for use. One of the circles underneath the countermeasure icon should be crossed off every time a countermeasure is used, when they are all crossed off, no more countermeasures may be launched for the duration of the engagement.

### Energy Shield Generator

A technology originally developed by the Ipsha to defend their colonies from attack, it was later miniaturized and mounted on their starships as well. The shield projects an electrostatic field around the vessel it protects, which deflects charged particles away from the vessel. It is effective against most pulse weapons (which typically fire plasma or accelerated, charged particles), and beam weapons, though it has no effect on missiles, energy mines or collisions. The shielding system is not perfectly effective, particularly powerful or accurate pulse fire may penetrate the shield, and beam weapons will usually penetrate, though reduced in force.

For each working shield generator on a vessel, reduce the effects of pulse fire (and beam fire from fighters) as if the ship had an equivalent number of interceptors in each arc. Additionally each die of beam damage is reduced by one point. However, the same restrictions apply to fire FROM the target ship, since the shield works both ways. If the protected ship is firing against a target which is also protected by interceptors, add their effects in

the standard manner. A ship with shield generators must designate in the orders phase whether the shields are up or down, but need not tell other players until fire is actually directed at or from the ship.

**Fusion Reactor** 

The primary power source on space stations used by most races which do not have artificial gravity. The reactor is used to power weapon systems and the station's defense grid in the absence of reaction drives. Reactors are not without their vulnerabilities, if one should ever fail a threshold check, immediately roll a second check at the same level. If this second check is made, the reactor is shut down by the crew. The station may no longer fire weapons of any type, but may launch or recover fighters and other craft. If however the second threshold check is failed, the reactor goes critical, destroying the entire station! In fact the detonation is severe enough to cause damage to other ships in the vicinity (see the above rules for space stations). The reactor may be shut down automatically by writing orders to do so, it may not be reactivated during the game, but does not need to make threshold checks.



**Global Fire Control System** 

Large stations built in several nominally independent sections use global fire controls to

coordinate fire from all the sections. Typically each section must allocate one of its own fire controls to fire weapons at a target, even if multiple sections are firing on the same target. A single global fire control can be used to allow multiple sections to fire on the same target without having to allocate their own fire controls, regardless of which section the global fire control is actually located in. A second benefit of global fire controls lie in their ability to coordinate interceptor fire. As long as at least one global fire control is operative somewhere on the station (even if it is being used to target a ship), interceptors may protect the appropriate arc of ALL sections of the station, instead of just their own section.

**Maneuver Drive** 

A maneuver drive is used on satellites and planetary defense grids. It produces 3 points of thrust which can only be used to rotate the satellite.



**Mass Driver** 

Outlawed by all 'civilized' worlds, mass drivers are kinetic energy weapons of immense power, designed to bomb planets by electromagnetically accelerating large masses to high velocities. Useless against ships due to their slow firing times and narrow arcs of fire, they can level entire cities in just a few shots. Mass drivers

have no affect on other ships during combat, though they can be fired (and destroyed) during turns the same as any other system. They are included here simply for completeness, though their use (or prevention) may be important in a specific scenario.

**Missile System** 

Missiles are launched at the beginning of movement the same as fighters and energy mines. Missile launches must be recorded in the orders for the turn (LM followed by the number of missile salvos). Launching any number of missile salvos

Each missile salvo contains a number of individual missiles which move together like a fighter group. The turn they are launched, missile salvos move 10 MU directly away from the firing vessel in the launcher's arc. On the second and subsequent turns, missiles may use their full movement to attempt to engage targets. This continues until the missile engages a target, or runs out of fuel. All missile are moved after capital ships, but before fighters. Missile attacks are resolved exactly as if they were a fighter attack, when the ship they are attacking (or the fighter group attacking them) is declared the

**Missile Table**

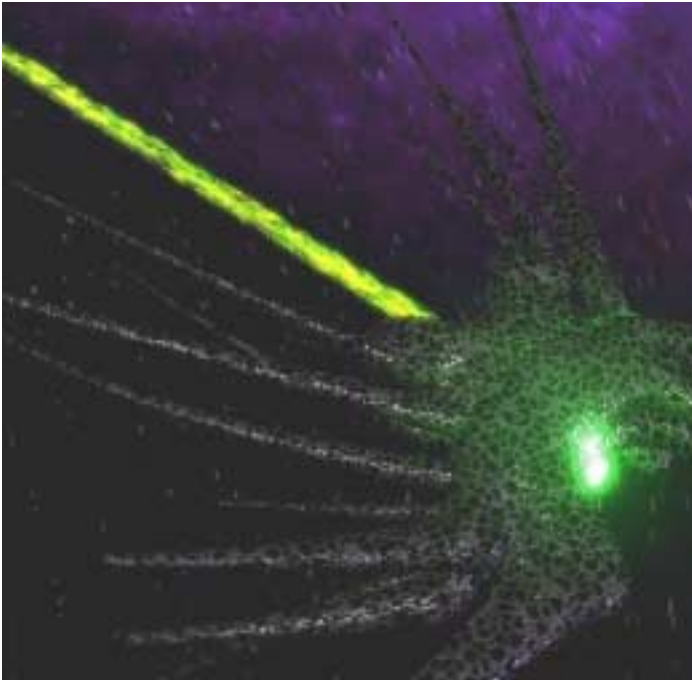
Class	Movement (10 first turn)	Missiles per salvo	Damage per missile	Duration	Attacked as
1	30	6	1d6	2 turns	Minbari
2	20	3	2d6	3 turns	EF
3	15	2	3d6	4 turns	Narn/Cent

requires the use of 1 fire control, which may not be used later in the turn. Each launcher may only fire one salvo each turn until it runs out of salvos. After launch the missiles no longer require any input from the ship's fire control (or the ship itself). They may attack any capital ships identified as enemy at the time of firing. Missiles may not be launched at fighter groups or other missiles.

active ship. Both fighters and anti-fighter batteries may engage missile groups as if they were fighters. Batteries and screening fighters may chose to fire on a single attacking missile salvo instead of a fighter group. Fighters not on screening duty may move to attack missiles as if they were enemy fighter squadrons. Surviving missile salvos impact the target ship, inflicting a number of die of damage for each missile. This damage and any resulting damage related rolls are resolved at the same point in the turn as fighter damage. Jammers affect missiles the same as attacking fighter groups, missiles which do not

Missile launchers are divided into classes similar to pulse batteries, the particulars of each class are detailed in the following chart. Higher classes of missile launchers fire larger missiles, which have larger warheads and more fuel, increasing both range and damage. However this decreases the missile's acceleration and maneuverability due to the increased weight, and fewer missiles can be fired in a single salvo. The missile icon has ammo circles indicating the number of salvos (same as on the energy mine launcher), cross out the ammo counters as they are used.





## Organic Armor

Organic armor is the primary defensive system of the oldest races, most notably the Vorlons and Shadows, though hybrid ships belonging to the younger races have also used this technology. Ships constructed with organic armor are able to absorb or repair enormous amounts of damage. Organic armor is not represented by a ship icon, and cannot be destroyed as a system, as it is a part of the ship's hull. For each level of organic armor the ship has, it is protected as if it had a level of interceptors in each arc (which are effective against all fighters, regardless of weapon type). Additionally each level of organic armor reduces damage from sources such as beam weapons, energy mines and missiles by 1 point for each die (however each individual die can never do less than 0 damage). Organic armor is also effective in collisions, ramming fighters inflict only a single point of damage against ships with level 1 organic armor, and none against ships with higher levels. Damage inflicted by ramming capital ships is reduced by 1/6 for each level of organic armor (round up).

## Plasma Accelerator

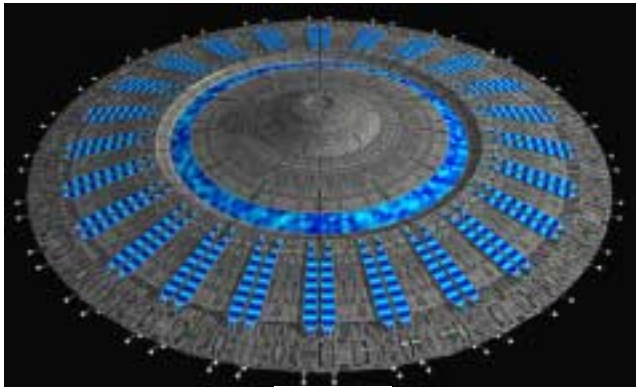
The plasma accelerator is a short range, powerful weapon designed by the Centauri to give their smaller ships a sufficient punch to damage larger vessels. The plasma bolt which is fired loses power quickly, and is therefore only effective at very short ranges. The weapon is used exactly the same as a standard beam battery, however subtract one from each die after every 3 MU, instead of the typical 6.

## Plasma Scattergun

A devastatingly powerful weapon found on the newest Vree saucer ships, the plasma scattergun fires a rain of plasma covering a wide area of space. The weapon is fired as a pulse-4 battery, with the following modifications. First the weapon fires on all targets, friend or foe, within a 60 degree (one hex side) arc, including fighters. The weapon is not considered an anti-fighter battery (it doesn't target fighters, simply destroying them if they happen to be in its area of effect), and therefore is not fired before fighter attacks. Damage against fighters is resolved using the rules for pulse fire, each point of damage is one fighter in the squadron destroyed. Second the weapon is particularly sensitive to range, as the plasma volley quickly disperses, therefore it loses one die every 6 MU. Interceptors protect against the plasma scattergun as normal, however jammers are completely ineffective, and



the weapon may be fired at no penalty even if there are no working fire controls on the firing ship.



### Vree Reaction Drive



Contrary to most observers' impressions, the Vree saucer ships do not use a gravimetric propulsion system. Rather they use a remarkably conventional reaction drive that exhausts through a system of thrust-vectoring slats spaced around the saucer. This gives their ships incredible maneuverability. Each drive icon produces 2 points of maneuver thrust, but no main drive thrust, pushes may be done in any direction. In the orders simply record a push, and the appropriate direction (1-12, with 12=forward).



### Vortex Collapser



The vortex collapser is a weapon developed by the shadows to interfere with the jump points

created by the younger races, and even the Vorlons, who use normal jump points. The Vortex collapser fires a charge of energy into an active jump point, destabilizing the vortex and causing the jump point to collapse. Any vessels unfortunate enough to be caught in the vortex at this point will most likely be destroyed. To use the weapon, orders must be given to fire it (use LVC or something similar). At the beginning of the movement phase (same point as when energy mines are placed) it may fire on any jump point within the vessels forward arc and at a distance of 20 MU or less. The jump point will immediately begin to collapse, and any ships entering the vortex this turn, must roll to survive a collapsing jump point as normal. At the end of the turn the jump point disappears. The feedback caused by disrupting the jump point in this manner affects the ship (or jump gate) in the same manner as if a ship traversing the gate was damaged. The damage inflicted on the ship which created the jump point is 1d6.

### New Ships

All of the ships described in this section appeared or were mentioned in the *Babylon 5* series, one of the movies or the *Crusade* series, or else sufficient information existed to imply their existence. The ship control sheets for these vessels can be found in **Appendix A**. In many cases much of the information regarding, weapons, jump capability, drive types and even size is pure speculation. The stats presented are my own opinions, in many cases influenced by the general consensus of other *The Babylon Project* gamers and *Babylon 5* fans. No conformation has ever been received from J.M. Straczynski, Netter Digital, or any other authority on the subject. So if you disagree with any of them, well you are just plain wrong and obviously completely blind. Just kidding, by all means modify them to fit your personal view of the series.

## The Earth Alliance



### Advanced Destroyer:

One of the most confused ships to appear in the series, this ship is often mistakenly called the Warlock. These ships were never technically given a class name, they are a result of the Advanced Destroyer Project, and are simply enhanced Omega-class destroyers. The Advanced Destroyer Project was a program to develop the next generation of Earth Alliance destroyer, to replace the Omega class. The cornerstone of this project was the effort to develop artificial gravity, eliminating the need for rotating sections to allow long-duration deployments. Advanced weapons, sensors and defensive systems were also included in the project.

Sometime during the administration of President Clark, technology given by the Shadows was also included in the project, mainly organic armor and diffusing tendrils, and advanced beam weapon systems. During the Earth Civil war a new class of ships was desperately needed to combat the renegade forces of John Sheridan. Though the Advanced Destroyer project was still years away from producing a prototype vessel with artificial gravity, much of the shadow technology had been reverse engineered and was quickly retrofitted onto one to two dozen Omega-class destroyers, which were immediately sent to engage the renegade fleet, but were attacked by the whitestar fleet instead. Based on the basic Omega hull, they used the standard reaction drives jump drive and rotating

machinery. Their weapons were replaced with weaker versions of the shadow slicer beam and the superstructure was covered with organic armor. Many of the ships were not fully functional at the time of the battle, but even so proved a close match for the Whitestars.

Reputably all of the Advanced Destroyers in that engagement were destroyed. It is unknown if others were built before the end of the war, or if any of the destroyed vessels were salvaged. The shipyards where these ships were built were destroyed by shadow agents at the end of the Earth Civil War, all technical data on Shadow technology was lost.



### Earth Force One:

Converted from a civilian liner, Earth Force One adds an interceptor array and the capacity to carry two fighter groups, but does not have any offensive weapons.



### Explorer-class Research Vessel:

The explorer is described in the *Gamemaster's Resource Kit*, however the ship

control sheet that was included was not the full size and format used in the *Earthforce Sourcebook*. Here it has been converted to the standard format and the damage track has been corrected.

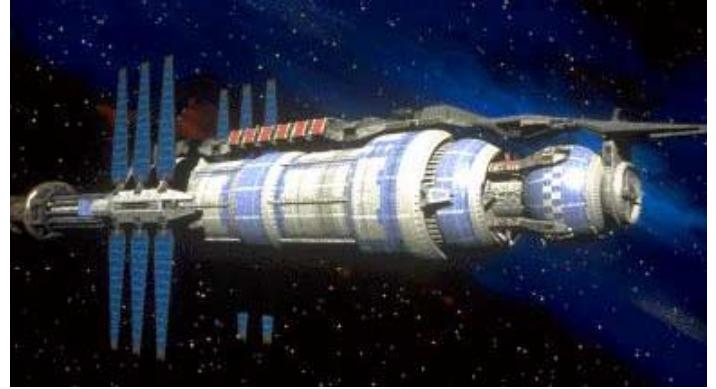
### **Light Freighter:**

Using most of the modular components of the standard heavy freighter, the light freighter has the same drives, and life support systems, but only half the cargo capacity, giving it a noticeable speed advantage over the larger freighters. This makes the ship ideal for time-sensitive cargos, such as mail and perishables. As much of the expense of cargo transport is due to jump gate and docking fees, the cargo carried by these vessels is usually quite expensive, since the same fees are now applied to a much smaller cargo.



### **Omega Model B- class Destroyer:**

Some of the Omega-class destroyers shown in the series never seemed to use beam weapons, this class mounts heavy pulse weapons instead, but is otherwise identical to the standard Omega. The pulse weapons give a standard, repeatable level of firepower that is not dependent on fluctuating recharge rates. The pulse systems are also cheaper and easier to maintain than the heavy beam system. A good choice to use for scenarios where it is difficult to balance ships with heavy beam systems, like against the Centauri.



### **O'Neil-class Space Station Babylon 5:**

After its Defense Grid upgrade in late 2259, the Babylon 5 station became a significant military weapon. Even before this, the sheer number of fighters that could be based in the station made it a significant threat to any hostile vessel in the area. The station is composed of four sections, each of which track damage and threshold checks independently. The destruction of one section will result in the destruction of the entire station. Interceptors in each section may be set to differing fire modes, allowing some section to engage fighters while the others protect the station from incoming fire. Offensively the station mounts a range of pulse batteries ranging from the light batteries which were included in the original defense grid, to the heaviest pulse weapons developed by Earth Force.

### **Planetary Defense Platform:**

The heaviest of the unmanned defense satellites, this platform forms the backbone of the Earth Defense grid created after the Minbari War. This satellite mounts the heaviest beam system developed by earth, as well as anti-fighter defenses and missile systems. It should be notice that the particle beam system is just as effective against ground targets as it is against starships.





### **Psi Corps Mothership:**

Prior to the Telepath War, the Psi Corps maintained a number of these ships, which were kept on station in hyperspace near important areas. A small ship that is based on the civilian liner hull, it has much of the internal cargo and passenger space eliminated to make room for fighter squadrons, typically the infamous Black Omega groups. The ship also mounts an impressive weapons array, including a forward firing medium beam system. Its most advanced feature however is the extensive jamming suite, that actively interferes with the targeting systems of other vessels, making it difficult for them to achieve a weapons lock on the mothership.

### **Q-ship:**

This is an example of a typical Q-ship used for raider interdiction and to combat privateers. The light pulse battery is standard for a freighter this size, and may be used at any time, however the other weapons and fighters may only be used once the ship reveals its true nature.

### **Super-Heavy Freighter:**

The supertanker of the Babylon 5 universe, the Super-heavy Freighter is very slow but makes maximum use of jump gate by carrying 50% more cargo than at standard heavy freighter. Like the light freighter it used the same modular components as the heavy freighter, with extra cargo modules.



