New Units from A Call to Arms

General Comments

With each passing year, the awareness of and activity for the Agents of Gaming (AoG) B5Wars game system seems to slow. Old players from the game's inception have, as is popular to say, gone beyond the Rim. Replacing this is a new generation of gamers who are becoming caught up in the "A Call to Arms" system by Mongoose Publishing. Though a much simpler system (some might say too simple but that is a conversation for another time), it is the only ongoing and officially supported Babylon 5 universe system.

Interestingly, the new system has captured a new breed of players who have typically been completely unaware of the B5Wars system and the good work that was put into by Bruce and Robert. These same people are buying the game and the large size miniatures at a surprising rate, despite the experience AoG had with their sales of the EXACT SAME miniatures. Clearly, despite arguments to the contrary, Mongoose is doing something right.

Unsurprisingly, Mongoose has taken quite a bit of the original AoG material and altered it to give their game its own unique feel. Various units have been altered in terms of their performance, their role and even their history. For example, the Centauri Dargan Strike Cruiser which was a high technology, late generation cruiser in B5Wars is now an old, more generic raider cruiser (despite the listed In-Service Date) with no Chameleon technology or ELINT abilities. Old hands like myself might cringe and argue that the Dargan is established canon material, which Mongoose shouldn't alter, but the fact is they can and they have. Considering everything that has happened with the Babylon 5 franchise (failed computer game, halted CCG sales, and of course the halt to B5Wars) fans must have good coping skills.

In addition to the modifications made to various existing ship designs, Mongoose has introduced a number of new variants and designs. Some of these are rather interesting, some simply fill games in the Priority System used by Mongoose for fleet selection and some are intended as "Hero" ships based on named vessel from the television series. To that end, I have attempted to create their equivalent designs within the confines of the B5Wars system. Obviously, perfect matches are impossible (and unwanted) and some discrepancies will slip in, but I hope to capture the Mongoose versions' basic premise while trying to make them feel more B5Wars-ish. I've also tried to put together a bit of historical fluff to help these new units mesh more easily with the B5Wars timeline. However, it is not my intention to declare them canonical additions to the B5Wars universe. That will be for the readers and players to decide.

Finally, I hope that by adding these purely Mongoose designed vessels I can generate a little more cross-system interest by inducing "A Call to Arms" players to take a look at what was done to purely Mongoose designs when they were converted to B5Wars. I feel the some "A Call to Arms" players are sick of hearing what Mongoose did wrong with a B5Wars derived ship and would rather hear what was done with Mongoose created ships. So let's take a look as some of these new additions to the B5Wars game set, courtesy of the creative minds of Mongoose publishing.

Centauri Dusk Coutari

(Unique Demos Variant)

The Dusk Coutari owes its existence to House Hessius and its desire to elevate its position within the Imperial Court. To that end, House Hessius attempted to build one of the most high tech vessels to date using a combination of cutting edge Centauri technology and several pieces of ancient alien hardware dug up by Hessius salvagers on a long dead world near the rim. These included new weapon systems and an early form of cloaking technologies (which formed the basis for the systems later installed on the Rutarian Strike Fighter).

House Hessius then presented the new ship to Emperor Turan as birthday present, explaining to all that the "Dusk Coutari" was the best of best, while leaving out certain peculiarities regarding its construction and technology base. Initially, the gift drew quite a bit of attention for House Hessius but, unsurprisingly, the eccentricities of court all to quickly replaced its notoriety with feigned indifference. The Emperor, though gracious in his acceptance of the gift was left holding ship he had no real interest in, as he could already call the entire Royal Navy his. Thus a few months later he "re-gifted" the ship to House Mollari for important services rendered at several conflict points all along the 'Narn Hostility Zone.'

House Mollari immediately saw the potential of the new ship. The Dusk Coutari was more than a match for vessels twice its size and was only ever used for extremely sensitive missions - such as the disruption of a human/Minbari peace meeting sponsored by the Narn in Epsilon System. But for all its success and technology there were nagging concerns and problems. House Mollari telepaths refused to go anywhere near it, claiming everything from seeing shadows move to hearing horrible screams. Crew turnover was twenty times that of any other ship in Mollari service and while none could specifically state why they wanted to leave, all agreed there was something wrong with the ship. To quell the rumors, House Mollari retired the ship from service, claiming to have discovered that her unstable technologies were giving off fatal levels of hazardous radiation. However, rumors continue to crop up that the Dusk Coutari is stored in a secret storage facility for later use if the situation ever calls for it.

