

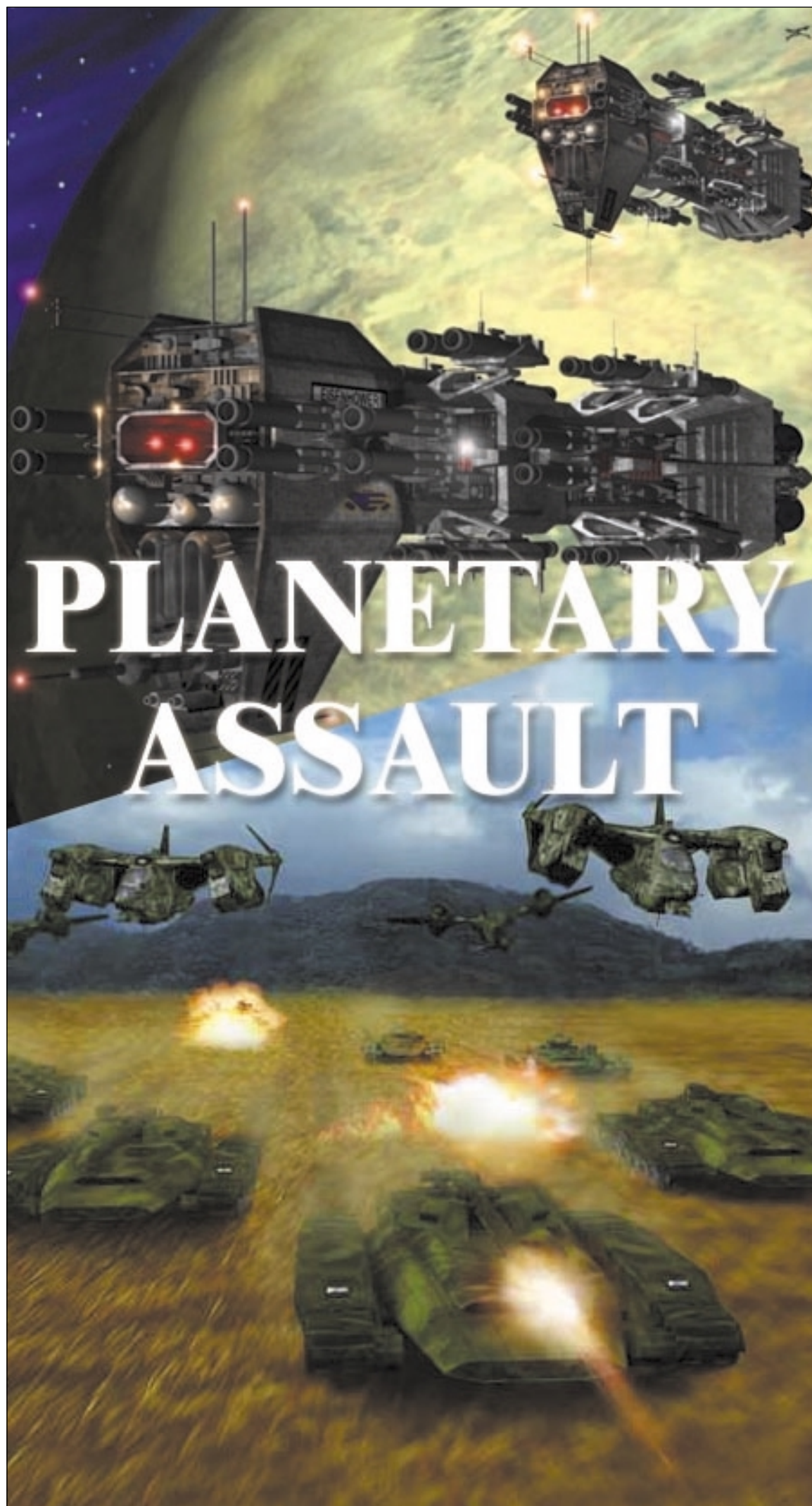
AUGUST
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BABYLON 5 WARS * GROPOS * FLEET ACTION

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Goodbye, old friend

FICTION:
By TODD BOYCE

BARKER'S was a cozy place on the outskirts of San Diego frequented by the fighter pilots stationed at the Earthforce base nearby. It was an old establishment and soldiers had been frequenting it since before the Dilgar war. Like most Friday nights the bar was populated by the younger generation of pilots often bragging about how many "kills" they'd racked up during their training or discussing maneuvers over their drinks. This was often the playground for those all-too-short weekend leaves for these military personnel, a chance to relax and enjoy each other's company.