### **Tanker:**

Similar in size and capacity to the heavy freighter, the tanker is configured for the transport of fluids, from the essential water and oxygen needed by colonies and stations, to fuels used by other ships. When carrying explosive contents, the tanker is susceptible to exploding due to weapons fire hitting the tanks. When this occurs it is even possible that nearby vessels may be damaged.



### **Warlock-class Destroyer:**

The newest class to enter Earthforce service, the Warlock is the product of the Advanced Destroyer project and is the first Earth vessel with artificial gravity. These ships are replacing the Nova-class as fleet C&C and flagships, and also for planetary fire support missions. In addition to the artificial gravity (around 0.35g), this vessels boast an advanced sensor suite that allows it to stray further away from hyperspace beacons than most vessels, the particle beam weapons previously mounted only on defense satellites, and missile systems. The hanger bays are large enough on this vessel that it may carry up to four squadrons of even larger sized fighters such as Thunderbolts and Breaching Pods.



## The Narn Regime



### Modular Starbase:

The modular starbase is composed of 3-6 Th'Nor-class destroyers connected by a supporting hub. The whole section is rotated to produce artificial gravity, and the design is very popular among the Narn as the largest components of the station can be flown to the region using under their own power, using their own jump engines if required. These stations boast light beam batteries, pulse batteries, anti-fighter defenses and an energy mine launcher in each section. Each section also retains its ability to launch a single fighter squadron, giving these stations an offensive potential that should not be underestimated. Though the weapons of each section of the station are compatible to a medium warship, the rotating nature of these stations makes it difficult to stay within the firing arc of just one of them. Finally the destruction of one section has little effect on the other sections, and so they must all be destroyed individually.



### Th'Nor-class Destroyer:

The Th'Nor is one of the Narn's first starship designs, and the first one to be jump-capable. It has earlier versions of many of the typical Narn systems, including a light beams system and medium pulse batteries. It has a minimal anti-fighter system and room for a single fighter group. Out-classed by most other capital ships, very few of these ships are still in service with the Narn Regime, most have been converted into the more powerful T'Loth-class Strike Cruiser, which is composed of two of these ships connected by a bridge section, or modular starbases. A few can still be found in service as the Narns were forced to use everything they could during the last Narn-Centauri War, others have been sold to League races and raiders.

## The Centauri Republic



### Blockade Mine:

The Centauri are known to employ a variety of types of space mines, which rather than explode, attack unauthorized vessels that enter their vicinity. Most of these are armed with light or medium pulse batteries in turrets which can fire in any direction. They are not difficult to destroy, but in significant numbers, can cripple or destroy even a large ship. They are employed to protect stationary facilities, station and planetary colonies, as well as to prevent access to systems under siege.

### **Primus-class Strike Cruiser:**

At the end of the Narn-Centauri War, seven Primus-class Battlecruisers were refit with mass drivers to bomb the Narn homeworld into submission. This act was considered an atrocity by all civilized worlds, as the weapons used were explicitly forbidden in treaties signed by most of the major governments, including the Centauri Republic itself. In order to allow room for these massive weapons, the lower pulse batteries were removed. The fighter hangers were reduced in size to allow room to carry the massive projectiles that hurled at targets. As a result, the offensive capacity of these ships is significantly reduced.



### **Vorchan III-class Warship:**

Though stats for the Vorchan were included in the original ships from the Earthforce Sourcebook, the ship did not closely match the vessels seen in action in the series, and has quickly gained a reputation among players as the most useless warship in the game. This version is an attempt to give the Vorchan a bigger punch with the inclusion of the plasma accelerator, and to more accurately match the vessels seen in the series. Most of these vessels carry a single fighter squadron. A few mount either an energy mine launcher or a plasma net instead of the fighters. All 3 icons are included on the control sheet, the two not used on each vessel should be crossed off before play.

## **The Minbari Federation**

### **Trigati-class Command Cruiser:**

The Black Star command ship is even larger and more deadly than the typical Minbari warcruiser. It's major improvements include an even more advanced beam system and additional forward emitters, allowing to engage fighters and capital ships at the same time. Additional fire controls allow it to engage more targets.



### **Valentha-class Flagship:**

The largest Minbari vessel ever constructed, the *Valentha* serves the home of the Grey Council and the Flagship of the Minbari fleet. It also mounts the most advanced beam system developed by any of the younger races. Much of its facilities have been converted to serve the uses of the Grey Council, and its hanger capacity is reduced by the

need to carry additional shuttles and courier craft, leaving less room for fighters.



### **Sharlin'Ter-class Light Cruiser:**

Not all Minbari ships are as fearsome as the Sharlin-class Warcruiser. The Minbari produce a nearly identical looking vessel that is slightly smaller and has a weaker beam system. The ship also carries fewer fighters and no EMP weapon. This vessel is fairly common in the reserve and home fleets, and is much cheaper to build and crew.



### **Whitestar-class Gunship:**

The Whitestar is a Minbari design produced with Vorlon technology. Originally commissioned to fight the Shadows, many of these vessels ironically saw service fighting the Vorlons, and then

Human forces before becoming part of the military of the Interstellar Alliance.

These ships are not large, but mount a powerful array of beam and pulse weapons, a jump drive and plasma net. Their Vorlon technology gives them impressive speed and agility as well as the Organic hull which is their primary defense against hostile fire. As they were originally designed to combat the Shadows, against whom such a system would be useless, the Whitestar does not mount the traditional Minbari jamming system.

Typically Whitestars only carry a few shuttles or flyers, but they can be deployed with a partial squadron of Nial fighters. Only four of these fighters can be carried, and they otherwise function as a single fighter group.

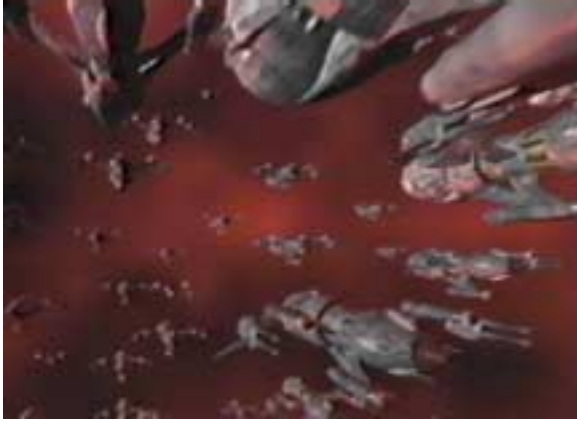
### **The League of Non-aligned Worlds**



### **Brakiri Avioki-class Cruiser:**

The Avioki is a large ship, much taller than it is long. It mounts a jump drive, gravimetric engines and a powerful beam system. It carries few fighters than is typical of other ships this size. The Brakiri use these vessels for trade as well as combat.





**Drazi Sunhawk:**

Drazi ships are smaller than most races capital ships and not jump-capable due to the rarity of quantum-40 in Drazi systems. Their ships are however very well-armed for vessels of their size, with a light beam system, pulse batteries, anti-fighter weapons and a missile system. They are also among the largest ships able to operate inside of a planetary atmosphere, making them quite versatile. Typically these ships are found in large groups, and use their speed and maneuverability to out-number and surround opponents.

**Drazi Warbird:**

The Warbird is an older Drazi design, very similar to the Sunhawk in most respects, but carrying a single Sky Serpent heavy fighter instead of the missile system. These vessels are typically employed with their fighters as scouts, couriers, and picket ships for large fleets.



**Ipsha Battleglobe:**

Rarely seen, the Ipsha's Battleglobe is one of the most distinctive and unusual ships in existence. Its radial symmetry gives it the ability to fire large

numbers of its weapons in any direction, and it is the only known vessel that utilizes an energy shield. It is powered by gravimetric drives but down not have a jump drive or carry fighters.

**Koulani Sunclipper-class Cruiser:**

The Koulani Sunclipper is unusual in that it is designed to engage other vessels with its broadside medium pulse weapons. It also mounts anti-fighter batteries and heavy pulse weapons in the front for long range fire. The ship does not carry fighters, as it is designed primarily to operate near the Koulani homeworld, where planet-base fighters are available for support.



**Vree Xill-class Saucer Ship:**

Similar to the Xorr-class saucers only in that it is also a saucer-shaped vessel. The Xill has a single massive plasma scattergun as its only armament. This short range weapon is effective against both fighters and capital ships, attacking anything within its arc of fire.



**Vree Xorr-class Saucer Ship:**

The distinctive 'flying saucer' configuration of the Vree ships has lead many humans to claim that Earth really was visited by alien races centuries before the Centauri. The Vree however deny that they have ever been to pre-Centauri Earth. In any case their ships have a unique drive system that grants them great maneuverability by allowing them to move in any direction. They are armed with



heavy pulse-batteries in turrets that can fire in any direction, and with anti-fighter weapons. They are not jump-capable and do not carry fighters of their own.

### The Raiders



#### Raider Battlewagon:

The raider battlewagon is an example of the largest and most powerful vessel ever likely to be built by a pirate group. It carries a variety of fighters internally, and could even possess the facilities needed to launch starfuries. It is jump capable and carries significant weapons, most notably a light beam system of the type that can be bought from the Narns. This ship is a match for many smaller warships and is a serious threat.



#### Raider C&C Vessel:

Little more than a mobile base of operations, this vessel is primarily used to service fighters and handle cargo captured from other vessels. It has little combat ability of its own, and relies on its fighters for protection.



#### Raider Strike Carrier:

The raider vessel which attacked Babylon 5 is typical of the types of designs used by raiders, though it is not a 'class' or standard design. The core of the ship is likely based on the civilian liner, with the addition of a jump engine and the external fighter launch rails. This configuration allows the ship to quickly launch all of its fighters, but recovering them is a slow process that can not be accomplished during combat. Other than the fighters and the jump engine, and a cargo bay for loot, this ship has little in the line of offensive and defensive systems and is unlikely to be able to take on a real warship from any race on its own.

### Interstellar Alliance



#### Victory-class Destroyer:

Possibly the most powerful vessel in known space after the last of the ancients have left, the

Victory-class destroyer is a massive vessel designed for the Interstellar Alliance to supplement its fleet of Whitestars with a larger capital ship. Only two prototype vessels were completed before Drahk forces destroyed the shipyards. The first prototype, the Victory, was destroyed fighting the Drahk at Earth, leaving only the second ship, the Excalibur in service. Since the construction of these ships was being conducted by Humans, it is unlikely they will produce any more given their current situation with the Drahk plague.

These ships blended technology from a number of races, including Human, Minbari and Vorlon. The propulsion of these ships is fully gravity-based, though the artificial gravity produced has never reach a full standard gravity. This technology was released to all member races of the Interstellar alliance by the Minbari when the alliance was formed.

The hulls of these ships (along with their unique countermeasures) are composed of a crystalline material that refracts incoming energy, giving an incredible level of protection against weapons fire. It functions in all respects the same as organic armor and was likely developed using knowledge gained by Human experience with Shadow organic armor and the organic armor of the Whitestars. The spacious hanger bays are configured to accept up to 4 squadrons of any type and from any race. The ship is armed with a powerful array of beam, pulse and anti-fighter batteries. Its most powerful weapon is a main gun designed using Vorlon technology. The weapon is incredibly powerful, but drains all power from the ship, leaving it vulnerable for several minutes.

## The Drahk



## Drahk Cruiser:

The largest combat vessel in use by the Drahk, these ships are jump capable and armed with a very powerful beam system. Due to possible interference with their engines, the aft arcs are protected by a pulse battery instead. The Drahk do not use fighters, instead each of these cruisers carries a number of their attack craft which are able to engage opposing capital ships who's attention is be held by the cruiser. Very effective against capital ships, this does leave them somewhat susceptible to fighter attack.



## Drahk Gunship:

Carried into battle by the gargantuan Drahk Motherships, these vessels are the typical light combat ship used by the Drahk to attack lightly armed civilian convoys and to protect their motherships. They are very fast and armed with a beam system, but they cannot enter hyperspace on their own.

## The First Ones



### **Shadow Cruiser:**

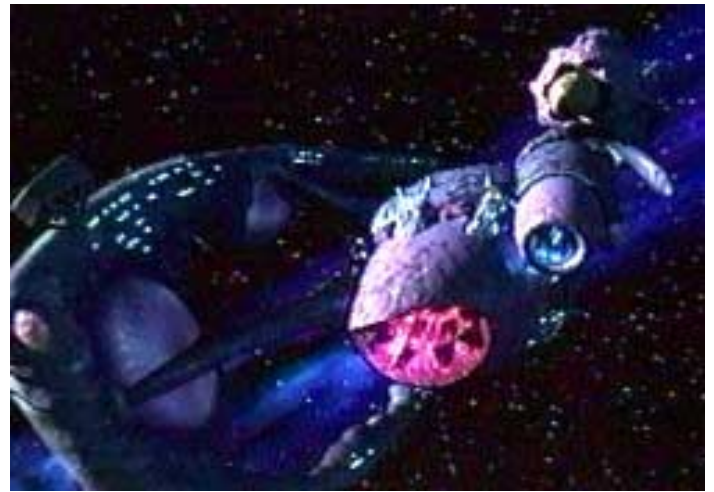
Fear and terror are inspired by the mention of this symbol of chaos and destruction. No ship is more feared in all of the galaxy. The Shadow cruiser is not however a class of ship, but a whole range of ships having similar configurations. Shadow ships are organic living organisms, organisms which grow larger as they age. Older shadow ships have more systems, fighters, hull boxes and powerful weapons than their younger cousins, but even the weakest of these ships can easily defeat any vessel constructed by the younger races. Frighteningly fast and agile, they can quickly phase in and out of hyperspace, are able to 'sweep' their beam weapons through multiple targets, and weather a withering barrage of fire without any significant damage thanks to their organic armor. These ships are atmosphere capable and immune to jamming and stealth devices, and the older ones can collapse jump points. Their only weaknesses are a susceptibility to telepathic attacks and their unique method of supporting fighters. The fighters, since they are organically grown, are part of the ship and require that it give up some of its mass to produce them, and take some time to replace.



### **Shadow Scout:**

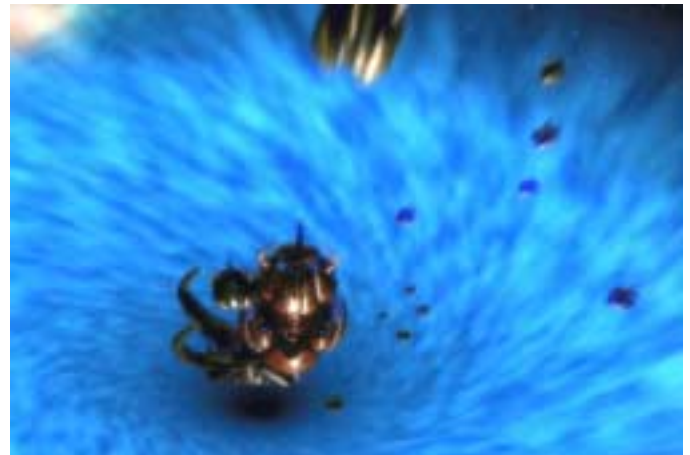
It is believed that these smaller shadow vessels eventually become the smallest of the fearsome Shadow cruisers in some sort of metamorphosis. This process has never been observed and it is unlikely anyone will ever know for sure now that the shadows have left this galaxy

and their world destroyed. In any case these ships are used as scouts and escorts for their larger relatives. They also grow larger and more powerful as they age, and possess the same speed and organic armor. Fortunately they possess much lighter weapons, equivalent to the heavy pulse batteries of the younger races, and no fighters.



### **Streib Collector:**

The Collector vessel is the only ship seen belonging to the Streib. Though rather small, the ship has some very advanced systems, including gravimetric drives, a jump drive, plasma net and Minbari-style beam weapon system.