Conversion Comments

Well, here's one-half of Mongoose's attempt to explain how a lone Demos type ship was able to take down a G'Quan type cruiser in the scene from the movie "In the Beginning." Comparing at the basic statistics of the Dusk Coutari to the Demos, the only changes were a slight increase Damage and Crew, the addition of a rating 2 Interceptor, an advanced jump point and limited stealth. I largely ignored the slight increase in Damage and Crew and concentrated on the Interceptors and Stealth. The Interceptors were handled by adding two Guardian Arrays. As for stealth, I decided to use the limited stealth rules from the Hyach, based on the Mongoose comments that it was based on an earlier system that would be used on the Rutarian.

The ACTA arms weapons statistics were simply stupid. Meta-Heavy Arrays? Meta-Plasma Accelerators? Meta...well you get the idea. Seems there was a serious lack of creativity during the creation of the weapons. I instead assumed the Centauri ran into a Drahk or Shadows crash site/depot. To that end I mounted three of the Shadow Multiphased Cutters. Not the ones on the Shadow Omega, but the full blown Shadow versions. I replaced the Plasma Accelerator and the Heavy Arrays with them and dropped the Ballistic Torpedo altogether Between the added sensor rating, Guardian Arrays and the modifications needed for the cloak system, I felt the loss of the Torpedoes was reasonable.

Which is not to say that the entire design is reasonable, which for my money I would say its not. It's too good and begs the question why hasn't the technology proliferated through the Centauri fleet by now. The Mongoose In-Service Date is Y2243 and yet they can't manage anything more than the Rutarian with this technology since. Seems kind of surprising to me and, well, wrong.

Demos Variant (Unique)

Version 1: 2E/ACTA-The Earth/Minbari War Name:_____ Counter:_____

Centauri Dusk Coutari

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2243
Point Value: 700
Ramming Value: 140
Jump Delay: 16 Turns

MANEUVERING
Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +5
Initiative Bonus: +8

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

WEAPON DATA

Multiphased Cutter
Class: Laser
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 3 per turn

Guardian Array
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: --/--/+8
Range Penalty: -3 per hex

FORWARD HITS
1-3: Retro Thrust
4-9: Multiphased Cutter
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Guardian Array
8-10: Jump Engine
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Port/Strb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Unique Ship (Only One Exists)
Limited Stealth Abilities

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

PRIMARY HANGAR
0 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Multiphased Cutter
- Interceptor

Original CONCEPT by Mongoose Publishing
A Call to Arms - The Earth/Minbari War (MGP-334307)
CONVERSION to B5Wars and SCS by Richard Bax, 2006
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Centauri Prefect Armored Cruiser

(Uncommon Centurion Variant)

One of the more interesting designs that gained prominence during the Dilgar War was the Earth Alliance Artemis Heavy Frigate. The Artemis combined heavy armor with the heavy armor piercing Railgun to create a ship that could wade into the midst of the heaviest firefight and strike directly at the opposing task force's core. The Centauri took note of this, and as was typical of the Centauri, decided to do the Artemis one better.

Based on the successful Centurion Attack Cruiser, the Prefect Armored Cruiser's armored shell was completely rebuilt with the best material then available to the Centauri. Armor ratings for nearly all exposed systems were increased, while the core systems received armor at a level unbeaten by any in the known universe. Naturally, the new armor added considerably to the overall mass of the ship, and it was thus somewhat unsurprising that the ship's agility suffered.

Like the Artemis, the Centauri elected to add additional arming piercing matter weapons in the form of two more Matter Cannons. To create space and balance power requirements, the Matter Cannons replaced the forward Battle Laser and one of the Twin Arrays.

The resulting cruiser was undeniably well protected, able to shrug off damage at an unprecedented level. Unfortunately, the armor did not render the cruiser immune to damage, as there were simply too many weapons systems capable of punching through even the thickest of armor. And unlike the Artemis, the Prefect was expensive investment to build, being a larger, and jump capable vessel. Adding to the cost was the high end, cutting edge materials used to armor the ship, which offered percentages in increased armored protection versus multiplies of added cost. Despite these realities, the Prefect became somewhat of a status symbol ship amongst the greater houses. Nearly every house had at least one, though they were typically used transport the various house leaders in a manner very much the same as that of the Emperor's Transport.

Conversion Comments

When comparing the Mongoose version Prefect to the baseline Centurion, I noted that the speed and maneuverability dropped, while the armor went up. In response, I increased the Turn Cost and Delay to 1, raised the Acel/Decel Cost to 4, and increased the Roll cost. All of which will produce a much more sluggish ship. I then increased the armor levels on the ship to levels similar to that scene on the Octurian Battleship.

The Mongoose Prefect also adds additional Battle Laser attack dice (AD) at the cost of Twin Particle Array AD. However, its Battle Laser AD were still only half of the Primus Battle Cruiser. Considering my theory that the Centauri were basing this ship on the Artemis concept, I instead increased the Matter Cannon count. I therefore, replaced two Twin Arrays with two Matter Cannons and down rated the Battle Laser to a Twin Array. The resulting weapon mix looks reasonable in terms of potential space requirements and matches the power curve of the Centurion without alteration to the Reactor.