The veterans prefer other nights of the week, not because they dislike these young pilots but rather to respect their successors by allowing them an evening free of chaperones. They felt their day was over and did not want to bring down the happy times of the next generation like the veterans of their day did for them. There were times, however, that such a presence might have been appreciated.

Every once in a while, like tonight, an opinionated discussion crops up headed by a brash soldier who had started his inebriation early.

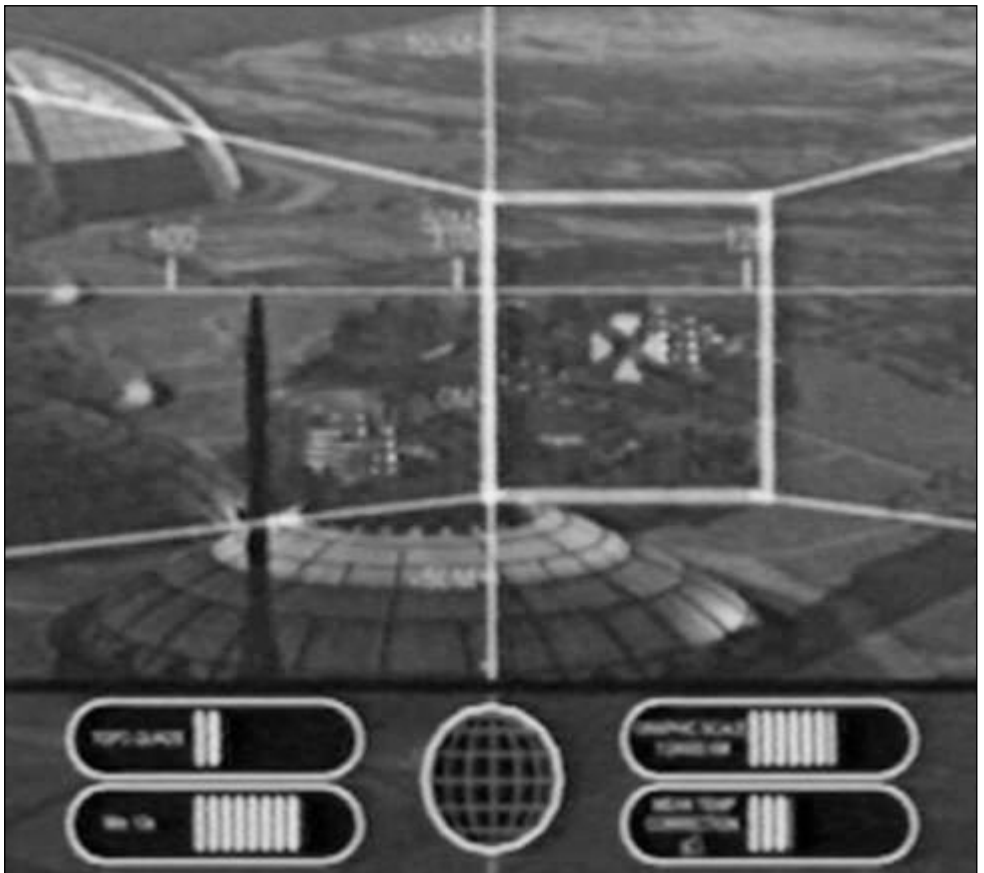
"...I'll tell you what our jobs are becoming, we're becoming the galaxy's police force. Oh sure the Interstellar Alliance is all well and good but face it, we're the first to get called when there's a problem."

Many of the pilots get into discussions such as these and there are quite a few hearty "yeahs" and "hear, hears" around the room.

"The Centauri have shut their borders, the Narn are too busy rebuilding, the Minbari think they've done their job by offering a token few dozen of those White Star ships of theirs, and the League is still bickering about who's ships can't go in who's space so they don't have to commit anything to the effort. Once again Earth is stuck floatin' the bill for everyone else!"

More loudly the crowd reacts, cheering for their fellow service men. It was reasonable. They could speak freely again without Clark's regime looming over their heads.

"Take the Pak'ma'ra, what good have they ever done for the galaxy? Hangin' out with the dregs of society, eatin' roadkill and moochin' off the scraps of every race they encounter. That is the sort of thing I'm talking about, a bunch of hobos



lookin' for a free ride and we're just the suckers to provide it!..."

This time there were only a couple of his friends that cheered. Stunned silence gripped the rest who had previously noticed an elderly Pak'ma'ra that entered the bar and had been sitting innocuously in a booth near the corner. Most of the pilots turned back to their drinks in embarrassment, others stared at the Pak not sure what he would do. But the tentacled face expressed no emotion, his hand holding the untouched drink in front of him did not move.