### **Vorlon Cruiser:**

The Vorlon cruiser is shaped similarly to their transport with its wings folded, but is much larger. It has a beam weapon that is at least as

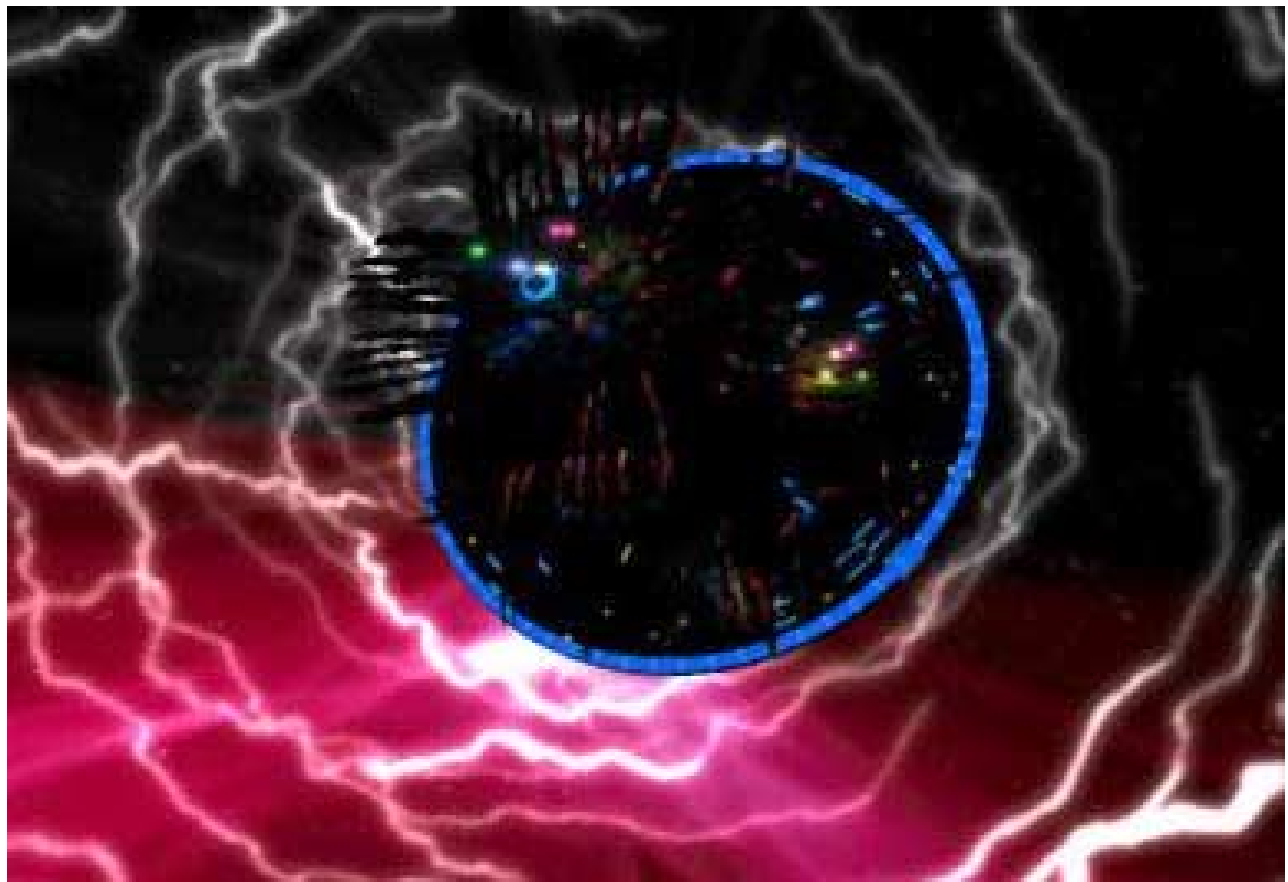


powerful as any found on a Minbari ship, organic armor, and is just as fast and maneuverable as a shadow vessel. These ships are found escorting their dreadnoughts and operating in small groups as task forces.



### **Vorlon Dreadnought:**

One of the largest capital ships (that does not possess the potential to destroy a planet), the Vorlon dreadnought is armed with a powerful beam weapon able to destroy most ships with a single shot, even at long range. A secondary beam system provides protection from fighters and smaller capital ships and covers the vessels flanks and rear. It carries fighters and transports and is protected by organic armor. Only the most important of missions warrant the use of these ships.





## Chapter 3: Tactics and Scenarios

This chapter is a collection of ramblings, advice, suggestions and other potentially helpful hints to get you started, or inspire you in new directions.

### Tactical Essays



#### Minbari

##### Playing Them:

One on one, the Minbari war cruiser can take on any other ship short of a Shadow cruiser, and emerge unscathed. However in any remotely fair engagement, you will probably be outnumbered at least 2 to one, with similar fighter odds as well. Fortunately, 3 fire controls and an equal offensive and defensive armament on each side will let you wade into battle without worrying much about ships being out of your primary arc.

The EMP weapon is quite deadly, but if you are close enough to use it, you are going to get lit up pretty bad, even with your jammers. I view the EMP as a deterrent more than a real weapon, it will keep cap ships from getting too close to you.

Probably the best strategy to use is the fire and fall back tactic, since you can shoot just as well from the aft, while keeping the opposition at a manageable range, as nothing can outrun you. Your high recharge rate and multiple beam batteries will let you do significant damage, even at long range,

while your jammers should half the amount of your opponents fire that actually reaches you. All the while keep your fighters chewing on the opposition's fighters, don't bother attacking their cap ships, since your fighters have no real advantage there, and your opponent would love to kill a few with anti-fighter fire.

Don't forget the plasma net. Often overlooked, it can be used with great effect to 'tweak' the range to another ship, pushing them into a less favorable range category for their weapons, or a more favorable one for you. It can also be used to push fighters out of engagement range, or pull a ship close enough to hit it with the EMP. Depending on house rules, it can also be used to move energy mines before they detonate.



##### Beating Them:

At first look, the Minbari seem an unbeatable foe, but even they do have a few weaknesses. But first off, be prepared to lose ships, a lot of ships. The main weakness lies in their powerful beam system. They can store up to 12 power in the generator, and get it back at a dizzying speed, but they still can only fire 6 points through a given projector.

So what you say? they have 2 projectors in each arc, so they can fire all 12 anyway? Well remember that those beam projectors are also their anti-fighter system, which nominally lets them kill up to 12 fighters in each arc. So if he is using his batteries to kill your cap ships, those same batteries can't fire on fighters.

The way to exploit this is to keep your cap ships in a tight group and stay in one arc of the Minbari ship (with 2 projectors on each side there is really no reason to try and flank him). At the same time you want to have your fighters attack the ship in the SAME arc. That way he has a choice, kill your cap ships or the fighters. He could split his efforts and use one battery for each, but he is only hitting your cap ships with 6 beam dice, and you should be doing about the same in an even match, and only firing on one squadron.

If you have to engage screening fighters, do it the same way, from the arcs which are going to fire on your cap ships. This may seem like using your fighters as ablative armor, and it is, but foes like the Minbari call for desperate measures. When engaging the Nials, try to always have 2:1 or 3:1 odds, and if possible mop them up before attacking their war cruisers.

If you have an ace squadron, and are feeling lucky, it is tempting to try a called shot on the cruiser. Two targets are obvious here, the beam generator and the jammers. Unfortunately a hit to the beam generator (even if you make it through the jammers and make the called shot), is still not likely to completely kill it, though halving the capacity should slow him down a bit, and in the lucky event that you blow it up, the damage it inflicts will be very satisfying. The jammers are a more guaranteed target, and with them out of the way, the war cruiser's defenses are severely breached. However the low chances of succeeding make the wiser choice to use the extra die for damage, or better yet, to attack fighters.

Since most ships will want to press in close, be careful of getting too close, as the EMP will pretty much kill an entire ship (at least for a turn). Just to be sure I wouldn't try to get within 10 MU (remember the plasma net).

The above tactics work pretty well for EF, just remember to keep your interceptors off of AP mode. The Narn will also want to get in fairly close, at least within 20 MU, cause those e-mines don't care squat about jammers! Fire lots of them and try not to get too close to them yourself, as the Minbari may be able to use the plasma net to push them back at you.

The Centauri on the other hand may want to keep at range, since the Primus is the only ship that can actually out-range the Minbari cruiser, even with the plasma net factor. Course at this range, with jammers, you will only be doing something like a half point of damage a turn, but it may make the Minbari get closer than he would prefer.



## Narn

### Playing Them:

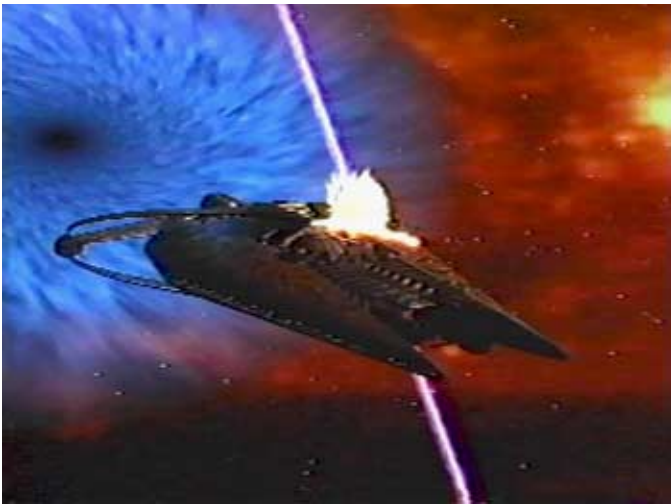
The Narn have two real strengths in a fight. Well three if you count their sheer tenacity. the first is the fact that even their smaller, older ships still can carry a full compliment of 4 fighter squadrons. Granted the Narn fighters are not up to par with those of some of the other races, but in sufficient numbers, or against cap ships, they are still quite deadly.

The second, and more obvious Narn weapon is the energy mine. And typically its this weapon that wins or loses an engagement for the Narn. Up to 6 die of damage, unaffected by interceptors or jammers, and taking effect before any ship gets to

fire, this is probably the most destructive weapon in the game. Add the fact that it has the potential to inflict damage on multiple ships with a single shot, and you wonder why the Narn use anything else.

Well anyone who has ever used it knows that its not quite that easy. First off it has the same range as a pulse-2, so you have to get in pretty close, and second how close it gets to the enemy ships is often a matter of luck. Finally, it requires the use of a fire control, and Narn ships are typically lacking in spare sensors.

To minimize these issues, and to get the most bang for your mine, have each ship firing mines fire them in groups, spaced 2-3 MU apart (unless you are firing at very fast ships, in which case space them 4-6 MU. A lot of the specific targeting is guesswork, but use the target ship's 'drift' position as a starting point. When possible, and tactics permitting, fire them at groups, increasing your odds of hitting at least one ship.



### **Beating them:**

Most races will want to mop up the droves of Narn fighters before having their own fighters move on to take the capital ships. If you have fewer fighters than the Narn force, keep yours close to your capital ships, if not actually screening them, force the Narn to engage your fighters while within range of your own anti-fighter batteries. Once the Narn fighters are out of the way, their ships are fairly vulnerable to fighter attack, as they tend to

have only low-moderate anti-fighter defenses, particularly for ships their size.

Maneuver is very important when facing the Narn ships, they pack a very powerful punch with their energy mines and beam batteries, but only in the forward arc, if you can get your ships into flanking or rear positions, you will find that their secondary armament is very light. If out maneuvering them is not an option, stay at long range, where the energy mines can't hit you, this is the best bet for the EF, where your superior beam weapons should give you an edge until you can bring your fighters in. The Minbari will probably want to try this as well, as their jammers provide no defense against energy mines. In all cases, if you expect to come under energy mine fire, space the ships out, so that a single energy mine can't damage more than one. Use all of your movement every turn, especially on pushes, and try to be at least slightly erratic. The mines are only as accurate as the Narn's predictions of where your ships are going.



### **Centauri**

#### **Playing them:**

Anyone who has ever played the Centauri knows that they have some serious weaknesses, more frequent threshold checks, fewer and weaker fighters than any of the other races, and finally, a complete lack of any beam weapons, which is not made up for by any number of heavy pulse



batteries. A Centauri fleet is based off of superior numbers more than superior technology. The Centauri do have a few advantages, but even they won't allow a Centauri fleet to beat an equal foe, without superior tactics.

The first and largest advantage of the Centauri are their drives, faster and more maneuverable than most smaller ships, even their battle cruisers are quite nimble. Depending on the scenario, this can be used to great advantage. With luck and planning a Centauri ship can dodge a single energy mine, or completely turn around in a single turn, they can also decelerate the same amount as they can accelerate. Against slower opponents, the Centauri can quickly outflank them, getting out of the deadly front arc of most Narn and EF ships. Unfortunately it will likely take more than one pass to kill most larger ships with the limited potential of pulse weapons, so the objective of the Centauri should be to get into an aft or flank arc, and try to stay there for at least two turns. The 'all-round' nature of Centauri armaments helps here, since it lets you use whatever heading is convenient for movement, assured that you have broadsides just as effective as the fore batteries.

The use of screening escort ships is also more important to the Centauri, use the smaller vessels to remain in front of the larger ships as you make your screening run, the enemy will have to either waste fire on the less important targets, or take less advantageous shots at your heavy ships.

You are pretty much guaranteed to be out matched on the fighter side, but the Centauri do tend to have better anti-fighter defenses on their ships, so keep those fighters close and screening your capital ships, so you can support them with your anti-fighter batteries. Also keep your capital ships as close together (though a few small groups is generally better than one big mob, and makes your movement less predictable), so they can cover each other.

As a final option, the high maneuverability and number of drives on Centauri ships, combined with the expendability of their smaller vessels, make them the only race where ramming is ever a valid tactical option. They still have to get past the

crew roll though, so don't rely on this tactic if you have any other choices.



### **Beating them:**

One of the worst mistakes in fighting the Centauri is in over-estimating them. Don't take their lack of fighters or beam weapons to mean they don't have teeth. And even with 5 rows of damage boxes, the battle cruiser can still take a fair bit of punishment before it makes a threshold check.

The Centauri like to get in close, don't let them, or at least make it as difficult as possible. Separate your ships so they cover each other if one is getting flanked. Hold back and make the Centauri come to you, so when they do finally manage to make the inevitable flanking run, they are running at a faster speed than they would otherwise like, passing you completely on the next turn, and giving you some extra time to turn around while they slow down.

Use your fighter advantage intelligently, use them to pick off stragglers and fighters not being covered by a capital ship, let your own capital ships soften up the big groups of ships before you send your fighters in. Letting a few squadrons sit for a turn or two is sometimes the best thing you can do.





## Earth Force

### Playing them:

The Earth Force ships are generally solid and well-balanced. They have very effective primary beam weapons and typically have well-placed secondary armament as well. They carry significant numbers of high-performance fighters. The capital ships are built pretty tough and with the interceptors take a good deal of punishment. Earth ships have two main weaknesses, and another often overlooked one. The obvious ones are their low drive ratings and narrow primary weapons arc. The combination of these two can be difficult to overcome. And additionally, Earth ships are surprising susceptible to fighter attacks. Though they have 4 interceptors, they only have one in each arc, and are quite likely to lose at least one in an early threshold check, leaving the ship completely open to fighter attacks on that side.

Generally the Earth player should try to stay back from his foe, in medium range, don't try to close more than 20 MU. At that range your beams won't be killing things in one shot, but they will be doing significant damage, and it will be far easier to keep the enemy ships in arc. Don't worry if the secondary pulse batteries aren't doing anything, as long as you are keeping those beams hitting you are doing well.

Send the fighters after the enemy fighters first, you will probably out-class them, and should have at least equal numbers. Once clear of enemy

fighters, then head for the cap ships. Typically you can keep your interceptors on anti-pulse, only switch them over to anti-fighter if your opponent has a fighter numerical superiority and can move to within striking distance of your capital ships. And obviously they should be set to anti-fighter when fighting opponents who do not use pulse weapons, such as the Minbari.

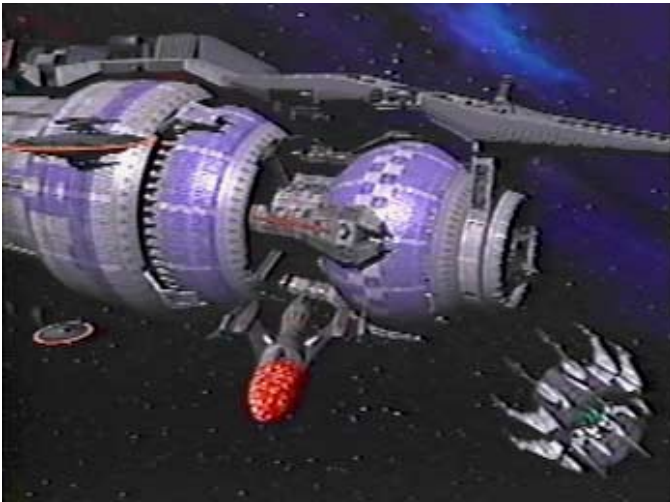


### Beating them:

Most races can't take one an earth ship in a straight up slug-fest. Their combination of heavy beam weapons and high damage boxes will give them the edge if you sit and trade blows to the head. Try maneuvering into their flank or aft arcs where they can't hit with their primary weapons, or close to closer range where special weapons like EMPs and energy mines can be used. For the Minbari, who do out-gun Earth ships, stay at long range where your jammers and superior beam systems will give you the greatest benefit.

Watch out for the Starfuries, they are likely going to out-class you, out-number you, or both. If your capital ships have good anti-fighter defenses, you may want to take the fight to his ships, those of your fighters that do get past the 'furies, will only have to contend with a single anti-fighter attack OR a reduced chance to hit from interceptors. After the first few turns, it shouldn't be hard to find a damaged Earth ship with at least one interceptor down, a target just asking for a strafing run.

If your anti-fighter defenses are not so good, then you need to use your fighters to whittle down the numbers of Starfuries which will be attacking your ships, if you can, do so from within anti-fighter battery range of your own ships. The Starfuries can out run most other fighters, so don't waste yours chasing after them, keep your fighters near the targets, so you make them come to you.



### League of Non Aligned Worlds

Most of the League worlds only field a single type of major warship, or a few closely related variants. Only when they join together do they approach the might of the four major races. Generally speaking their ships are not as well suited to general purpose warfare as those of the major races. Many vessels have significant weaknesses, such as lack of beam weapons or fighters, limited weapons arcs, or no jump drives. Some thought should be taken to including them in scenarios, particularly if assigning sides purely based on point value.