Centurion Variant (Uncommon)

Version 1: 2E/ACTA-Sky Full of Stars Name:_____ Counter:_____

Centauri Prefect Armored Cruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2243
Point Value: 750
Ramming Value: 250
Jump Delay: 16 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: -1

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

WEAPON DATA

Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-3: Retro Thrust
4-6: Matter Cannon
7-9: Twin Array
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-6: Battle Laser
7-9: Matter Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

PRIMARY HANGAR
0 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Battle Laser
Matter Cannon
Twin Array

Original CONCEPT by Mongoose Publishing
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CONVERSION to B5Wars and SCS by Richard Bax, 2006
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Centauri Tertius Heavy Battlecruiser

(Rare Primus Variant)

The Primus Maximus conversion performed in Y2260 took the basic Primus hull to its available limits. The added battle lasers, improved command & control, and the up-rated reactor system came with a staggering price tag and maintenance commitment. Despite the improvements made, many felt that the basic design flaws of the Primus remained, unsolved by the Maximus conversion.

In Y2263, a number of houses, in rare act of unification, formed a design consortium to develop a true battlecruiser, rather than the glorified fleet command ship they consider the Maximus to be. The first move by this combined team of engineers was the removal of the entire fighter complement. The new Tertius would be a direct combat vessel and not an ad hoc carrier. The space freed up by removing the fighters opened the door to numerous improvements to the basic Primus design. First was the rebuilt and reinforced forward structure. No longer would the Primus' glass jaw be a problem. In addition, a secondary weapon suite was added to fill in the gap between the short ranged Twin Arrays and the long range Battle Lasers. Opinions, unsurprisingly, were mixed within the design team as to what secondary weapon should be. Most opted for the tried and true Matter Cannon currently filling out the Centauri fleet. But some of the more radical thinking engineers opted for the Plasma Accelerator. They argued that the Plasma Accelerator offered better flexibility by virtue of its variable arming ability and the hitting power of a plasma weapon. The reduction in range as compared to the Matter Cannon was deemed a small concern given the presence of the Battle Lasers and the Plasma Accelerator still offered better range than the Twin Array. In the end, no less than three Plasma Accelerators were fitted to the Tertius. Two Accelerators replaced two of the Twin Arrays in the rebuilt forward structure while a third was added above Jump Engine sting tail. The aft facing Accelerator filled yet another weakness by offering some heavy firepower in that direction. Fitting the aft Accelerator was problematic at first, but internal modifications were already being made to add the enlarged power reactors, so the net impact was minimal.

The Tertius Heavy Battlecruiser was not a cheap addition to the fleet, though it was still less costly than the Primus Maximus. Originally intended to act as flagships for House fleets, the Royal Navy and the Emperor went to great pains to limit their use in House fleets, though they themselves bought several. As a result, the number of available Tertius remains limited though low rate production continues.

Conversion Comments

When comparing the Mongoose version Tertius to the baseline Primus, I noted that the only real changes to ship statistics was the dropping of the fighters, a reduction in the Interceptors and an increase in the Crew. The fighter drop was simple, and the Interceptor drop was the result of a change in the weapons suite outlined below. As B5Wars has no Crew component, I chose to solve the one glaring weakness in the Primus and improved the forward structure.

In terms of weapons, the Mongoose Tertius adds forward and aft Plasma Accelerator while reducing the attack dice (AD) of the forward and aft Twin Particle Arrays. The AD of the forward Plasma Accelerator is twice that of the aft. Therefore, I replaced two of the forward structure Twin Arrays with Plasma Accelerators in a manner similar to the Battle Lasers added to the Primus Maximus. I then added a single Plasma Accelerator to the aft structure. I also increased the number of boxes in the Reactor to account for the increased power requirements of the added Accelerators.

Primus Variant (Rare)

Version 1: 2E/ACTA-Sky Full of Stars Name:_____ Counter:_____

Centauri Tertius Heavy Battlecruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2263
Point Value: 925
Ramming Value: 270
Jump Delay: 16 Turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

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

WEAPON DATA

Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 (-1/hex)
1 per 2 turns: 2d10+8 (-1/hex)

FORWARD HITS
1-3: Retro Thrust
4-5: Plasma Accelerator
6-7: Twin Array
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-7: Battle Laser
8-11: Twin Array
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Plasma Accelerator
9-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

PRIMARY HANGAR
0 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Battle Laser
Plasma Accelerator
Twin Array

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Centauri Vorchat War Raider

(Uncommon Vorchan Variant)