The bragging pilot's smile fell and his mouth opened and closed wordlessly when he noticed as well. All eyes darted between the Earther and the Pak waiting for the tension to be released, no one knowing what to say.

The Pak'ma'ra then stood and shuffled over to a stool next to the pilot, setting his drink on the bar. Reaching into a pocket he pulled out a small box which he proceeded to open and set in front of him.

"Do you know what this is?" he asked the pilot, the words croaking out amazingly without a translator. Few Pak'ma'ra ever learned any other language, most refusing even when given the opportunity. The entire room was silent now, watching the exchange.

"Ah...uh...it looks like an Earth Alliance Medal of Honor," he replies.

"Let me tell you about this medal," the old Pak said as he once again turned toward his drink and stared into it. "On your calendar, the year was 2232. In July I believe. A campaign was begun to free the Balosian homeworld from the Dilgar. Many races aided in the assault sending whatever ships and troops they had available, including the Pak'ma'ra.

I was on one of these ships, a small cruise liner hastily converted into a troop transport because of the war. It was uncomfortable, most of the amenities had been removed to make

- Continued next page

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room for as many infantry as possible, and armored plates had been put over the windows so we couldn't even look outside. We volunteered for this mission and we knew it was not going to be easy. In the two weeks it took us to join the invasion group ten of our number died from life support and power failures because the systems were taxed to the limit. I believe the human expression is that we were 'packed in like sardines,' and the ship couldn't handle it.

We reached orbit around Balos where the primary attack force had already cleared away the spaceborne opposition and had begun bombarding the surface defenses. We crammed as many as we could into our shuttles and launched, far over recommended weight. We were only able to bring a few shuttles but fortunately one of the Earth ships loaned us a few more so we wouldn't have to make multiple trips. Bear in mind these are not of the assault variety, these were unarmed and unarmored civilian shuttles we landed in. Our military didn't have any assault shuttles they could send with us so we made do with what we had.

For the first time in weeks I was able to look out a window and what I saw was a sky full of anti-aircraft fire. I watched the shuttle flying along side ours get hit. Had it been armored it might have survived but civilian shuttles aren't designed for combat and it just broke apart. A hundred more shipmates dead before we even landed.

Once on the planet, our situation only got worse. Balosians mostly live underground so the facilities we had to attack were well fortified and the Dilgar were fierce fighters. We met up with a company of humans and laid siege to our objective, the Dilgar's primary ordinance factory in the city of Rolosa.

For a month we fought together against the Dilgar in countless skirmishes. When we finally drove them from the factory and then the main part of the city, our numbers were half from when we started. Then the long wait began. Across the planet troops like ours dug in and hid, gathering our strength and waiting for reinforcements for the final assault to drive the Dilgar from the planet. It was a long wait and our rations had run out the week before.

This was more of a hardship than you probably think, as we do not like to eat other sentient species. We refused to eat the human bodies that were available, as we did not want to offend our allies, so we consumed the bodies of the Dilgar and, as distasteful as it was, our own people.

The corpses near the base camp did not last long however, we still had over fifty Pak'ma'ra soldiers and once we were dug in, it was dangerous to forage for more. The humans had rationed their supplies but even they began running out of food. Fortunately, we found that the Dilgar bodies often carried meal packs and that helped greatly.

We knew the smell of the bodies and our feeding was distasteful to our human companions so we would not let them search for supplies. Many of my people were killed while they were trying to drag Dilgar bodies and food packs back to the camp. It was hazardous duty but there was no choice, farther and farther away from camp we had to go and it became increasingly harder to

find more food. After a month of this we were all feeling the pain and weakness of hunger.

Toward the end, one Pak'ma'ra soldier went out to find food and had to go quite far from the camp. Entering a blown out building and hoping to find more bodies, he stumbled upon a Dilgar squad eating their midday meal. They were just as surprised as he but the Pak'ma'ra was better prepared and killed three of them before they could grab their weapons. The fourth got a shot off but he too followed his companions immediately afterward. Unfortunately the fifth had just returned, probably from relieving himself, and jumped the Pak from behind. They brawled and the Pak eventually won but not before being stabbed several times.

Have you ever seen a Dilgar blade? Nasty weapon and very painful, so painful that he could not bring back any of the bodies for his fellow soldiers. The food packets were light though and he gathered up as many of them as he could, these Dilgar had fortunately been freshly supplied, and dragged them back to camp. It took over a day for him to return and when he arrived he was near death.

The human commander was very grateful. The soldier had brought back enough food to feed his troops for three days. He was patched up as best as they could do but it seemed unlikely he would survive outside a week. The day after the food ran out reinforcements arrived and the final assault began which resulted in releasing Balos from the Dilgar. This was a major victory in the war.