#### Vree:

The Vree suffer from a number of detriments, foremost of which is a complete lack of fighters. Their ships mount sufficient anti-fighter defenses to deal with fighters in small numbers, such as what is typically employed by other league worlds. Though mounting a significant assortment of pulse weapons, they are not up to par with the beam-based weapons of most other races. Their

ships are quite maneuverable, but not as fast as most other races, but since their weaponry is turret mounted and able to fire in any direction, there is not as great a need for maneuverability. Finally their ships lack a jump drive, reducing their options for entering or leaving combat. Generally their ships are only dangerous in large numbers where they can bring their collective fire to bear on a single ship at a time, and their opponents find themselves attempting to kill a swarm of angry hornets.

#### Drazi:

The Drazi ships may be the most well-rounded of any of the league races. They are fast, well armed, and have some supplements for their lack of fighters. They, like most league ships, lack jump drives. Their major weakness is the fact that other than anti-fighter weapons, all of their weapons fire in the forward arc only. This gives them a forward attack that is quite devastating for a ship their size, but leaves them defenseless against capital ships in other arcs. Fortunately their maneuverability and fact that they will tend to outnumber their foes make this less likely, however it is still the best method of dealing with them. Their missile salvos are likely to occupy enemy fighters at least until they run out. The Sky Serpent heavy fighter is actually handled as a small craft since they are employed individually and take two hits. If possible, group them together into a 'proto-squadron', an attacking fighter squadron will only be able to attack one of the Sky serpents at a time, giving them a somewhat artificially enhanced life.

#### Brakiri:

Mounting a beam system second only to the Minbari, and the only league race to carry both fighters in any number and a jump drive, the Brakiri ships are likely the most effective of the league vessels. Their large size also enables them to survive at least a few hits without major systems loss. They do however have one sizeable design flaw, like the Drazi, they have no weapons firing outside of the forward arc, but unlike the Drazi, their ships are slower and less maneuverable than most of their opponents. It is absolutely critical for

the Brakiri to remain at long range to prevent flanking attacks, and their fighters should probably never leave screening duty, as their anti-fighter defenses are also limited to firing in the forward arc only.

### **Ipsha:**

The Ipsha vessel is curious in its dependence on short-range weapons, which may be a problem with its low drive rating. It does however have a defensive system that is useful against both pulse and beam weapons, and once at close range, it can emit a withering barrage of fire in any direction. Since the energy shield affects outgoing fire as well, it does reduce the effectiveness of those pulse batteries somewhat, but generally a fight against this ship will come down to whether the foe can keep from getting too close to it.

### **Koulani:**

The Koulani are perhaps unique in their focus on broadside attacks instead of a frontal attack. At close range their side fire can be quite deadly, and they do mount some longer range weapons in the front to use while closing, but like many of the other league ships, suffer from low drive ratings. They do mount a jump drive and good anti-fighter defenses, but suffer offensively by both a lack of fighters or beam weapons.

## **Scenarios**

The scenarios you will find below are not of the ‘whoever is left wins’ variety. In most engagements one side has a particular objective (or objectives) that need to be accomplished for victory, and the prevention of those objectives is the other side’s victory conditions. In other scenarios, both sides will be simultaneously attempting to accomplish the different victory conditions, or even fight to gain a single objective. With a little thought its fairly simple to create an interesting scenario and winning such a game can be a lot more fulfilling. The examples below are some ideas to get you started. Most can be played with 2-4 players and take 4 hours or less to finish.



### **SCENARIO 1: Legacies of War**

In the final days of the Earth Civil War, after the destruction of his precious Advanced Destroyers, President Clark was a madman. Ignoring the counsel of his advisors that Sheridan would likely succeed in taking Mars and then Earth, he refused to believe he was beaten. When report after report of the defeat or defection of loyal Earth vessels reached him, he blamed everyone, the inept Earthforce captains, the treacherous Michael Garibaldi, the failings of the Psi Corps, and even the Shadows themselves for abandoning him. But one target received the brunt of his blame. Perhaps it was because he felt they too had betrayed him by failing to honor the mutual defense pack signed only two years prior. Perhaps it was some imagined responsibility for the defeat of the Shadows. Or perhaps it was because their greatest statesman had turned his back on the race he helped bring to the stars, and instead thrown in his lot with a traitor. For whatever reason, above any other save Sheridan himself, President Clark blamed the Centauri.

On the eve of the decisive battle at Mars, Clark ordered an elite Earth Force/Psi Corps task force, including the last surviving Advanced Omega-class destroyer, into Centauri space. Their Orders were to proceed to the Immolan V colony and industrial center, the Centauri Empire’s largest off-world population center, and level it.



*Whitestar 13*, on patrol searching for Loyalist vessels which had escaped previous engagements, intercepted and deciphered those orders. Unable to alert the main *Whitestar* fleet due to orders of radio silence in preparation for the attack on Mars, Captain Druval set course for *Immolan V*, and prayed he could warn the *Centauri* in time.

**Centauri/Ranger Defenders:**

*Claudius*: Primus class Battlecruiser, 4 squadrons of Senti fighters  
*Whitestar 13*: *Whitestar* class Gunship, 1 squadron of 4 Nial fighters  
6 Blockade Mines  
1 squadron of planet-based Senti fighters

**Centauri Reinforcements:**

*Hadrian*: Primus class Battlecruiser, 3 squadrons of Senti fighters, 1 squadron of ace Senti fighters  
*Constantine*: Primus class Strike Cruiser, 1 squadron of Senti fighters, 1 squadron of ace Senti fighters  
*Talon of Ishta*, *Crain's Vengeance*, *Swifthair*, *Drogol's Gambit*: Vorchan class warships, 1 squadron of Senti fighters each

**Earth Task Force:**

*Arachne*: Advanced Omega class Destroyer, 3 squadrons of Thunderbolt fighters  
*Hamato*: Omega class Destroyer, 2 squadrons of Thunderbolt fighters, 1 squadron of ace Thunderbolt fighters  
*Midway*: Omega class Destroyer, 4 squadrons of Starfury fighters  
*Invincible*: Hyperion class Cruiser, 1 squadron of Starfury fighters, 1 squadron of ace Starfury fighters  
*Trafalgar*: Hyperion class Cruiser, 2 squadrons of Starfury fighters  
*Jean Grey*: Porcupine class carrier, 1 squadron of Black Omega fighters

**Setup:**

*Immolan V* is 13 MU in diameter and placed in the center of the playing area, the colony is placed on the edge nearest to one of the long sides (12'o'clock). The system's jump gate is located far away from the planet for security reasons, and is not in the playing area. The Blockade Mines are placed in Orbit 6 MU above the planet's surface. They should be placed in an arc with 10 MU between neighboring mines, with 3 on each side of the colony. The blockade mines are assumed to be in stable orbits and therefore ignore the gravity well rules below.

The defenders can place their ships anywhere they like, half of the *Claudius'* fighters may begin the game deployed. The task force should record the positions where their ships will jump to normal space, but should not place their ships until after the defenders have done so. All task force fighters must begin play in their bays, and all task force ships must enter on the first turn, but may do so though any number of jump points.

The *Centauri* reinforcements enter at the end of turn 2, and may begin operations on turn 3. They may also enter through as many jump points as they wish and must have all fighters initially in bays.



**Objectives:**

Earth Task Force must have no fewer than 12 thunderbolts successfully launch ordinance against the colony. If the Task Force holds the field they have up to turn 10 to accomplish this. The



Centaury/Ranger objective is to prevent this from occurring.

### Special Rules:

**CAP:** Atmospheric capable fighters (all except Starfuries) may 'screen' a planetary location. To do so they must enter the atmosphere (Edge of planet marker) and remain there. Any fighters attempting to attack the location must engage the CAP fighters as if they were a screen.

**Re-arm:** An Omega class destroyer with a functioning launch bay, can rearm a Thunderbolt fighter squadron with ordinance in one turn. Only one squadron can be rearmed, regardless of the actual number of fighters needing to be rearmed.

**Gravity Well:** All ships within 20 MU of the planet are moved 2 MU toward the center each turn. All ships between 20 and 40 MU of the planet are moved 1 MU toward the center each turn. All jump points (with the exception of any made by Minbari) must be formed at least 60 MU from the planet.



## SCENARIO 2: Beyond the Call of Duty

In the early days of the Minbari war, an EF task force desperately tries to protect a civilian evacuation of the Delphi IV Colony in the face of overwhelming opposition.

### Forces:

EF:

- Kitty Hawk:* Nova-class Dreadnought, 4 Tiger Starfury squadrons
- Nelson:* Hyperion-class Cruiser (old style), 2 Aurora Starfury squadrons
- Waterloo:* Hyperion-class Cruiser (old style), 2 Badger squadrons
- Daedelas:* Olympus-class Corvette (old style)
- Janice, Liberty:* Bulk transports (use Civilian Liner)
- Bombay, Mundy:* Civilian freighters (unarmed)
- (4) standard shuttles (unarmed)

Minbari:

- Ingatta:* Sharlin-class War Cruiser: 2 Nial squadrons
- Osen:* Sharlin'Ter-class Light Cruiser: 2 Nial squadrons
- Varmain:* Sharlin'Ter-class Light Cruiser: 2 Nial squadrons

### Setup:

The Delphi IV Colony is at one end of the playing area, with the jump gate located 80 MU to '12-o'clock'. EF and civilian forces set up however desired from 10-25 MU from the colony heading toward the jump gate at a velocity of 4. All EF fighters are launched and screening any EF or civilian ships. Minbari enter through as many jump points as they wish 40 MU from the colony at '3-o'clock' heading toward the colony at minimum velocity (6). All Minbari fighters are in bays at the beginning of the scenario.

### Special:

Tiger Starfuries are treated as Narn/Centaury/Raider fighters. EF ships and fighters defending civilian transports may ram on a roll of 4+. Civilian vessels may not ram. Old style Hyperion-class cruisers have their beam systems replaced with two forward firing class-2 missile systems. Old style Olympus-class Corvettes have

their beam systems replaced with a forward firing class-1 missile system.



**Victory Conditions:**

The scenario ends when all Earth vessels have exited the jump gate or been destroyed. For each side check the appropriate table and add all that apply. The side with the highest total wins.

EF:	
Each surviving bulk transport	4
Each surviving shuttle	2
Each surviving freighter	4
Each surviving EF capital ship	1
Minbari:	
Each destroyed bulk transport	3
Each destroyed shuttle	1
Each destroyed freighter	2
Each destroyed EF capital ship	4
Each destroyed Minbari capital ship	-30

**SCENARIO 3: Severed Dreams**

*"This is captain Dexter Smith of the Earth Alliance destroyer Agrippa to Babylon 5 and renegade ships, you are ordered to surrender your commands and prepare to be boarded. This is your only warning, if you do not surrender, we will be forced to initiate deadly force."*

*"This is captain John Sheridan, Babylon 5, you are executing an illegal order in violation of the*

*Earth Alliance constitution. These orders have forced us to declare independence in order to insure the safety of this station. We don't want a fight, but if you attempt to carry out these orders we will defend ourselves. Come on captain, you must see these orders are wrong, leave while you still can."*

*"They've broken contact, enemy starfuries moving on attack vector. Orders?"*

*"Babylon Control to all starfury squadrons, stand by to attack, but do not, repeat do not initiate combat, let them fire first. We won't start this fight, but by God we'll finish it."*

*Babylon 5, Severed Dreams*



This scenario recreates one of the most impressive space battles ever seen on television, the attempt by an Earth Force task force loyal to President Clark to retake Babylon 5 and the remaining renegade forces of General Hague.

**Renegade Forces:**

*Babylon 5 Station:* 4 Starfury squadrons, 2 ace Starfury squadrons.

*Alexander:* Omega-class Destroyer 2 Thunderbolt squadrons, 1 ace Thunderbolt squadron.

*Churchill:* Omega-class Destroyer, 4 Starfury squadrons.

**Minbari Forces:**

*Emphili:* Sharlin-class Warcruiser, 4 Nial squadrons.

*Whitestar*: Whitestar-class Gunship.

### **Loyalist Forces:**

*Agrippa*: Omega-class Destroyer, 2 Thunderbolt squadrons, 1 ace Thunderbolt squadron.

*Olympic*: Omega-class Destroyer, 3 Thunderbolt squadrons.

*Roanoke*: Omega B-model-class Destroyer, 1 Starfury squadron, 2 breaching pod squadrons.

*Nimrod*: Omega B-model-class Destroyer, 1 Starfury Squadron, 2 breaching pod squadrons.

*Themis*: Hyperion-class Cruiser, 2 Badger squadrons.

*Roosevelt*: Hyperion-class Cruiser, 2 Badger squadrons.

*Invincible*: Hyperion-class Cruiser, 2 Starfury squadrons.

### **Other Forces:**

Epsilon III

### **Setup:**

Use as large a playing area as possible, with Babylon 5 in the center. The playing edge along one side of Babylon 5 (approximately 30 MU) is the edge of the atmosphere of Epsilon III, any ship or fighter squadron that does not have atmospheric capability that exits this edge of the playing area is destroyed. 70 MU directly in front of Babylon 5 is the local jump gate. The jump gate may only be used by Renegade or Minbari forces.

The renegades may have up to 2 fighter squadrons from each of the destroyers and B5 deployed and on screening duty at the beginning of the engagement. The renegade side should note the positions of the 2 renegade destroyers and the fighters prior to the entrance of the loyalist forces, but should not place the models on the table.

The loyalist forces may enter on as many turns as they wish through as many jump points as they wish. The positions and number of ships entering on later turns must be recorded at the start of the game. All loyalist fighters must enter either in hangers or screening the vessel which launched

them. Breaching pods must enter the scenario in their hangers. Either side may choose to have Thunderbolts armed with anti-ship missiles. All loyalist entrance jump points must be targeted within 30 MU of the jump gate, in order to take advantage of the beacon (fleeing ships may jump wherever they like). However the jump point does not form exactly where the loyalist player intends due to the inaccuracies associated with jump point formation. Determine the direction in which the jump point actually forms (from its intended position) by rolling 1d12. The point actually forms 5d6 MU in this direction.



The Minbari player should roll 1d6 before the start of the game. On a 1 the Minbari forces enter on turn 4, on a 2, 3 or 4, they enter on turn 5, and on a 6, they enter on turn 6. In all cases the Minbari jump point forms and the ships exit at the END of the turn, they can take no actions until the following turn. Minbari may form jump points wherever they chose. None of the other players, not even the other renegade players should know when the Minbari will enter.

### **Special Rules:**

No renegade vessel or fighter may fire until a loyalist vessel or fighter fires. The Minbari are considered part of the renegade force after they enter for purposes of initiative. They may not fire on any loyalist ships until they witness a loyalist ship firing, after this happens they may engage at

will. Due to their jamming systems, Minbari ships may not be screened by EF fighters.

Babylon 5 will surrender under any of the following situations:

- 1: Reactor shut down due to enemy fire
- 2: All global fire controls destroyed
- 3: Any section is reduced to its last damage track
- 4: Breaching pod marines running amok in civilian sections for more than 2 turns
- 5: Player's option (may surrender at any point to prevent B5 from being destroyed)

Once Babylon 5 has surrendered, no loyalist forces may fire upon it, and all active marine fire teams in Babylon 5 cease hostilities. Babylon 5 and its fighter groups also cease all hostile action, however other renegade vessels and fighters may continue to engage in hostile actions against loyalist forces, and vice versa. After Babylon 5 has signaled its intention to surrender, the loyalists must enforce the surrender by one of the following methods:

- 1: If there is a marine breaching pod team inside of Babylon 5 on the turn it announces its intention to surrender, the surrender is automatically enforced at the end of the turn (see exception below).
- 2: A breaching pod must reach Babylon 5 and dock in the docking bay (or breach the skin if no docking bays are operational). The surrender is enforced at the end of the turn in which the breaching pod docks.
- 3: Any loyalist ship with a functioning launch bay may launch a shuttle (use small craft rules, shuttles are unarmed) to dock with Babylon 5 (providing it also maintains at least one functioning docking bay). The surrender is enforced at the end of the turn in which the shuttles dock.

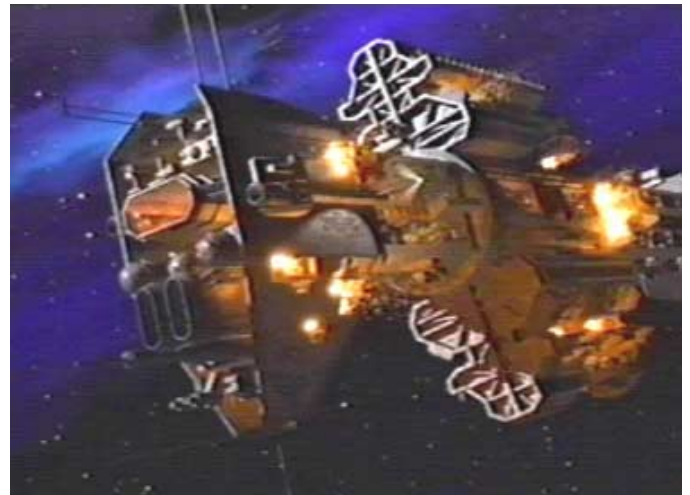
If Babylon 5 has given its intention to surrender, but the surrender has not yet been enforced by the loyalists when the Minbari enter, Babylon 5 will immediately un-surrender and may once again conduct offensive operations. Further, B5 may not be forced to surrender again as long as any Minbari capital ships are still fighting. Though

of course it may chose to do so. In case 1 above, if the Minbari arrive the same turn that Babylon 5 announces its intention to surrender, breaching pod teams already inside Babylon 5 may not enforce the surrender, as Babylon 5 un-surrenders immediately.