The Vorchat was created to act as a long range, independent interdiction unit. Its mandate was to penetrate deep behind enemy lines and disrupt the opposing force's line of communication and supply. To that end, the Vorchat was equipped with a single flight of fighters, which were intended to act as local scouts as well as provide supplemental fire power. While intended to attack only commercial and military freighters, the ships inability to fall back to base for repairs convinced the design engineers to replace the short range Plasma Accelerator with the longer range Battle Laser. This would allow the Vorchat to attack from ranges most freighter type vessels would be unable to reply to. Finally, as the Vorchat will be primarily acting alone and thus not subject to mutual support from squadron mates, it was decided to shift one of the two Twin Arrays to cover the aft section of the ship, thus providing anti-fighter fire in all directions.

To achieve all these addition, the Centauri engineers down rated the Vorchat's sensors, replacing the original unit with that from the Haven Patrol Boat. In addition, the thruster package was also de-rated. Even at that, space was limited, and when the added supplies needed for long duration missions were included, crew space became downright spartan, much to the annoyance of the comfort loving Centauri crews.

The Vorchat is consider by many Centauri commanders a poor option for raiding activities as it lacks sufficient firepower and forced to rely on difficult to replace fighters. However, a few of the more aggressive members of the Centauri, consider the ships to be very versatile and contend that its performance, or lack there of, reflects more on their commanders than it does the design itself.

Conversion Comments

When comparing the Mongoose version Vorchat to the baseline Vorchan, I noted that the speed had dropped from 14 to 12, but a flight of fighters was added. I therefore increased the size of the hangar to accommodate a flight of fighters. I then reduced the main thrust ratings from 5 to 4 as well as the engine rating from 10 to 8. I also decided to reduce the side thruster ratings from 5 to 4 as well since the 5 ratings aren't necessary in light of the reduced thrust.

In terms of weapons, the Mongoose Vorchat replaces the Plasma Accelerator with a short range Battle Laser. As B5Wars does not have a short range Battle Laser, I simply stuck with standard Battle Laser and reduced the sensor rating from 8 to 7, which will reduce the range to a reasonable amount when compared to something like a Primus with its 10 sensor rating. I then removed one of the two forward Twin Arrays and added an aft facing Twin Array to the aft structure.

Vorchan Variant (Uncommon)

Version 1: 2E/ACTA-Sky Full of Stars Name:_____ Counter:_____

Centauri Vorchat War Raider

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2189
Point Value: 400
Ramming Value: 135
Jump Delay: 16 Turns

MANEUVERING
Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +6

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

WEAPON DATA

Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

PRIMARY HANGAR
6 Medium Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

FORWARD HITS
1-4: Retro Thrust
5-6: Battle Laser
7-8: Twin Array
9-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6: Twin Array
7-9: Jump Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Battle Laser
Twin Array

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Earth Alliance Nova Bolter Dreadnought

(Rare Nova Variant - Restricted Deployment - 10%)

The Dilgar War brought a plethora of new technologies to the Earth Alliance in the form of captured Dilgar hardware. In particular, were the Pulsar and Bolter weapons technologies used with such destructive success by the Dilgar. Reverse engineering of these technologies was considered vital, and several large scale research and development projects were established to realize these technologies. Bolter technology, in particular, turned out to be a relatively simple reverse engineering process, requiring only a slight revision in Earth Alliance understanding of particle physics. By the end of Y2230, Bolter weapons were being fabricated in limited numbers.

To field deploy them as quickly as possible, Earthforce chose to refit existing vessel designs rather than develop new designs from scratch. The Nova Dreadnought was selected for initial conversion as the base hull possessed significant design growth and the basic model was due for updating based on field experience to date. The entire Medium Laser Battery was replaced with a full range Bolter weapons. The Heavy Bolters required so much space that they could not be easily installed in place of the original Medium Laser turrets and were thus limited to modified mounts on the forward hammer-head superstructure. At that, one full flight of fighters had to be removed due to the encroachments on hangar facilities. The remaining weapon hard points were then filled with a combination of Medium and Light Bolters.

With the weapons refit in process, the opportunity was taken to improve the thruster package in response to complaints of sluggishness from Nova commanders. However the engine systems were left unaltered so as to not slow the overall conversion process, which limited the advantages of thruster improvements. Finally, the Sensor suite was also updated to improved design by virtue of improved processors and receiver/transmitter arrays.