The commander saw to it personally that the Pak'ma'ra soldier was immediately evacuated to a medical ship in orbit. As it turns out he too became injured during that final attack while charging a bunker in order to prevent a Dilgar soldier from releasing a nerve agent that would have killed everyone in the city. For his bravery he was awarded this medal by your government.

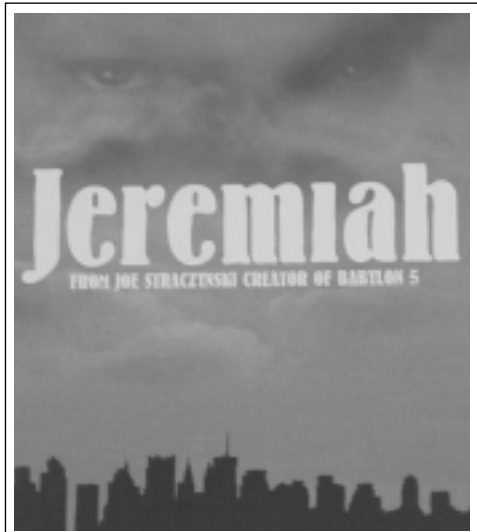
He died today. He knew his time was going to come soon and sent word to me on Melat. He gave me this medal believing I was more worthy of it than he because he did not think they would have had the strength to charge that bunker if I hadn't brought the food that day. He tried to give it to me long ago but taking personal credit for things like this is not the Pak'ma'ra way. I understand humans better now and how important it was for him to give this to me so I accepted it this time.

He also asked me to come here and have a drink to remember him when he was gone. This drink I have in front of me in fact.

But all I can say, until our minds merge, is goodbye, old friend."

Closing the box and putting it back in his pocket, the elderly Pak'ma'ra picks up his drink. With one swift move he sticks a tentacle in the glass and slurps down the drink. After a shudder, he puts the glass back on the bar and shuffles out the exit without saying another word.

* * *



SHOWTIME Networks has greenlit its latest series from MGM, a new Sci-Fi series, Jeremiah - finally allowing JMS to talk about his big-budget project.

It seems the creator of Babylon 5 has a soft spot for stories about plagues. "Right around now in our timeline, a virus wipes out everyone on the planet over the age of puberty (figure around 12-13)," JMS said. "It is now about 15 years later. Those who were once children have now grown up and are in their late 20s on down. For 15 years, they have been living on the scraps of the old world; now they must either continue the downward slide, or begin to rebuild the world, taking responsibility for themselves and the world and each other. It is, oddly enough, a post-apocalyptic series about *beginnings* rather than endings, about hope rather than despair. It is about the new world rising out of the ashes of the old world, what shape that world will take, and who will get to decide that shape. More than that would be to give too much away."

Showtime's press release went into more detail: The oldest survivors of the pandemic include Jeremiah and the colorful but cynical Kurdy. Jeremiah is on a personal quest to relocate a mysterious place called Valhalla, which his father claimed might hold some hope for the survivors. As Jeremiah falls into a reluctant partnership with Kurdy, both explore new areas and encounter other groups of young adults who are divided into rival social groups. In the course of the season opener, Jeremiah's smaller personal quest is redirected when he discovers a group of highly organized survivors who want to enlist him to orchestrate peace among the warring factions and to try and prevent the killer virus from returning.

Stars include Luke Perry ("Beverly Hills, 90210") and Malcolm-Jamal Warner ("Malcolm & Eddie"). Jeremiah is based on the award-winning graphic novel series by Belgian author Hermann Huppen.

The 20-episode series is slated to debut in early 2002.

- various sources

Planetary assault: how to build a full- scale campaign

With the publishing of GROPOS, the desire to play a complete planetary assault using all three rules systems is now feasible. BODO ME has adopted the simplicity of the old Prefect campaign system to act as an "umbrella" to enable just such a scenario to be played. Here is a step-by-step guide to set up and play a planetary assault campaign.

Starting conditions:

Attacker:

Fleet: ~25000 Points
GROPOS: ~8000 Points (carried by Assault Class ships and / or Auxiliary Class Ships)

Defender:

Defense Fleet: ~25000 Points (~20% must be used for bases, mines, Osats, if the players wish to use them)
GROPOS: ~5000 Points (~20% for defensive installations)

TF-combination:

Each player must have one Fleet-Command Squadron for the entire fleet. (For B5W this is a squadron of ships with a ship designated to carrying the Fleet Commander - just as each Task Force must have a TF Command ship). There can be several Task Forces, with one command squadron each. Damaged TFs will not be repaired during the entire assault but may be combined with other TFs if the Fleet-Command Squadron survives.