Other ships on any side may surrender if they chose (though their opponents do not have to honor the surrender), and their surrenders may be enforced in the same manner. Assume Babylon 5 has 10 shuttles, and all other renegade and Minbari vessels have two.

Once Babylon 5 is destroyed or its surrender has been enforced, Minbari forces will not engage unless they have already been fired upon, and will leave the field.

All renegade ships receive a +1 bonus to any ramming attempt for every row of damage boxes destroyed. The Minbari cruiser may not attempt to ram. All other vessels may attempt to ram as normal, though none may attempt to ram Babylon 5.



#### **Victory Conditions:**

Loyalist Major Victory: Babylon 5 is captured.

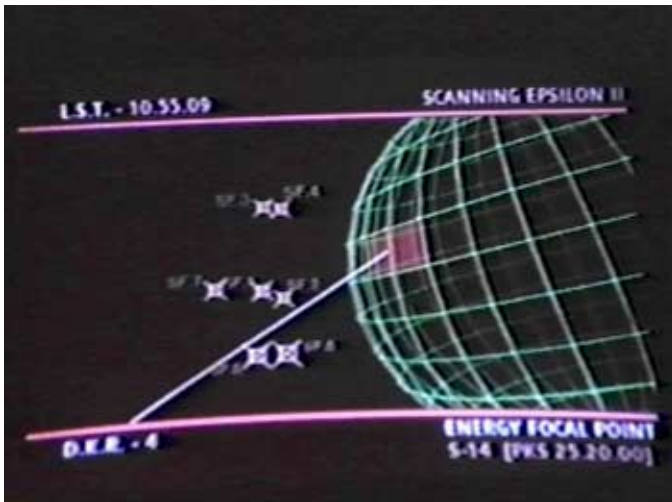
Loyalist Minor Victory: Babylon 5 is destroyed, but loyalist forces hold the area.

Draw: Babylon 5 is destroyed and all loyalist forces are destroyed, surrender or flee.

Renegade Minor Victory: Babylon 5 survives uncaptured.



Renegade Major Victory: Babylon 5 survives uncaptured, and at least one Minbari and one renegade ship survive.



### Epsilon III:

During each turn, after renegade or Minbari forces have fired, Epsilon II may make one of the following attacks:

Launch one class 2 missile salvo. Assume Epsilon II has an unlimited supply of missiles

Make a First One beam battery attack, Epsilon II has a maximum capacity of 4, and recharges completely each turn.

Make a beam battery anti-fighter attack.

Epsilon III can not be effectively attacked or damaged by the renegade vessels.

### SCENARIO 4: Soul Survivor

A thousand years ago Valen disappeared, his soul lost forever. When Sheridan-Starkiller's time came he also fled to some dark unknown place to die. But now the call is unmistakable, the last of The One, The Blessed Delenn is close, very close to the time of passing. And this time the Soul Hunters will not be denied.

### Forces:

#### Minbari:

*Valentha*: Valentha-class Flagship, 2 ace Nial squadrons

*Whitestar 19*: Whitestar-class Gunship, 2 flyers

*Whitestar 48*: Whitestar-class Gunship, 2 flyers

#### Soul Hunters:

(30) Soul Hunter transports



### Setup:

The Minbari vessels are placed in the center of the play area, the Soul Hunters enter from the side in which the Minbari are facing, 30 MU away. It is recommended that dice or some other counters are used to represent groups of Soul Hunter transports, though they must still be targeted individually.

### Victory Conditions:

In order to breach the hull of the *Valentha*, the Soul Hunters must destroy at least the first two tracks of damage boxes. After that point, at least 5 transports must dock with the *Valentha*, by moving to it and taking no action for an entire turn (if destroyed or moved during that turn, they docking is prevented). If the Minbari prevent the *Valentha* from being boarded by more than 4 Soul Hunters,

they win. If the *Valentha* is destroyed, everyone loses.



## Miniatures

Though rules makes a good game, impressive-looking miniatures make it a much more appealing one. Though the basic *Earthforce Sourcebook* rules for ship combat can be played with simple counters, the game, like *Full Thrust* were really meant to be played with miniatures.

Fortunately there are a number of different places to turn for Babylon 5 miniatures. The first, largest and probably best place to look is Agents Of Gaming, who hold the official license to make Babylon 5 spaceship miniatures for their *Babylon 5 Wars* game.

### Agents of Gaming

AOG has released a fairly comprehensive list of miniatures, though they tend to skimp in the areas of civilian and transport vessels, finally having released the basic freighter, two years after they released their first raider ship! A few things to keep in mind, their miniatures are fairly pricey, most fighters come in packs of 3 and sell for around \$8, small capital ships (Hyperions, Vorchans, Whitestars, etc.) are around \$9 each, and the larger ships, like the Omega, Nova and Minbari Cruiser are selling for around \$13. A few of the largest ships, like Babylon 5, the Warlock and Explorer are over \$20 each.

Another thing to watch out for is that AOG has created a large number of official 'unofficial' ships, i.e., vessels never seen or mentioned in the series. Be careful to confirm that the miniature you are buying is what you really want, especially when mail ordering. Generally, AOG sticks to the commonly accepted names for most of the vessels.

Finally, the scale of the AOG vessels is somewhat arbitrary. Though no official dimensions were decided for most of the vessels during the filming of the series, and many vessels appeared in several different sizes, a few of AOG's ships are obviously out of scale with one another. One of the most glaring is the Omega, Olympus and Explorer class ships, which are all the same size. The Whitestar, Drazi ships and some other league vessels are also too large compared to the other ships. Fighter miniatures are intended to represent a group of fighters, or the space such a group occupies, and thus the actual fighter miniatures (which is far too large to represent a fighter) are all the same size, and not to scale with each other, or anything else.

Most of the rest are close enough for most players. The miniatures themselves are reasonably detailed, and AOG has been remolding some of their older ships producing cleaner models. AOG has had reports of recurring packaging issues, which packs are shipped missing pieces (or occasionally containing extras), though inconvenient, they have been very good about replacing the missing bits at no cost.

Recently AOG has released a second game system, *Babylon 5 Fleet Action*, which is stream-down version of their *Babylon 5 Wars* game. To go with it, they have released a complete second line of miniatures in a smaller scale. Though still reasonably detailed, especially for their size, this miniature are much smaller and lack some of the detail of the larger line, not for those who don't have a stead brush hand.

The miniatures are cheaper, and typically come with a number of capital ships per pack, and something like 18 fighters in the fighter packs.

A few people have noticed that a few of the *Fleet Action* miniatures, namely the Whitestar and Olympus are in scale with most of the *Babylon 5 Wars* miniatures, and use them that way. The *Fleet Action* fighters, like their larger counterparts, are also all the same size and meant to represent squadrons, so they could be used with either scale's capital ships.

### **Micro Machines**

For those who don't like to paint, Micro Machines released a line of Babylon 5 ships several years ago, which are currently not in production. They have the advantage of coming fully painted and detailed, and the line includes a few still not released by AOG. However, the line includes only a few of the ships seen in the first season, and by itself is inadequate to run most scenarios. Also by now they are nearly impossible to find, and on selling for over \$50 for a pack of 3 at auctions.

### **Babylon 5 Action Figures**

If you don't mind buying the actions figures just for the ship that comes with them, this is another, more available option to get ships similar to the Micro Machine varieties. The limited selection applies to this line as well, and the prices will be on the high side, as they include the action figure.

### **Revel-Monogram**

RM has released a Babylon 5 station plastic model that is over a foot long. Which makes it very nearly in scale with the ships from AOG's *Babylon 5 Wars Line*. It makes a much more impressive station than the measly 4 inch metal version AOG has released, and the RM kit is actually cheaper.

The kit itself is pretty simple to assemble, one step above the 'snap-together' variety, but makes a pretty nice-looking, and fairly accurate model (if you ignore their recommended paint scheme). It comes with a full set of thick, but highly detailed water transfer decals.

### **Ground Zero Games**

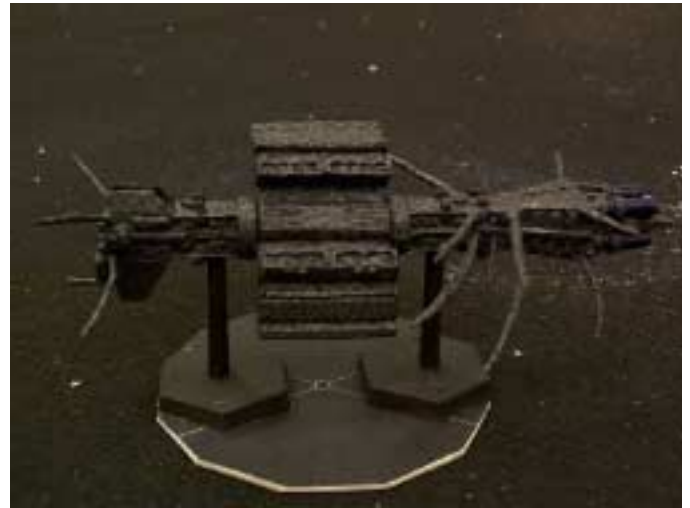
Yup, the company that brought you the original *Full Thrust*, produces a wide range of starship miniatures, and though they are all intended for their own future setting, a number of them are appropriate for Babylon 5. They offer a number of freighter, transport, shuttle craft and other miscellaneous vessels that make great support craft and raider targets.

Their unique contribution to the Babylon 5 universe is a jump gate pack. They also offer models that resemble the Babylon 5 station, and most of the major fighters. Almost anything from the Sa'Vasku line makes an acceptable Shadow ship.

If you are looking to make some Babylon 5-like ships, the Neu Swabian League and United Nations Space Command come closest to Babylon 5 style earth ships, and the newly released Islamic Federation look similar to Centauri vessels.

The Nanuchka II corvettes (FT203) can be converted into EF shuttles and Porcupine-class carriers with a little effort.

Most GZG material can be ordered in the US through their North American distributor, GeoHex, but if necessary, GZG will ship to the US directly.



### **Starship Modeler**

Not a producer of miniatures, the Starship Modeler web-site has a extensive guide on how to paint many of the AOG ships. Terry Miesle has

probably the best and most comprehensive guide on painting Babylon 5 ships.

### Web Links

Agents of Gaming

<http://www.agentsofgaming.com/>

Geo-Hex

<http://www.geohehex.com>

Ground Zero Games

<http://www.gtns.net/gzg/>

Starship Modeler

<http://www.starshipmodeler.com/b5/b5minis>

.htm

### Miscellaneous

A number of the miniatures produced by any of the above manufacturers will come with a variety of bases that may not be suitable for use with the

starship combat system. Ground Zero games produces circular bases with 12 hash marks that can be used in place of the 12-sided bases used by the Earthforce Sourcebook counters. These based can be fitted to any miniature that uses the standard hex base.

The hex bases can be used themselves with no problems as long as the following changes are made. The forward and aft firing arcs, are the forward and aft hex sides. Each of the side arcs are the two hexes on that side. When performing course changes, for each point of rotation, turn the miniature 1/2 of a hex side. Think of it as turning a side to a corner. Some of the larger AOG miniatures come mounted on 2 hex bases. One of two methods can be used, either pick one base and use it to determine position, rotation and fire arcs, or construct a 12-sided base large enough to support both of the hex bases.

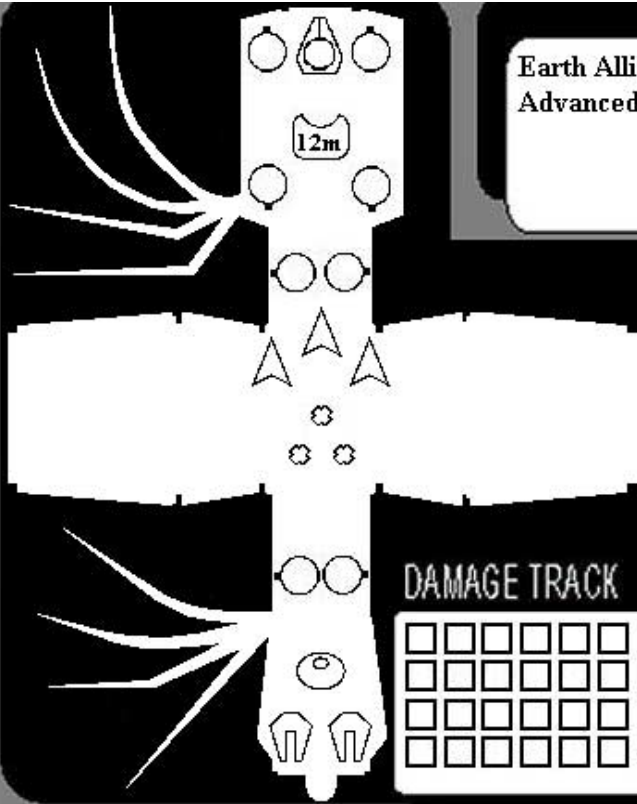




Label:

Earth Alliance  
Advanced Destroyer

NAME   
PLAYER   
C.O.  Bl. Gp:   
NOTES



Special Rules:  
Level 1 Organic  
Armor. Fighter  
Groups are  
Thunderbolts.

SYSTEMS INDEX

- Launch Bay
- Fighter Group
- Beam Weapon
- Beam System (class indicated)
- Fire Control System
- Jump Drive
- Reaction Drive System

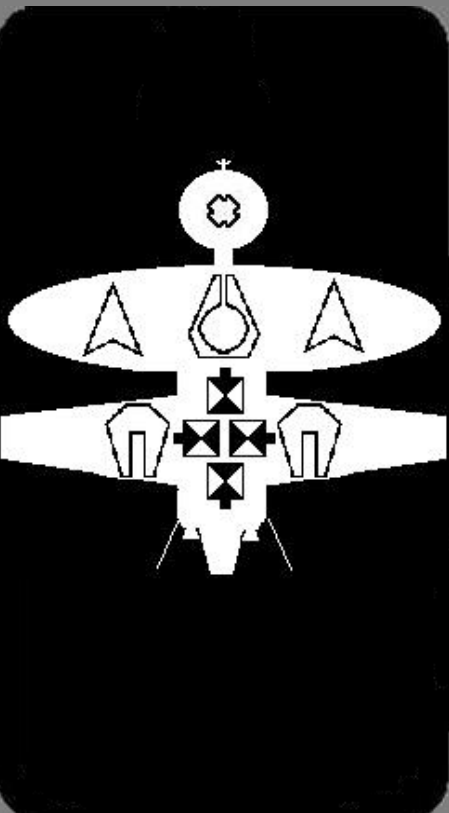
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Earth Alliance  
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SYSTEMS INDEX

- Launch Bay
- Fighter Group
- Interceptor (fire arcs indicated)
- Fire Control System
- Reaction Drive System

Label:




NAME

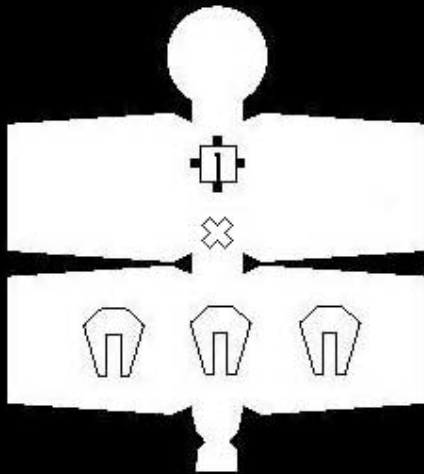
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**SYSTEMS INDEX**

-  Pulse Battery (class / arc indicated)
-  Fire Control System
-  Reaction Drive System



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Label:

NAME

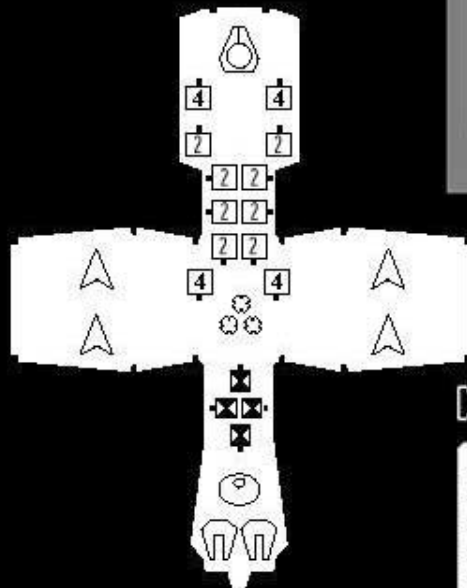
PLAYER

C.O.  Bl. Gp:

NOTES

**SYSTEMS INDEX**

-  Launch Bay
-  Fighter Group
-  Beam Battery
-  Beam System (class indicated)
-  Pulse Battery (class and fire arcs indicated)
-  Interceptor (fire arcs indicated)
-  Fire Control System
-  Reaction Drive Unit



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Earth Alliance

O'Neil Class  
Station  
Babylon 5  
2259 Refit

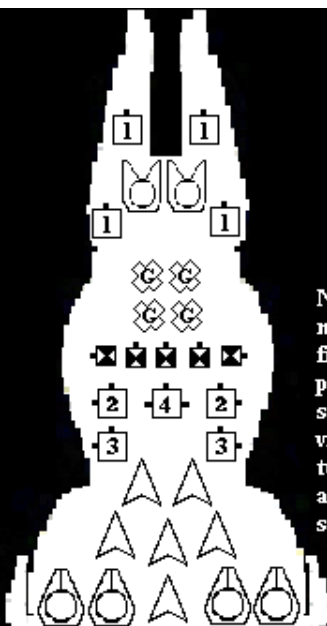
Label:

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C.O.  Bl. Gp:   
NOTES

**SYSTEMS INDEX**

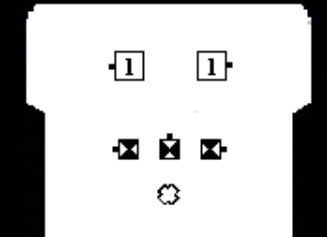
-  Fighter Group
-  Launch Bay
-  Docking Bay
-  Fire Control System
-  Global Fire Control System
-  Pulse Battery (class / arc indicated)
-  Interceptor (fire arcs indicated)
-  Fusion Reactor

A



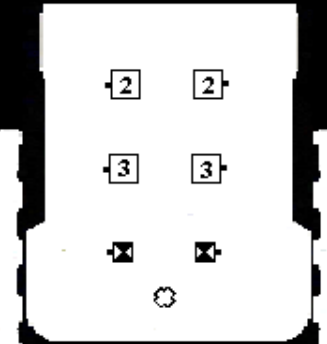
Notes: Interceptors in different sections may be set to different modes of fire. One fighter group may leave each launch bay per turn (two 6 MU to port and two 6 MU to starboard), groups may only be recovered via the docking bays, at a rate of one per turn per bay. Both operations may be accomplished simultaneously. If any one section is destroyed, B5 is destroyed, causing 20d6 damage to all ships, reduced by one die every MU.