A few prototype Nova Bolter Dreadnoughts would see some limited action during the Dilgar War, where unsurprisingly, they suffered from a number of problems typical to any new, experimental vessel. Following the War, the reduction in defense budgets reduced production of the new dreadnought to a trickle, primarily due to slowed production of bolter class weapons resulting from the added emphasis on pulsar technology development. However, several Bolter Dreadnoughts would take part in the Earth-Minbari War, where their longer ranged Bolters gave the Minbari a few painful surprises. Most were kept within close proximity of Earth and where only deployed during the battle of the line. The Minbari wasted little time in identifying these ships and destroying them with massed fire. By the time the Minbari surrendered, all of the Bolter Dreadnaughts were gone. The success of the Heavy Laser during the war would insure that no new Nov a Bolter Dreadnoughts would be built and the class relegated to history.

Conversion Comments

When comparing the Mongoose Bolter Prototype I noted that the Hull went up and the damage and crew went up. In addition, the interceptor rating went up but the number of flights went down. I decided that armor increase would not be included given the In-Service date and thus used the armor layout of the Nova-A. As the maneuver and speed did not change I decided that this prototype would pioneer the upgraded thrusters of the Nova-B. I did not increase the damage or the number of interceptors as these did not make sense given the earlier In-Service Date, however I did reduce the number of flights by one.

The weapons layout is now all Bolters. The Heavy Bolters are clearly forward mounted on the hammer head structure. The remaining Medium and Light Bolters were applied to the remaining weapon mounts as shown on the SCS. The resulting ship is probably less deadly than that portrayed by Mongoose but is more in line with the time line of B5Wars.

Nova Variant (Rare)

Version 1: 2E/ACTA-The Earth/Minbari War Name:_____ Counter:_____

EA Nova Bolter Dreadnought

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2230
Point Value: 1100
Ramming Value: 360
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 4/1
Extra Power: +5
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4-7: Heavy Bolter
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Medium Bolter
8-11: Light Bolter
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Medium Bolter
10-12: Interceptor
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment (10%)

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

PRIMARY HANGAR
18 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Heavy Bolter
Medium Bolter
Light Bolter
Interceptor

Original CONCEPT by Mongoose Publishing
A Call to Arms - The Earth/Minbari War (MGP-334307)
CONVERSION to B5Wars and SCS by Richard Bax, 2006
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Earth Alliance Nova Pulsar Dreadnought

(Rare Nova Variant - Restricted Deployment - 10%)

Dilgar Pulsar technology was considered THE find of the war by Earth Alliance leadership who wasted little time in funding a series of development programs to transition the technology from captured hardware to full scale production. Two schools of thought were allowed to play themselves out during the development process. One aimed to backward engineer the design principles and only then develop new, from scratch, weapons. However, this approach was expected to take a considerable amount of time, thus the funding of the second research process. This process would take existing Dilgar Pulsar designs and transition them to production as quickly as possible.

Unfortunately, the transition of existing Dilgar designs was hampered by numerous fabrication and materials problems. These problems were exacerbated in the larger, and more damaging Quad Pulsar, and the smaller, but faster firing Scatter Pulsar. Desperate to show progress, the engineers settled on the simplest of the Dilgar pulsar weapons, the Energy Pulsar. Recognizing that the Energy Pulsar delivered relatively few pulses, the engineers developed the Pulsar Array, which married two Energy Pulsar emitters in a common housing and utilizing a common fire control system. The array was rather large and bulky but produced a sizable amount of firepower.

Due to the Pulsar Array's size, the obvious vessel to mount these new weapons was the Nova Dreadnought, with its externally mounted weapons layout. A Nova Dreadnought was assigned to the project, as was significant budget for its conversion. Flush with surplus credits, Earthforce took the opportunity to add additional upgrades to the base Nova hull. These included, a larger reactor, the thruster system introduced in the Nova Bolter Prototype, a better sensor suite and additional armor. Whether the Pulse Array worked or not, the prototype would be used to qualify the other updates which would then be included in future Nova fleet-wide upgrade.

By the end of Y2239, the new prototype Nova was ready for service. Her coming shakedown was to be a highlight of Earthforce R&D. Unfortunately, her deployment was trumped by the announcement that a breakthrough at the fundamental level of pulsar technology had been made. The announcement further indicated that work was already in progress that would result in "pulse" weapons that would be superior to the Dilgar pulsars. The triumphant shakedown was now a back page topic around the water cooler. Despite the minimal problems with Pulsar Arrays and the other upgrades interest remained lack luster. However, orders for addition conversions were made, as a contingency should the new pulse technology have problems.

Pulse technology turned out to have few developmental problems. In fact, the new Medium Pulse Cannon was almost the equal of the Pulsar Array at half the size and energy cost. Unsurprisingly, there were no further orders for the Pulsar Array equipped Nova. However, there was significant interest in the technology used to house the array and the other upgrades that were applied to the Nova. These improvements, along with the new Laser/Pulse Array would provide the baseline foe the next generation of Nova Dreadnought.

Conversion Comments

When comparing the Mongoose Pulse Prototype to the baseline Nova, I noted that the two ships are identical with only a slight change in Crew and the In-Service Date.