Note: The strength of each TF should rarely exceed 8000 Points.

Maps:

Strategic: System-Map from Renegade Legion's "Prefect" (see attachment, also on next page). Orbital-zone 3 is an asteroid belt.

FA: Standard placement (2 maps, long edge)

B5W: According to Renegade Legion's "Centurion" (two B5W maps at short edges (Map A top, Map B below), Lowest hex row of map B = ground, 5 rows above = atmosphere, entire map B is the planets gravitational zone (Each unit in this zone must be moved one hex in direction to the ground hex-row after each movement phase)

Placement:

Attacker secretly chooses one sector in orbital zone 6 for each of his Task Forces. After that, the Defender may place his TFs as he wishes on the map. Defensive units like Osats are always placed in all or part of the 3 sectors in orbital zone 1.

After that, the Attacker places his TFs.

Movement:

I use an abstract strategic movement-system: Each TF may move up to 1

sector normally (sublight-speed) and have the chance to detect another TF in the target sector, or move up to 3 sectors with jump-drive, but without the possibility of detecting enemy forces.

Also you may only cross one Orbital Zone-Border each turn and you may enter and move in Zone 3 (Asteroid belt) only with sublight speed.

Example: TF 1 Start in Zone 5, Sector 16

Sublight-speed allows movement to

- sector 17 or 18 in zone 5
- sector 8 or 9 in zone 4
- sector 30 or 31 in zone 6

Hyperspace-Movement allows movement to

- each of sectors 13 to 19 in zone 5
- each of sectors 7 to 10 in zone 4
- each of sectors 26 to 35 in zone 6
- but not to any sectors in zone 2, 3 or 7!

Movement sequence:

Before movement, each player secretly notes the order in which his TFs will move (like the rules for GROPOS-Movement).

After that each player roll 1D10. The player with the lowest number of TFs may add 1 to the roll. The player with the highest result may choose to start moving or let the other player move first. The TF movement alters according to standard procedures = Player 1 moves one TF, player 2 moves 1, etc. If one player has more TFs than the other, use common sense to balance the movement.

TF-Action-Sequence:

1. **Moving:** TF move
2. **Detecting:** If TF moves with sublight-speed in a sector containing an enemy TF, it may try to detect the TF: Enemy TF may do so as well if it has a movement-order later in the turn or moved in the sector with sublight-speed.
3. **Escaping:** TF may try to escape to avoid a battle

Two or more TFs could be in the same hex and could be combined, but the resulting TF(s) may never exceed 8000 Points.

If an enemy TF reaches one hex with 2 or more defending TFs, each TF there must make its own detection attempt to get the chance to engage in battle. Look at the numbers rolled in the detection attempt: The TF with the highest roll may engage the enemy TF immediately, the other(s) approach the battlefield with a delay according 12 minus the roll-result. TFs using their Jump-Drives to reach the hex cannot engage in the battle(s) at all.