B



Incoming weapon fire from beyond 20 MU hits a random section. Shots from 20 MU or less hit a section of the firer's choice.

C



**DAMAGE TRACK**

Section A Blue Sector (C&C, launch bays, docking bays):

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Section B Green/Brown Sectors (commerce, med lab, habitation):

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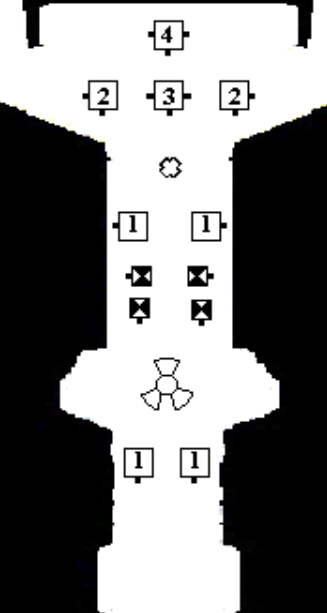
Section C Red Sector (hydroponic gardens, habitation):

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2

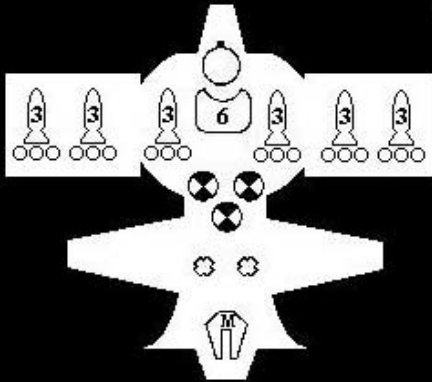
Section D Grey Sector (fusion reactor, solar panels):

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2

D



Earth Alliance  
Planetary Defense  
Platform



DAMAGE TRACK Threshold

						6
						5
						4

No movement orders need to be given to the platform, at the end of the movement phase rotate it to bear on the nearest enemy vessel.

Label:

NAME

PLAYER

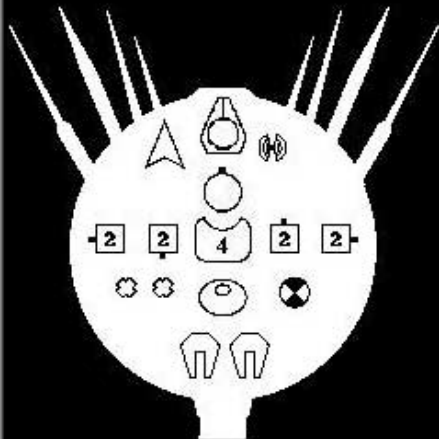
C.O.  Bl. Grp:

NOTES

SYSTEMS INDEX

- Beam Weapon
- Beam Capacitor
- Anti-Fighter Battery
- Fire Control System
- Missile System (class indicated)
- Maneuver Drive System

Earth Alliance  
Psi Corps Mothership



DAMAGE TRACK Threshold

					6
					5
					4
					3

Label:

NAME

PLAYER

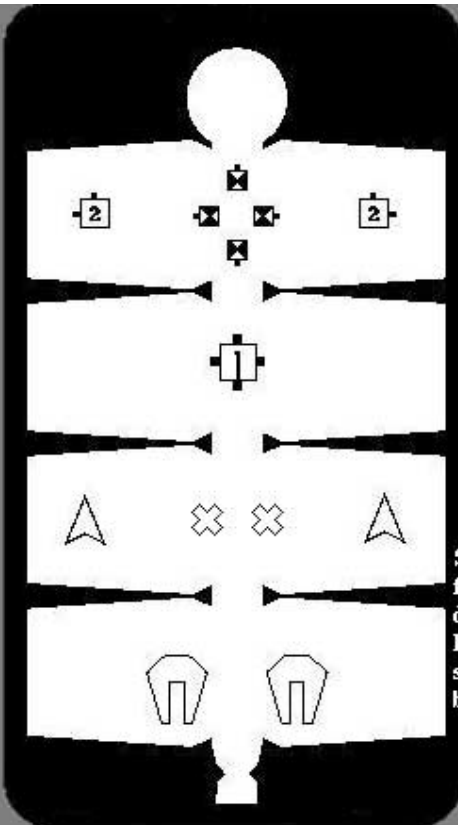
C.O.  Bl. Grp:

NOTES

SYSTEMS INDEX

- Launch Bay
- Fighter Group
- Beam Weapon
- Beam System (class indicated)
- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Jump Drive
- Reaction Drive System
- Jamming System





Earth Alliance  
Q-Ship

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Special Rules: Ship is indistinguishable from a typical freighter until systems are deployed. When launched fighter groups launch 6 MU to port and starboard and ships velocity along its course, both may be launched in the same turn.

Label:

NAME

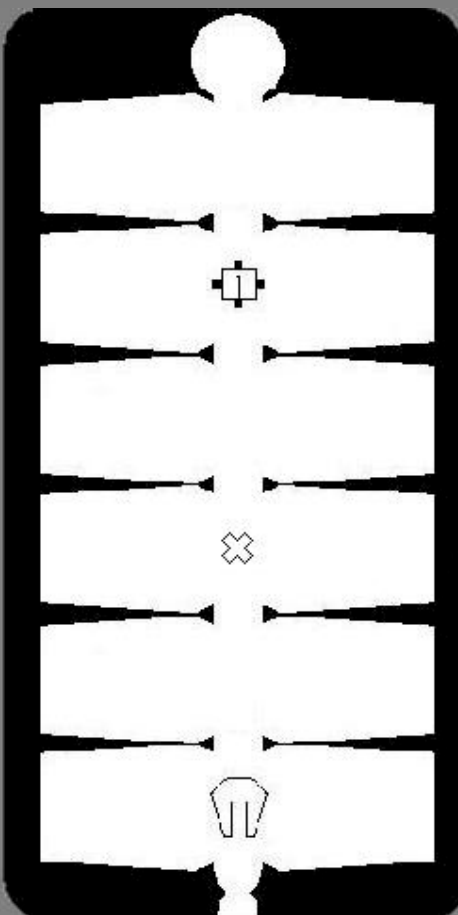
PLAYER

C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

- Fighter Group
- Pulse Battery (class / arc indicated)
- Interceptor (fire arcs indicated)
- Fire Control System
- Reaction Drive System



Earth Alliance  
Super-heavy Freighter

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Label:

NAME

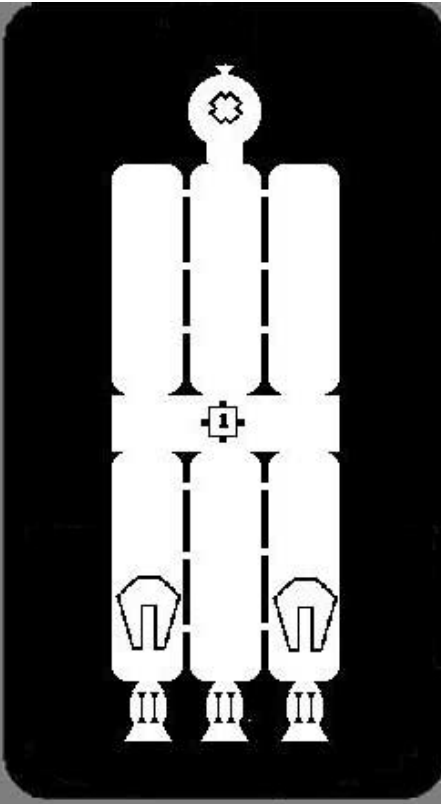
PLAYER

C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Fire Control System
- Reaction Drive System



Earth Alliance  
Tanker

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Label:

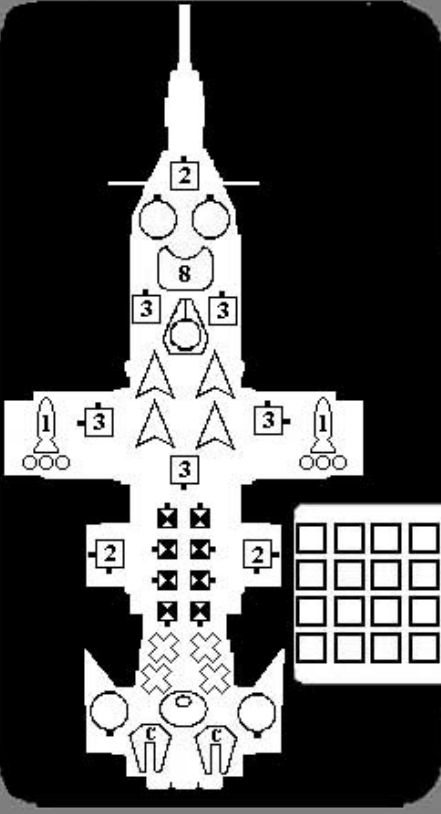
NAME

PLAYER

C.O.  Bl. Gp:

NOTES

- SYSTEMS INDEX
- Pulse Battery (class / arc indicated)
  - Fire Control System
  - Reaction Drive System



Earth Alliance  
Warlock Class Destroyer

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Label:

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

- SYSTEMS INDEX
- Beam Weapon
  - Beam System (class indicated)
  - Missile System (class indicated)
  - Fighter Group
  - Launch Bay
  - Pulse Battery
  - Interceptor (fire arcs indicated)
  - Fire Control System
  - Jump Drive
  - Centauri Reaction Drive

Label:

NAME

PLAYER

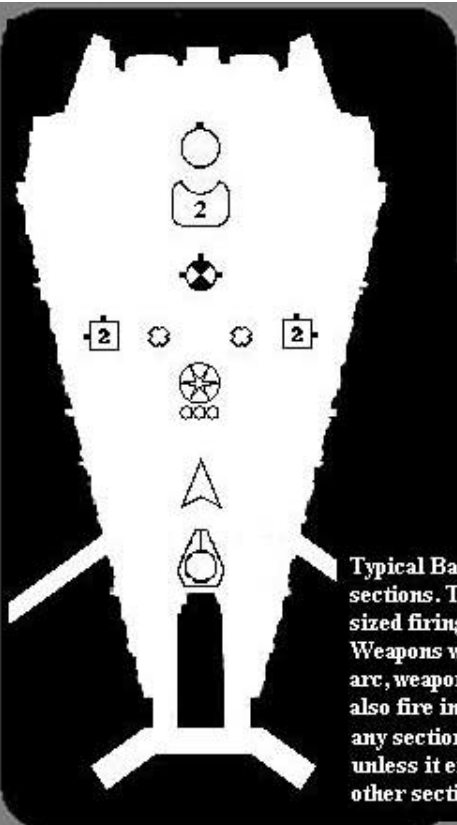
C.O.  Bl. Grp:

NOTES

Four horizontal lines for notes.

**SYSTEMS INDEX**

-  Fighter Group
-  Launch Bay
-  Beam Weapon
-  Beam System (class indicated)
-  Pulse Battery (class / arc indicated)
-  Anti-Fighter Battery
-  Fire Control System
-  Energy Mine (magazine indicated)



Narn Regime

Ja'Stat Class Modular Starbase

(Single section)

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Typical Bases are constructed of 3-5 of these sections. The base should have a number of equal sized firing arcs equal to the number of sections. Weapons which fire forward, fire in the section's arc, weapons which also fire to the side(s) may also fire into the adjacent arc(s). The destruction of any section has no effect on the other sections, unless it explodes, in which case damage to the other sections is applied normally.

Label:

NAME









PLAYER

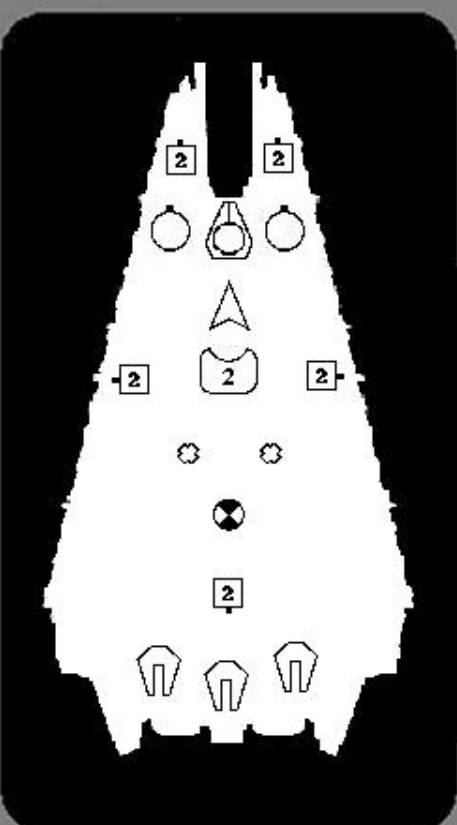
C.O.  Bl. Grp:

NOTES

Four horizontal lines for notes.

**SYSTEMS INDEX**

-  Fighter Group
-  Launch Bay
-  Beam Weapon
-  Beam System (class indicated)
-  Pulse Battery (class / arc indicated)
-  Anti-Fighter Battery
-  Fire Control System
-  Reaction Drive System



Narn Regime

Th'Nor Class Destroyer

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Pulse batteries may engage fighters as a single anti-fighter battery.

Centauri Empire  
Blockade Mine

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Label:

NAME

PLAYER

C.O.  Bl. Grp:

NOTES

- SYSTEMS INDEX**
- 2 Pulse Battery (class / arc indicated)
  - Fire Control System

Centauri Republic  
Refit Primus class  
Assault cruiser

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Label:

NAME

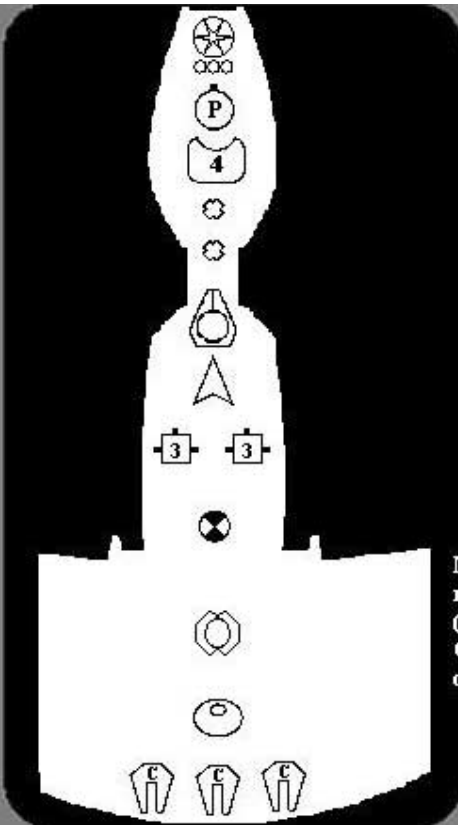
PLAYER

C.O.  Bl. Grp:

NOTES

- SYSTEMS INDEX**
- Launch Bay
  - Fighter Group
  - Pulse Battery (class and fire arcs indicated)
  - Anti-Fighter Battery
  - Fire Control System
  - Jump Engine
  - Reaction Drive Unit
  - Mass Driver





**Centauri**  
Vorchan Mk III Class  
Warship

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3

Notes: Any individual Vorchan will only mount one of the following systems (Energy Mine, Plasma Net, Fighter Group), cross off the systems not carried before play.