In terms of weapons, the Mongoose Pulse Prototype has Pulse Arrays instead of L/P Arrays. The Pulse Arrays have the same forward and aft attack dice (AD) but more Port/Starboard AD, but with a slight reduction in range. I decided to create the Pulsar Array instead. The result is slightly better damage potential by virtue of the slight increased number of pulse hits, but with a slight range reduction as a result of the poorer fire control bonus. I also decided that this vessel would be the source of the various upgrades in systems and armor resulting during the shift from the Nova-A to the Nova-B. The result is a Dreadnought that would be soon dropped when compared to the versatility of the L/P Array but still might be fun to play.

Nova Variant (Rare)

Version 1: 2E/ACTA-The Earth/Minbari War Name:_____ Counter:_____

EA Nova Pulsar Dreadnought

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2240
Point Value: 1000
Ramming Value: 360
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Pulsar Array
Class: Particle
Modes: Standard
Damage: 10 2d2 times
Maximum Pulses: 6
Grouping Range: +2 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-3: Retro Thrust
4-7: Pulsar Array
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
8-11: Pulsar Array
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Pulsar Array
10-12: Interceptor
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment (10%)

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

PRIMARY HANGAR
24 Fighters
2 Shuttles Thrust: 4
Armor: 0 Defense: 8/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Pulse Array
Interceptor

Original CONCEPT by Mongoose Publishing
A Call to Arms - The Earth/Minbari War (MGP-334307)
CONVERSION to B5Wars and SCS by Richard Bax, 2006
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Narn G'Koth Transport Cruiser

(Uncommon G'Quan Variant)

When the Narn made their transition from former "protectorate" of the Centauri Republic to a feared Regime, they did so through a combination of backwards engineering of Centauri technology and a ruthless determination to deal with anyone, anywhere at any time. Seemingly overnight, the Narn became arms dealers to the various worlds, willing to sell to anyone who could afford their prices. Sales of this particular "business" branch rose to all time highs in the years following the Dilgar War. Worlds ravaged by the Dilgar were trying to rebuild but lacked the infrastructure to do so in a timely manner. This was particularly true in terms of military hardware which was hardest hit by the Dilgar. Rather than wait for new factories and such to come on line, many nations instead simply bought from the Narn.

As part of this heightened entrepreneurial endeavor, the Narn decided to develop a specific ship by which their merchandise could be displayed and on which any deals would be finalized. To that end, they selected the G'Kon Cruiser hull as the basis for their new transport, reasoning that the G'Kon hull presented the right cutting edge look and militaristic feel needed for this particular form of business.

Interestingly, the new G'Koth Transport Cruiser would be one of the first vessels to deploy the new pulse series of weapons developed by Narn engineers using Dilgar technology transfers made year earlier. A large cargo hold displaced much of the original G'Kon's forward weaponry while the original hangar back was cut in half in order to aid a series of staterooms for the various business representatives. Most key systems were cut back as was the overall armor level of the ships structure. These reductions allowed for a further increase in thrust making the G'Koth one of the fastest capital class ships ever constructed by the Narns. Never intended to be involved in a major engagement, the G'Koth possessed sufficient firepower to drive off most Raiders of the time.

Ultimately, the rush for weapons slowed as the worlds recovered and most of the G'Koth's were upgraded to the now standard G'Quan Heavy Cruiser. However, several G'Koth were retained as ambassadorial ships to the larger powers of the time. One of these was used to establish arms shipments to the Earth Alliance during the war and was later mysteriously lost in a clandestine mission on behalf of the Earth Alliance.

Conversion Comments

This is the other half of Mongoose's attempt to explain how a lone Demos type ship was able to take down a G'Quan type cruiser in the scene from the movie "In the Beginning." Comparing at the basic statistics of the G'Koth to the G'Quan, indicates that the G'Koth is slower, has a lower hull, less damage and crew and fewer fighters. Interestingly, the fluff text written by Mongoose stated that the G'Koth relied on speed, which is contrary to the given speed statistic (which is actually slower then the G'Quan). Most feel the speed statistic is incorrect and I am inclined to agree. Therefore I gave the G'Koth more thrust. I then lowered all of the armor by 1 and slightly decreased the forward, port and starboard structure. I also lowered the sensor rating and the number of boxes in the C&C, hangar and reactor. I then added a forward cargo hold and quarters to give the G'Koth a better transport feel.

The ACTA weapons statistics for the G'Koth when compared to the G'Quan reduced the Heavy Lasers to Medium Lasers, removed the energy mines and reduced the number of attack dice on the Twin Arrays and Lt Pulse Cannons. I reduced the Heavy Lasers to Mediums and dropped the energy mines but chose not to alter the basic light weapons suite layout, basing the effective loss of attack dice on the lower sensor rating.