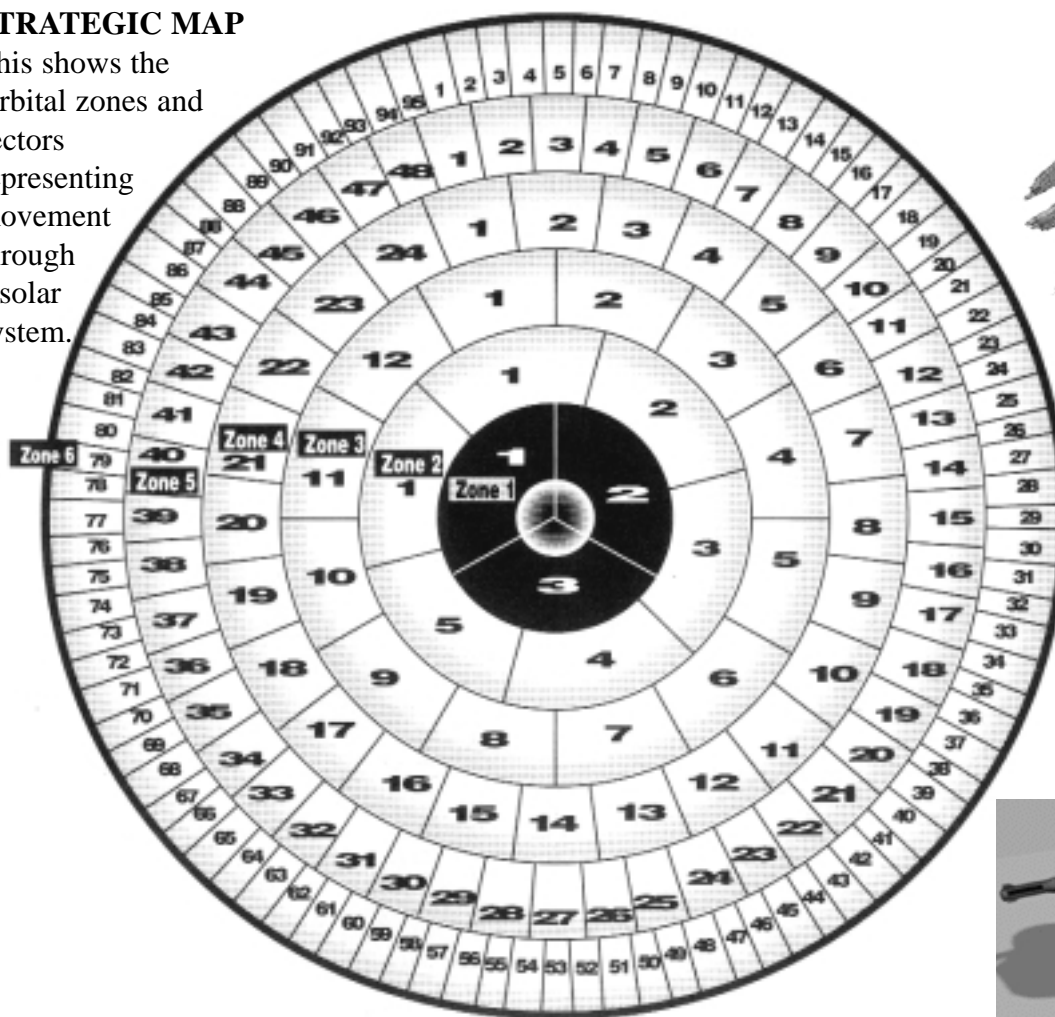
Detection:

A Detection-Attempt is possible if a TF moving at sublight-speed enters the same sector as another enemy TF. Both TFs may try to detect each other if both are flying sublight-speed or if the TF in the hex has not moved yet. Simply roll 1D10.

If the result is 5 or above, you have detected the other fleet.

STRATEGIC MAP

This shows the Orbital zones and sectors representing movement through a solar system.



If you have an ELINT-Ship present, you may add 2 to the roll, but then you will reveal the presence of this ship-class in your TF. Also the enemy TF may use its ELINT abilities (if present) to hide the fleet, so the enemy player may announce it and the detecting player must subtract 2 from the roll. What information you gain relates to the modified roll-result:

Result:

- 5 Yes, there is something
- 6 Hmm, a fleet with X +/- 2 squadrons (The other player must tell you the number of squadrons in the TF and may add / subtract up to "2" to the number)
- 7 A fleet with X +/- 1 squadrons
- 8 A fleet with exact X squadrons
- 9 The TF squadrons mostly contain Y class vessels (Y = Capital, HCV, etc.) and exactly X squadrons
- 10 Additional to the above, if the TF contains troop-transports, the player has to announce it!
- 11 (Only with ELINT-support)
Additional to the above, if the squadron contains Fleet-Command elements, the other player has to announce it!
- 12 (Only with ELINT-support)
Additional to the above, also the exact combination of ship-types must be announced

If an enemy TF is detected, this is transmitted to all other friendly TFs immediately. They may react.

After each player's movement is complete and there are sectors containing 2 opposing TFs, do one of the following:

- If both players detect each other, each player notes secretly if he wants to fight or not. Then the players reveal their decisions.
- If both players decide to fight, a battle occurs automatically
- If only one player decided to fight, then the other may try to escape with an emergency-jump to an adjacent sector.
- If only one player may have the possibility to detect (i.e. moved with sublight-speed), only he decides to battle or not. The other player cannot escape, because his Jump-Drives aren't ready!

Escape

Roll 1D10. If the majority of the ships in the escaping TF are

- Capital-Class, the escape roll is 9+,
- if HCV-Class 7+,
- if MCV 5+.

Add also +2 to the roll if the TF didn't move until now (because the movement order says the TF moves later in the current turn, for example)

If the escape-attempt is successful, no battle occurs.

If there is no adjacent sector free for "emergency-jump" (= blocked by enemy TFs, for example), then the fleet must stay and fight in the same sector or have to fight (then no escape is possible!) against the other TFs in surrounding sectors. The escaping player decides.

Battles can be fought with FA or B5W rules.

Planet Assault

If a TF containing troop-transports reaches one of the sectors in orbital zone 1, then the "final assault" begins.

The "final assault" on the planet is always played with B5W rules with some rules borrowed from by "RL Centurion" (See above: "Maps")

Each shuttle that managed to reach the target hex in the ground-row of the B5W map delivers 1 platoon of vehicles/troops.