Label:

NAME

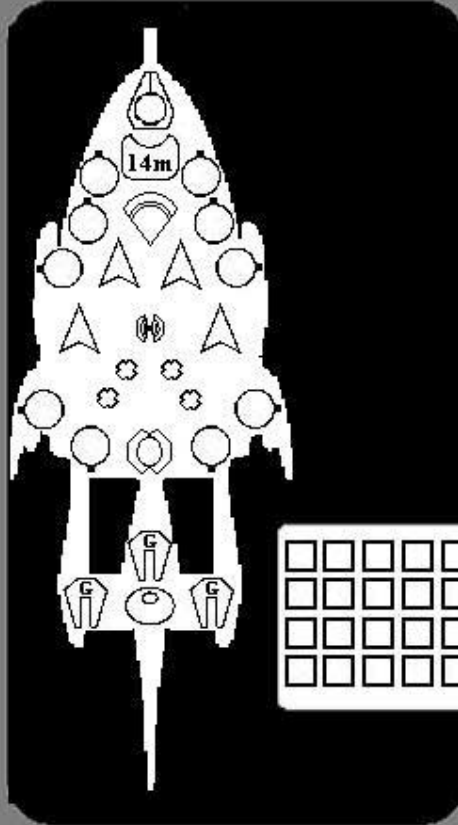
PLAYER

C.O.  Bl. Gp:

NOTES

**SYSTEMS INDEX**

- Launch Bay
- Fighter Group
- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Jump Drive
- Centauri Reaction Drive
- Energy Mine (magazine indicated)
- Plasma Net
- Plasma Accelerator
- Beam System (class indicated)



**Minbari Federation**  
Trigati-class  
Command Cruiser

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Label:

NAME

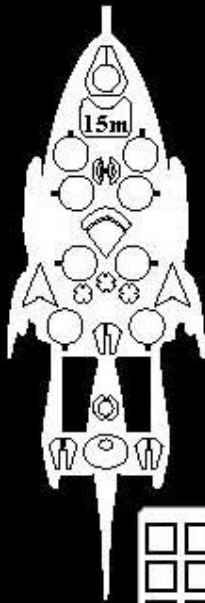
PLAYER

C.O.  Bl. Gp:

NOTES

**SYSTEMS INDEX**

- Launch Bay
- Fighter Group
- Beam System
- Minbari Beam System (class indicated)
- Jumping System
- EMP Weapon
- Fire Control System
- Plasma Net
- Jump Engine
- Gravitric Drive Unit



Minbari Federation

Valentha-class  
Flagship

Label:

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SYSTEMS INDEX

- Launch Bay
- Fighter Group
- Beam Weapon
- Beam System (class indicated)
- Fire Control System
- Jump Drive
- Advanced Grav Drive
- Plasma Net
- Jamming System



Minbari Federation

Sharlin'Ter class  
Light Cruiser

Label:

NAME

PLAYER

C.O.  Bl. Gp:

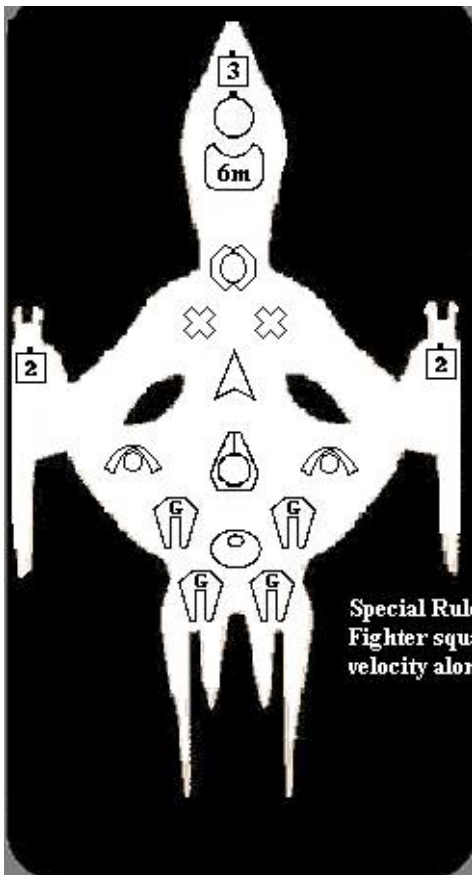
NOTES

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
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SYSTEMS INDEX

- Fighter Group
- Launch Bay
- Beam Weapon
- Beam System (class indicated)
- Fire Control System
- Jump Drive
- Advanced Grav Drive
- Plasma Net
- Jamming System



Minbari Federation

Whitestar-class  
Gunship

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Special Rules: Level 1 Organic Armor, Agile Ship,  
Fighter squadron launches 6 MU aft, and ships  
velocity along it's course.

Label:

NAME

PLAYER

C.O.

Bl. Grp:

NOTES

SYSTEMS INDEX

-  Launch Bay
-  Fighter Group
-  Pulse Battery (class / arc indicated)
-  Beam Weapon
-  Beam System (class indicated)
-  Fire Control System
-  Atmospheric Capability
-  Jump Drive
-  Advanced Grav Drive
-  Plasma Net

Label:

NAME

PLAYER

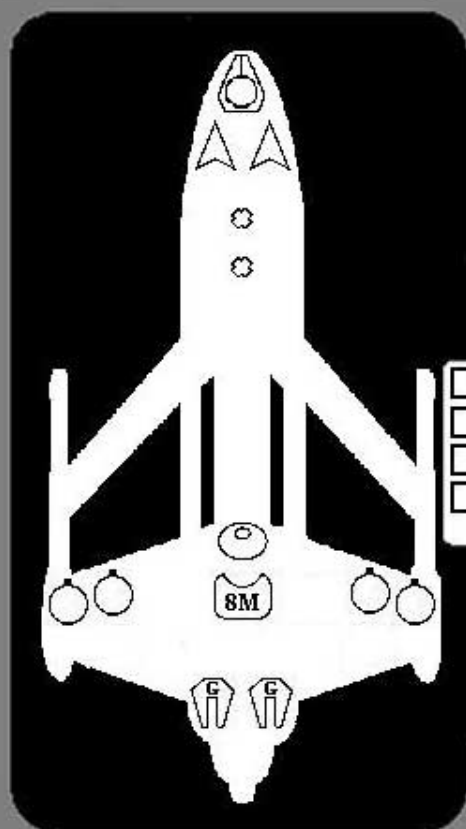
C.O.

Bl. Grp:

NOTES

SYSTEMS INDEX

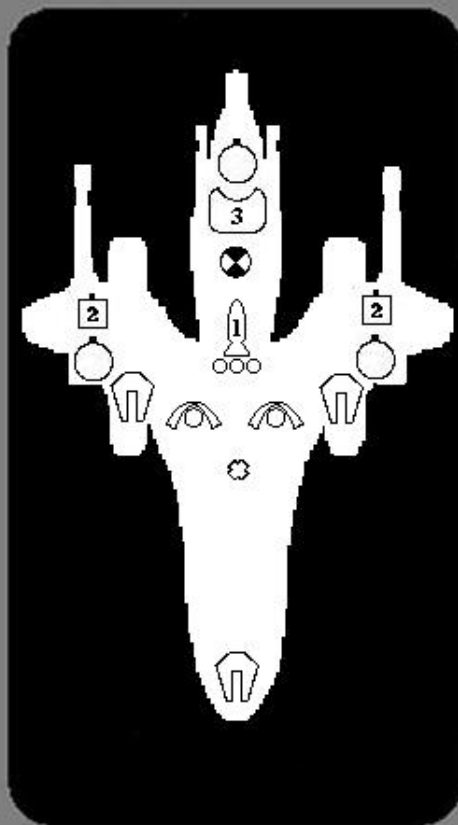
-  Beam Weapon
-  Mimbari Beam System (recharge 1d6)
-  Fire Control System
-  Launch Bay
-  Fighter Group
-  Advanced Grav Drive
-  Jump Drive



Brakiri  
Avioki-class  
Cruiser

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



**Drazi**  
Sunhawk Class Crusier

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Notes: Each beam battery can only fire 1 point per turn.

Label:

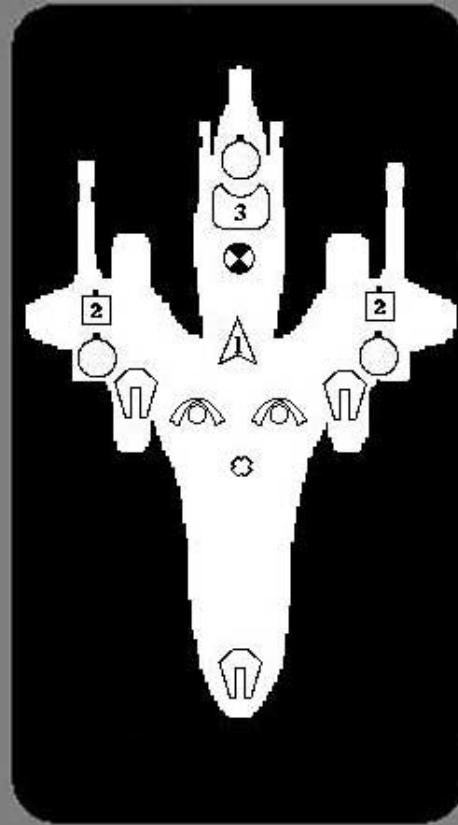
NAME

PLAYER

C.O.  Bl. Grp:

NOTES

- SYSTEMS INDEX**
- 2 Pulse Battery (class / arc indicated)
  - Beam Weapon
  - Beam System (class indicated)
  - 2 Missile System (class indicated)
  - Anti-Fighter Battery
  - Fire Control System
  - Atmospheric Capability
  - Reaction Drive System



**Drazi**  
Warbird Class Cruiser

**DAMAGE TRACK** Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Notes: Each beam battery can only fire 1 point per turn.

Label:

NAME

PLAYER

C.O.  Bl. Grp:

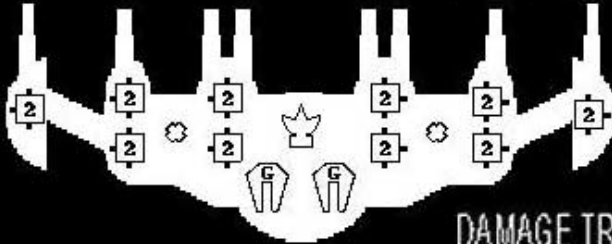
NOTES

- SYSTEMS INDEX**
- 2 Pulse Battery (class / arc indicated)
  - Beam Weapon
  - Beam System (class indicated)
  - 1 Sky Serpent Attack Craft
  - Anti-Fighter Battery
  - Fire Control System
  - Atmospheric Capability
  - Reaction Drive System



Label:

**Ipsa**  
Battlelobe-Class  
Battleship



Notes: Pulse batteries may be used to target fighter squadrons, but requires the use of 1 fire control per squadron. A working shield generator counts as one level of interceptors and reduces beam damage by 1 point per die.

DAMAGE TRACK Threshold

										6
										5
										4

NAME

PLAYER

C.O.  Bl. Gp:

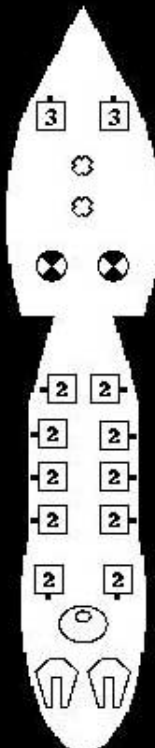
NOTES

SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Fire Control System
- Energy Shield Generator
- Advanced Grav Drive

Label:

**Koulani**  
Sunclipper  
Class Cruiser



DAMAGE TRACK Threshold

										6
										5
										4

NAME

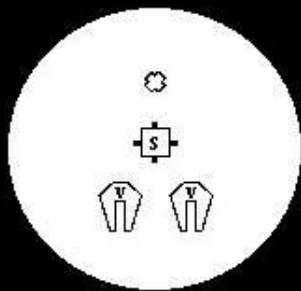
PLAYER

C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Jump Drive
- Reaction Drive System



Vree  
Kill-class  
Saucer Ship

DAMAGE TRACK Threshold

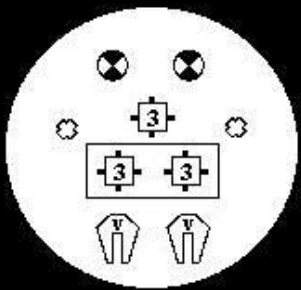
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Label:

NAME   
 PLAYER   
 C.O.  Bl. Gr:   
 NOTES

SYSTEMS INDEX

- Plasma Scattergun (arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Vree Drive Ssystem



Vree  
Xorr-class  
Saucer Ship

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

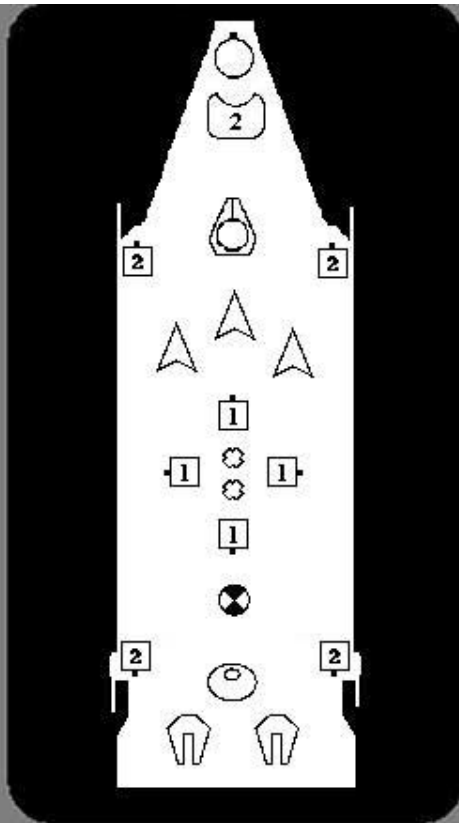
Label:

NAME   
 PLAYER   
 C.O.  Bl. Gr:   
 NOTES

SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Vree Drive Ssystem

**Special Rules: Boxed Pulse Batteries must be fired together at the same target. The destruction of one does not affect the operation of the other.**



Raider  
Battlewagon

DAMAGE TRACK Threshold

							6
							5
							4
							3

Label:

NAME

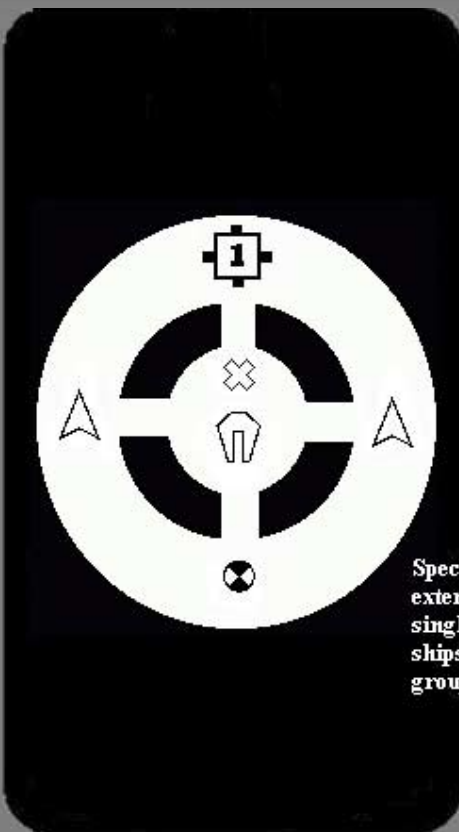
PLAYER

C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

- Fighter Group
- Beam Weapon
- Beam System (class indicated)
- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Jump Drive
- Reaction Drive System



Raider  
Command & Control Vessel

DAMAGE TRACK Threshold

						6
						5

Label:

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

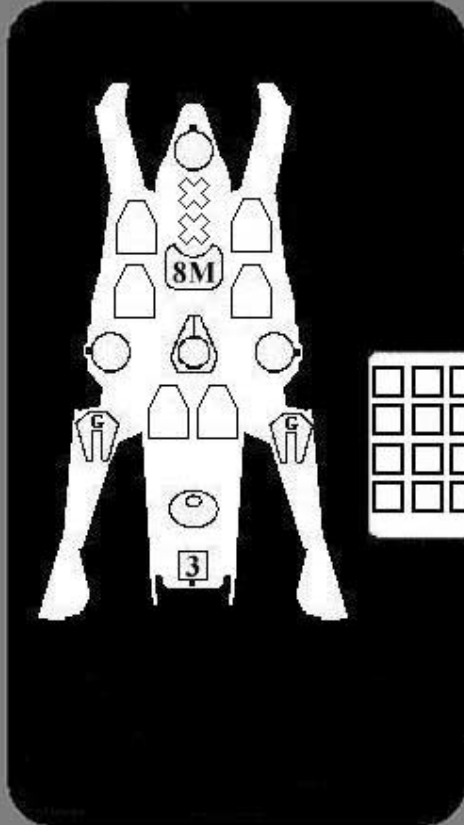
SYSTEMS INDEX

- Fighter Group
- Pulse Battery (class / arc indicated)
- Anti-Fighter Battery
- Fire Control System
- Reaction Drive System

Special Rules: All fighters are carried in external racks, and may be launched in a single turn, 1 MU to port and starboard, and ships velocity along it's course. Only one group may be recovered in a turn.