The Mongoose In-Service Date is Y2236 is a bit interesting as this creates one of the first uses of pulse weapons by the Narn. I decided to state in the fluff text to indicate that the pulse cannons were brand new and was added to the G'Koth to impress upon prospective buyers the technology the Narn had to offer.

G'Quan Variant (Uncommon)

Version 1: 2E/ACTA-The Earth/Minbari War

Name:_____ Counter:_____

Narn G'Koth Transport Cruiser

SPECS
Class: Capital Ship
In Service: 2236
Point Value: 400
Ramming Value: 300
Jump Delay: 20 Turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

WEAPON DATA

Medium Laser
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Pulse Cannon
Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-3: Retro Thrust
4-7: Med Laser Cannon
8-11: Cargo A
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Lt Pulse Cannon
8-9: Twin Array
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16: Hangar
17: Quarters
18-19: Reactor
20: C & C

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

HANGAR
6 Medium Fighters
4 Shuttles Thrust: 4
Armor: 1 Defense: 10/12

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Cargo
Quarters
Med Laser Cannon
Lt Pulse Cannon
Twin Array

Original CONCEPT by Mongoose Publishing
A Call to Arms - The Earth/Minbari War (MGP-334307)
CONVERSION to B5Wars and SCS by Richard Bax, 2006
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Vree Xaak Command Saucer

(Rare Xill Variant - Restricted Deployment - 10%)

During development of the Xonn Dreadnought, Vree scientists developed a new, enlarged and reinforced turret system capable of handling both an Anti-Matter Shredder and an Anti-Matter Cannon. Their success with this new turret convinced members within the Guild of Mercenaries to evaluate the potential of mounting similar turrets on the Xill Battle Saucer.

Initial design studies determined that the concept was feasible, and additional baseline work was ordered to develop prototype Xill upgrade. Unsurprisingly, the move from feasibility studies to field modifications proved decidedly difficult and much more costly than was original expected. Significant reinforcement to the underling superstructure around the new turrets was necessary to account for the added mass. Unfortunately, despite the reinforcements, the new ships would have been forced to de-rate its thruster package so as to not overstress the structure during combat maneuvers. Unwilling to sacrifice speed and maneuverability, the Mercenary Guild decided to reduce the turret size be pairing the Antimatter Shredder with the smaller Antimatter Torpedo instead of the Antimatter Cannon. The change complicated the turret installation still further but did result in enough reduction in mass to sustain the Xill's original agility.

By now the writing was on the wall. What had originally been intended to be a fleet-wide upgrade was now so expensive as to have bankrupted the Guild had it been applied. Instead the turret upgrade would now be designated as a specialty upgrade. The Guild decided that a Command Cruiser class vessel was in order and moved the project forward accordingly. With only a limited production run planned, addition capabilities were added to the new ship to enhance its command role. A new Sensor Suite was added along with an advanced Command and Control systems. The resulting Xaak Command Saucer proved a valuable, though expensive, addition to the fleet and slow production has continued since its introduction.

Conversion Comments

When comparing the Mongoose version Xaak to the baseline Xill, I noted a that the armor went up 1, the damage and crew went up and the ship received a command bonus. I was uncomfortable raising the armor above the baseline Xill considering the way the Vree take damage in B5Wars and chose not to increase them. The increased damage and crew were also not increased for same reasons the armor was not improved. The amount of damage did do slightly in terms of additional weapons to hit and more boxes in the C&C and reactor icons. I also added the command initiative bonus to account fo ACTA command bonus. Finally, I shifted the In-Serive date from the ACTA Y2256 to Y2262 to better mesh with the B5Wars time line and my use of the Xonn Dreadnought turret concept.

In terms of weapons, the Mongoose Xaak has slightly improved attack dice and range over its Xill base plus adds Antimatter Torpedoes. I theorized that the improved sensor rating from 10 to 11, which would slightly improve range and, thanks to the antimatter rules for damage, add to the damage thus I left these weapons alone. I then added two Antimatter Torpedoes to the turrets.

Xill Variant (Rare)

Version 1: 2E/ACTA-Sky Full of Stars Name:_____ Counter:_____

Vree Xaak Command Saucer

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Capital Ship
In Service: 2262
Point Value: 850
Ramming Value: 250
Jump Delay: 24 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS
Fwd/Aft Def: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

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

GENERAL HITS
1-4: Thruster
5-8: Weapon
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10: Jump Engine
11-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System
Weapons in turrets must fire in the same 60 degree arc.
Adds initiative bonus to all Vree ships in the scenario.