Atmosphere-capable ships (Like the Gaim troop transport for example) may do so as well with a bigger load of troops. (Note: one ship killed = entire company lost ... hehe...)

Assault Capitals transport 2 full Companies, Assault HCV 1 full Company, Assault MCV maximum 4 Platoons, Assault LCV 2 Platoons, and Assault Shuttles 1 Platoon

Ground Combat

After that, a GROPOS "capture/defend-situation" will be played with the delivered troops.

If fleets of either side remain in the same sector where the "final-assault" occurs, one ship or squadron of the fleet may provide orbital support for the ground troops.

Psi-War

Psi-Corp v Rogues

PSI-CORP GROUND FORCES

SINCE its inception as the Metasensory Regulation Authority, Psi-Corp has always had access to weapons for the purpose of enforcing the Earth Alliance's telepath laws. Generally this weaponry was limited to small arms used by Psi-Cops as they traveled through cities investigating crimes committed by telepaths, as well as hunted rogues.

By the time of the telepath war, Psi-Corp had built up a considerable force dedicated to fighting the rogue telepath insurgency, as well as for the final goal, defined by Bester, of overthrowing the mundanes.

Much of this spending was on spaceships and fighters, hidden in hyperspace, as well as numerous biological and chemical warfare experiments carried out in their secret labs on Mars and other facilities.

Although the Psi-Corps could not obtain large military ground vehicles such as the Thor and Loki, as this would arouse the mundanes, they were able to maintain a considerable force of ground troops. This includes guards for their death camps, large investigation teams tasked with finding out who was responsible for bombings and assassinations, Psi-Cop strike teams and Bloodhound units responsible for hunting down their rogue brethren.

Armored vehicles and regular weaponry were not considered black market, and the Psi-Corps bought these in large amounts from Earth Force as well as a large fleet of VTOLS for tracking rogues.

Unit Types:

Psi-Cops: This is a squad of Psi-Cops, or lower level assistant investigators. These units are well trained in small unit tactics, as rogues are often well armed and dug in. Typical Psi ability is level 12, though units of assistant investigators may be as low as level 6.

Special: These units may purchase Level 6 or higher telepath powers as detailed below.

Standard: These units make up the bulk of Psi-Corp ground forces. These units are composed of very low level telepaths with barely discernable powers, or more commonly, mundanes hired by the Corps for everything from guard duty at death camps to front line troops on strike missions.

Special: These units may not purchase telepath powers

Command Unit: This is a foot command unit, composed generally of high ranking Psi-Corp telepaths. It may also contain high ranking Psi-Corp administration, taking a hands on approach



to an investigation or defense of a facility.

Special: These units may purchase level 8 or higher telepath powers.

Bloodhounds: Initially created to assist military units on Mars fighting secessionist forces there, these units were quickly enrolled into Psi-Cop units after the cessation of hostilities on Mars. These forces are often composed of telepaths specially trained to hunt down both telepaths and mundanes. They may not purchase regular telepath abilities.

Special: Bloodhound units may re-roll any failed spotting check.

Hunter Killer Units: These units are composed of specially trained high level telepaths. Often unstable, they are dedicated assassins and murderers. Though not as well trained in a variety of disciplines as a regular Psi-Cop, HK's are trained extensively to be mind shredders. Even other telepaths fear these units. Fortunately they are in short supply.

Special: Special mind shredder attack.

Sniper: Composed of dedicated Psi-Cop personnel, these sniper units are used for assassinations for which it is impossible to approach within a close distance of the target. As such, most personnel are low level telepaths, as more highly skilled telepaths are put where their skills can be of more use.

Special: Sniper, Self Ordering, Do not have to maintain cohesion.

Anti-Tank Team: These teams are called in when bunkers or armored rogue emplacements

The Psi-War was an uneven war. It pitted the highly organised and well-equipped Psi Corps against a desperate rabble of individuals rising up against oppression. But like most civil wars, the Rogues were not a pushover. They had friends in high places. Their very disorganisation helped them avoid detection. Guerilla tactics prevailed.
ALEX ROBERTS turns to **GROPOS** to replicate this war.

are expected. Using rocket-propelled grenades these are quite effective against bunkers and light vehicles.

Command Car: Some of the armored cars obtained from Earth Force were equipped as command posts, to allow Psi-Corp administrators or Psi-Cops to coordinate their forces.

Recon Car / Bloodhounds: Psi-Corp was able to obtain a number of armored cars from Earth Force, and these are often used to move bloodhound units out quickly.

Special: Car may carry 1 infantry stand. The bloodhound unit has the special ability as per foot bloodhounds above.