Drahk  
Cruiser

DAMAGE TRACK Threshold

																		6	
																			5
																			4

Label:


NAME

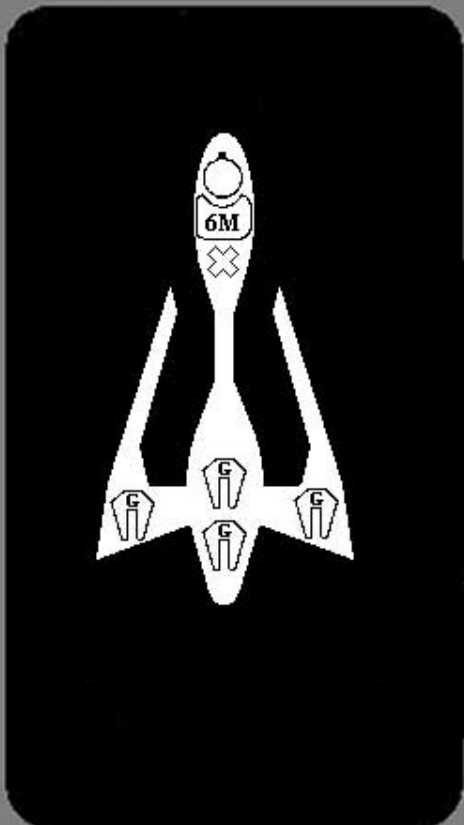
PLAYER

C.O.  Bl. Gp:

NOTES

**SYSTEMS INDEX**

-  Beam Weapon
-  Beam System (class indicated)
-  Pulse Battery (class / arc indicated)
-  Advanced Grav Drive
-  Jump Drive
-  Launch Bay
-  Attack Craft
-  Fire Control System



Drahk  
Gunship

DAMAGE TRACK Threshold

																			6
																			5
																			4

Special Rules: Agile Ship

Label:





NAME

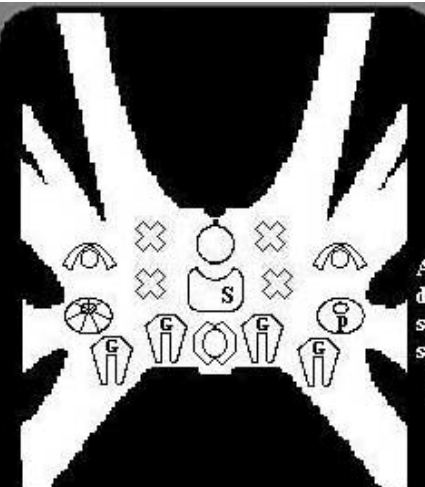
PLAYER

C.O.  Bl. Gp:

NOTES

**SYSTEMS INDEX**

-  Beam Weapon
-  Beam System (class indicated)
-  Fire Control System
-  Advanced Grav Drive



**Shadow**  
**Cruiser**

Label: \_\_\_\_\_

NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

C.O. \_\_\_\_\_ Bl. Gp: \_\_\_\_\_

NOTES \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

As Shadow vessels age they gain additional damage box columns, beam capacity and systems. Cross off the columns and systems not being used before play.

Damage	Beam	
10	12	Fire control (1)
11	13	Fire Control (2)
12	14	Plasma Net
13	15	Fighter Squadron (1)
14	16	Fire Control (3)
15	17	Vortex Collapser
16	18	Fighter Squadron (2)
17	19	Fire Control (4)
18	20	Fighter Squadron (3)

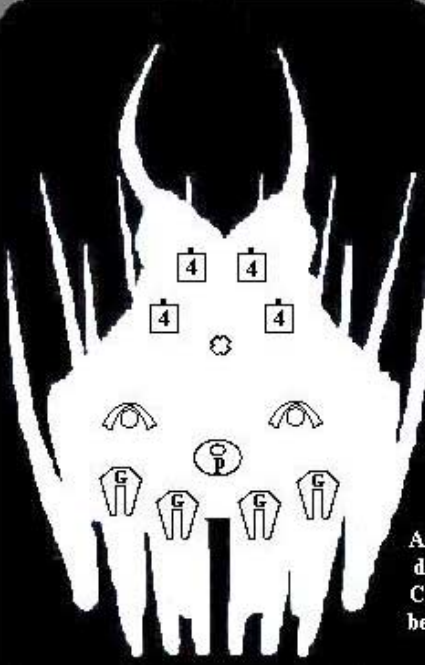
Notes: Level 2 Organic Armor. Agile Ship. Fighter squadrons (if carried) must all be launched at the same time, 10 MU forward and ships velocity along its course.

**DAMAGE TRACK**      Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

**SYSTEMS INDEX**

- Beam Weapon
- Beam System (class indicated)
- Fighter Group
- Anti-Fighter Beam Battery
- Vortex Collapser
- Phase Drive
- Advanced Grav Drive
- Plasma Net
- Fire Control System
- Atmospheric Capability



**Shadow**  
**Scout**

Label: \_\_\_\_\_

NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

C.O. \_\_\_\_\_ Bl. Gp: \_\_\_\_\_

NOTES \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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**DAMAGE TRACK**      Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

As Shadow vessels age they gain additional damage box columns and pulse batteries. Cross off the columns and batteries not being used before play.

Columns	Pulse Batteries
6	1
7	2
8	3
9	4

Notes: Level 2 Organic Armor. Agile vessel. Pulse pateries may be used to engage fighter groups out to 10MU, resolve as an anti-fighter battery attack. Pulse batteries which fire in this manner may not be used against capital ships in the same turn.

**SYSTEMS INDEX**

- Pulse Battery (class / arc indicated)
- Fire Control System
- Atmospheric Capability
- Phase Drive
- Advanced Grav Drive

Label:

Vorlon

Cruiser

NAME

PLAYER

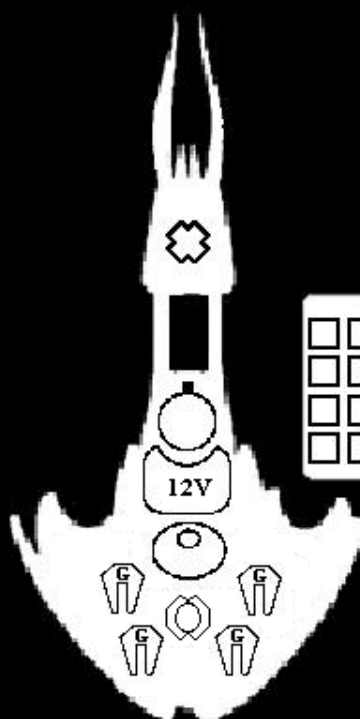
C.O.

Bl. Gp:

NOTES

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	



Special Rules: Level 2 Organic Armor, Agile Ship.

SYSTEMS INDEX

- Vorlon Beam Weapon
- Beam Capacitor recharge (2d6)
- Fire Control
- Jump Drive
- Plasma Net
- Advanced Grav Drive

Label:

Vorlon

Dreadnought

NAME

PLAYER

C.O.

Bl. Gp:

NOTES

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4



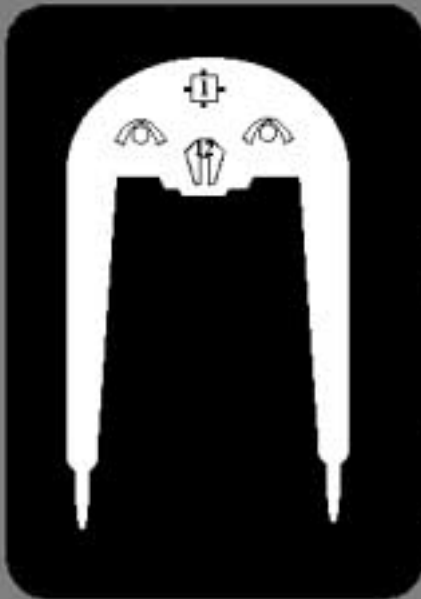
Notes: Level 2 organic armor. The front beam generator (18V) and beam battery may only be used together, and may not be used in the anti-fighter mode. The rear beam generator powers the remaining beam batteries.

SYSTEMS INDEX

- Beam Weapon
- Beam System (class indicated)
- Launch Bay
- Fighter Group
- Fire Control System
- Advanced Grav Drive
- Jump Drive
- Plasma Net







Centauri Republic  
Passenger Liner

DAMAGE TRACK Threshold

□ □ 4  
□ □

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SYSTEMS INDEX

Pulse Battery (class / amt indicated)

Atmospheric Capability



Centauri Republic and  
Earth Alliance  
Standard In-system  
Shuttle

DAMAGE TRACK Threshold

□ 4  
□

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SYSTEMS INDEX



Centauri Republic  
Atmospheric Shuttle

DAMAGE TRACK Threshold

□ 4  
□

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SYSTEMS INDEX

Atmospheric Capability



Drahk

Attack Craft

DAMAGE TRACK Threshold



Label

NAME

PLAYER

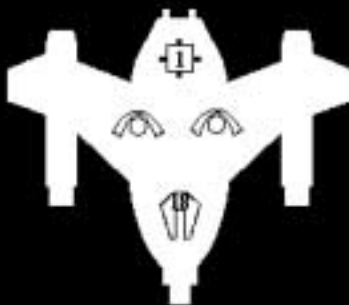
C.O.  Bl. Gp:

NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

- Beam Weapon
- Beam System (class indicated)
- Atmospheric Capability



Drazi

Sky Serpent-Class  
Strike Fighter

DAMAGE TRACK Threshold



Label

NAME

PLAYER

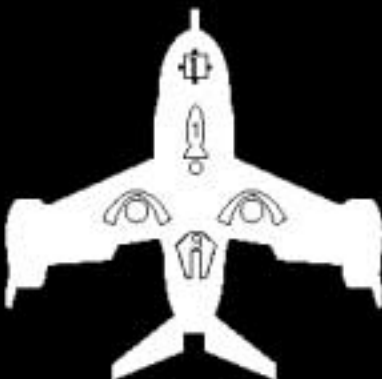
C.O.  Bl. Gp:

NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Atmospheric Capability



Earth Alliance

Condor Class Gunship

DAMAGE TRACK Threshold



Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

- Missile System (class indicated)
- Pulse Battery (class / arc indicated)
- Atmospheric Capability



Earth Alliance  
Hestrel Class Atmospheric  
Shuttle

DAMAGE TRACK Threshold



Label:

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

Atmospheric Capability



Earth Alliance  
Slylark-Class  
Commercial Transport

DAMAGE TRACK Threshold



Label:

NAME

PLAYER

C.O.  Bl. Gp:

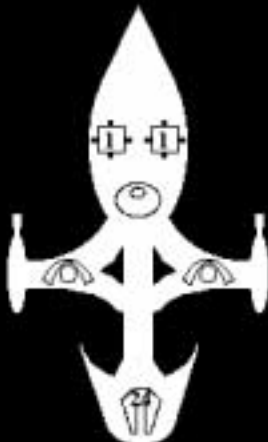
NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

Pulse Battery (class / arc indicated)

Atmospheric Capability



Interstellar Alliance  
Shuttle

DAMAGE TRACK Threshold



Label:

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

Four horizontal lines for notes.

SYSTEMS INDEX

Pulse Battery (class / arc indicated)

Jump Drive

Atmospheric Capability

Special Rules: Level 1 Organic Armor



Minhari Federation  
Flyer

DAMAGE TRACK Threshold

<input type="checkbox"/>	4
<input type="checkbox"/>	

Special Rules: Interceptors have no effect on pulse fire from the flyer.

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

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SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Jamming System
- Atmospheric Capability



Narn Regime  
Transport

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

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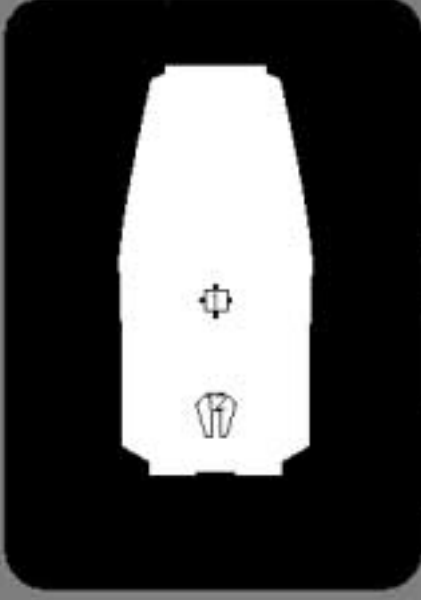
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SYSTEMS INDEX

- Pulse Battery (class / arc indicated)
- Atmospheric Capability



Reider  
Assault Shuttle

DAMAGE TRACK Threshold

<input type="checkbox"/>	<input type="checkbox"/>	4
<input type="checkbox"/>	<input type="checkbox"/>	

Label

NAME

PLAYER

C.O.  Bl. Gp:

NOTES

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SYSTEMS INDEX

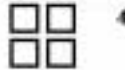
- Pulse Battery (class / arc indicated)





Soul Hunter  
Personal Transport

DAMAGE TRACK Threshold






Special Rules: Plasma Accelerator may be used to engage fighters as if it were a beam battery.

Label

NAME   
 PLAYER   
 C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

-  Plasma Accelerator
-  Beam System (class indicated)
-  Atmospheric Capability



Techno-Mage  
Personal Transport

DAMAGE TRACK Threshold







Label

NAME   
 PLAYER   
 C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

-  Pulse Battery (class / arc indicated)
-  Jump Drive
-  Jamming System
-  Atmospheric Capability



Vorlon  
Transport

DAMAGE TRACK Threshold







Special Rules: Level 1 Organic Armor

Label

NAME   
 PLAYER   
 C.O.  Bl. Gp:

NOTES

SYSTEMS INDEX

-  Beam Weapon
-  Beam System (class indicated)
-  Jump Drive
-  Atmospheric Capability

## Orders Options

<b>MD[X]</b>	Moves ship X MU along its heading
<b>RP[X]</b>	Rotates ship X points to port
<b>RS[X]</b>	Rotates Ship X points to starboard
<b>PP[X]</b>	Moves ship X MU to port
<b>PS[X]</b>	Moves ship X MU to starboard
<b>PA[X]</b>	Moves ship X MU aft
<b>LFG[X]/RFG[X]</b>	Launch/Recover X fighter groups
<b>LSC[X]/RSC[X]</b>	Launch/Recover X small craft
<b>LEM[X]</b>	Launch X energy mines
<b>LMS[X]</b>	Launch X missile salvos
<b>R</b>	Attempt to ram
<b>JP</b>	Open jump point
<b>AP</b>	Set interceptors to anti-pulse
<b>AF</b>	Set interceptors to anti-fighter

## Dogfight Kill Table

Target Fighter →	Narn/ Centauri/ Raider	Earth Alliance	Minbari
Narn/Centauri/Raider	4,5,6	5,6	6
Earth Alliance	3,4,5,6	4,5,6	5,6
Minbari	3,4,5,6	3,4,5,6	4,5,6

## Beam Power Supply Damage

Roll 1d6 and apply the following result:  
 1-2: System loses all stored power  
 3-5: System loses all stored power, and max capacity is halved  
 6: System destroyed, causes damage equal to stored power

## Pulse Battery Die

Battery Class	Range			
	0-10 MU	10-20 MU	20-30 MU	30-40 MU
1	1	-	-	-
2	2	1	-	-
3	3	2	1	-
4	4	3	2	1

## Anti-fighter Attacks

Battery Type	Fighters Destroyed
Anti-fighter	1d6-2
Interceptor	1d6-2
Minbari Beam	1d6
Pulse-1 (during anti-ship fire)	On 1d6: 4, 5 = 1 fighter, 6 = 2 fighters
Small Craft Pulse Battery	On 1d6: 4, 5 = 1 fighter, 6 = 2 fighters

## Missile Systems

Class	Movement (10 first turn)	Missiles per salvo	Damage per missile	Duration	Attacked as
1	30	6	1d6	2 turns	Minbari
2	20	3	2d6	3 turns	EF
3	15	2	3d6	4 turns	Narn/Cent

## Ramming Table

Ramming Ship ↓	Target Ship								
	Human	Narn	Centauri	Minbari	Drazi	Brakiri	Vree	Shadow	Vorlon
Human	6	6	5	5	5	5	5	5	5
Narn	5	6	4	5	5	5	5	4	5
Centauri	5	5	6	5	5	5	5	5	5
Minbari	5	5	5	6	5	5	5	4	5
Drazi	5	5	4	5	5	5	5	5	5
Brakiri	6	6	6	6	6	6	6	5	6
Vree	5	5	5	5	5	5	6	5	5
Shadow	4	4	4	4	4	4	4	6	3
Vorlon	5	5	5	5	5	5	5	3	6

## Interceptor protection

Interceptors	Pulse damage
1	5,6
2	6
3	6*

\*1 point of damage, re-roll still allowed

## Jamming

Target rolls 1d6:  
 1-3 Fire Control Lock  
 4-6 Fire Control Jammed

## Beam Modifiers

Range	Penalty
0-6 MU	-
6-12 MU	-1
12-18 MU	-2
18-24 MU	-3
24-30 MU	-4
30-36 MU	-5

## Beam Recharge

### Normal:

Roll 1d6:

1-2:	2 energy points
3-4:	3 energy points
5-6:	4 energy points

### Minbari:

Roll 1d6, double result