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

HANGAR
0 Fighters
1 Shuttles Thrust: 4
Armor: 1 Defense: 7/7

WEAPON DATA

Antimatter Shredder
Class: Antimatter
Modes: Standard
Damage: 2X+6
Maximum X: 10
Range Penalty: 0 (Man Rng 10)
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Notes: Ignores EW & Jinking
Attacks on Ftr/Shtl/Mine: 1
Attacks on Med/Hvy Ships: 1d3
Attacks on Cap Ships: 1d6
Attacks on Enormous: 1d6+3

Antimatter Cannon
(Shredder in Cannon Mode)
Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
Range 0-10: No Penalty
Range 11-20: -1 per hex
Range 21+: -2 per hex
Fire Control: +5/+3/-2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Antiproton Gun
Class: Antimatter
Modes: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-5: No Penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Antimatter Shredder
Antiproton Gun
Antimatter Torpedo

Antimatter Torpedo
Class: Antimatter
(Launched as Ballistic)
Modes: Standard
Damage: 1X+8
Maximum X: 12
Range Penalty: Special
Range 0-25: No Penalty
Range 26-50: -1 per hex
Range 51+: -2 per hex
Fire Control: +4/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Original CONCEPT by Mongoose Publishing
A Call to Arms - Sky Full of Stars (MGP-334306)
CONVERSION to B5Wars and SCS by Richard Bax, 2006

Vree Xaar Patrol Boat

(Base Hull Unlimited Deployment)

Like the more advanced Minbari, the Vree have been long time users of gravitic drive systems. Unfortunately, the Vree gravitic drive produces much less thrust when compared to their Minbari equivalent. While not typically problematic, this lack of thrust issue was more relevant to the smaller medium class vessels. These vessels typically rely on speed and maneuverability to avoid larger ships and chase down smaller. By Y2220, the Vree possesses only one medium combat vessel, the Xvell Escort Saucer. The Xvell was one of the slowest of medium class combat vessels in known space and was limited to escort duties only. For race whose economic base rested on trade, the idea of not having a fast, capable patrol boat with which to deal with Raiders was finally deemed unacceptable.

Using the Xvell hull as a base, Vree scientist endeavored to develop a fast patrol boat. The limitations of Vree gravitic drive systems were quickly accepted and the decision made to add a second gravitic engine in a built up aft section. With the traditional saucer shape spoiled, engineers decided to go for broke and added a pair of large main thrusters to take full advantage of the second engine. Unsurprisingly, the second engine and enlarged main thrusters rapidly encroached on the available space within the hull. To create the space needed, the four edge Antiproton Guns were removed. A new, compact turret was developed and mounted on the top of the hull. The turret held the only weapons, an Antimatter Cannon and a pair of Antiproton Guns.

The new Xaar was radically different than all prior Vree designs. Initially, Vree captains were wary of the new design, putt off by its un-saucer-like shape and unbalanced thrusters. But within weeks of initial deployment, and having experienced the enhanced agility and speed of the Xaar, orders for the new Patrol Boat were streaming in. Today, the Xaar is now a common addition to planetary patrols and Vree convoys and production shows no signs of slowing.

Conversion Comments

Unlike most of Mongoose's new ships, the Xaar is a brand new designs and not a variant. As such, I compared its Mongoose statistics to other medium ships like the Tethys, Haven and Sho'Kos. The weapon suite is a bit eccentric, considering the presence of an Antimatter Cannon and the turret arrangement for all of its weapons. Pointing this thing was a bit of a beast because of this and I'm still uncomfortable with the AM Cannon, but the ship is definitely going to have problems with fighters with only two AP Guns, so we'll see. All an all; I kind of like how it turned out. This is despite the fact that I don't like the B5Wars version of the Vree.

Version 1: 2E/ACTA-Sky Full of Stars Name:_____ Counter:_____

Vree Xaar Patrol Boat

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Medium Ship
In Service: 2225
Point Value: 375
Ramming Value: 40
Jump Delay: N/A

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 2 Thrust

COMBAT STATS
Fwd/Aft Def: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +12

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

WEAPON DATA

Antimatter Cannon
Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
Range 0-10: No Penalty
Range 11-20: -1 per hex
Range 21+: -2 per hex
Fire Control: +5/+3/-2 (8)
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Antiproton Gun
Class: Antimatter
Modes: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-5: No Penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +3/+3/+2 (4)
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-6: Fwd Thruster
7-9: Weapon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Aft Engine
9-10: Weapon
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Port/Strb Thrust
8-10: Sensors
11-13: Engine
14-15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES
Gravitic Drive System
Agile Ship
Weapons in turrets must fire in the same 60 degree arc.

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

HANGAR
0 Fighters
1 Shuttles Thrust: 4
Armor: 1 Defense: 7/7

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Antimatter Cannon
Antiproton Gun

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