Trucks: Composed of either general purpose military trucks, or comparable civilian versions, trucks are used to transport large units of Psi-Corp forces to investigations of assaults. Though generally making use of VTOL transport, often not enough are available to move all Psi-Corps troops involved.

Special: May carry 2 infantry stands.

Crawford Lt. APC: This is an older model EA armored vehicle that has been purchased by the Corps to provide some armored support for raids on rogue encampments.

Special: May carry 2 infantry stands.

Vacit Lt. Tank: Another older model EA vehicle, these are in extremely short supply, as it is very tough to justify their acquisition to the mundane director of the Corps. Nevertheless, a number have been put in to use as support on extremely tough raids against rogue bastions.



TO&E Psi-Corps:

Strike Force:

- HQ Section Choice A (Max 1 HQ):
- 1 Command Car
- HQ Section Choice B:
- 1 Command Foot Unit
- Support Unit Alpha (Max 2 support units total):
- 1 Recon Car / Bloodhound Team
- Support Unit Bravo:
- 1 Crawford Lt. APC / 2 Hunter Killer Teams
- Support Unit Choice Charlie:
- 2 Sniper
- Support Unit Choice Delta:
- 2 Vacit Lt. Tanks
- Alpha Platoon:
- 2 Crawford Lt. APC
- 4 Psi-Cop Stands
- Bravo Platoon:
- 2 Crawford Lt. APC
- 4 Standard Infantry Stands
- Charlie Platoon:
- 2 Crawford Lt. APC
- 2 Standard Infantry Stands
- 2 Anti-Tank Stands

Investigation Team:

- HQ Section Choice A (Max 1 HQ):
- 1 Command Car
- HQ Section B:
- 1 Command Foot Unit
- Support Unit Alpha (Max 2 support choices):
- 1 Recon Car / Bloodhound Team
- Support Unit Bravo:
- 1 Truck / 2 Hunter Killer Teams
- Support Unit Charlie:
- 2 Crawford Lt. APC's
- 4 Psi-Cop Stands
- Alpha Platoon:
- 2 Trucks
- 4 Psi-Cop Stands
- Bravo Platoon:
- 2 Trucks
- 4 Standard Infantry Stands
- Charlie Platoon:

- 2 Trucks
- 4 Bloodhound Stands

Garrison Force:

- HQ Section:
- 1 Command Foot Unit
- Support Unit Alpha:
- 2 Bloodhound Teams
- Alpha Platoon:
- 4 Psi-Cop Stands
- Bravo Platoon:
- 4 Standard Infantry Stands
- Charlie Platoon:
- 4 Bloodhound Stands

ROGUE TELEPATH GROUND FORCES

Initially composed of a struggling underground desperate to escape the Corps' cops and bloodhound units, with the leadership of Lyta Alexander and the funding of Michael Garibaldi, the rogues managed to wage a long, and eventually successful, war against the Corps.

Unit Types:

Command Unit: These foot infantry stands are comprised of high ranking telepaths and advisors, coordinating rogue forces.

Special: These units may purchase any telepath abilities up to level 12.

High Level Telepath: These units are comprised of higher level teeps in the resistance. Though many teeps are lower level, as high level telepaths are often quickly grabbed by the corps, enough make it to the resistance to make a difference in their battles.

Special: These units may purchase any telepath abilities up to level 12.

Demolition Team: Composed of low level telepaths or sympathetic mundanes, these units are armed with bombs and detonation devices for blowing up facilities. However, they can often be used against enemy infantry or vehicles.

Infiltration Team: Rogue telepath forces are well versed in infiltrating Psi-Corps facilities and spying or committing sabotage. These units

are especially well trained, and dedicated to infiltration activities.

Special: These units may set up after all other units, and may set up anywhere on the board so long as they are at least 12 inches away from all enemy units, and 6" away from all board edges. They may also purchase up to level 8 telepathic abilities.

Standard Infantry: These units are composed of low level telepaths or often mundanes sympathetic to the rogue's cause. If enemy VTOLS are expected, some of these units may be equipped with man portable SAMs.

Special: These units may not purchase any telepathic abilities.

Sniper: Assassination hits against Corps members are a mainstay of rogue tactics, and as such the sniper is often found supporting rogue activities.

Special: Sniper, Self Ordering, Do not have to maintain cohesion.

Anti-Tank Team: Using RPG's purchased on the black market, these teams provide much needed firepower when the Corps brings in armored vehicles.

Command Jeep: This is simply the command staff mounted on a jeep for faster movement. Rogue forces generally cannot afford advanced vehicles or sophisticated communications equipment.

Trucks: These are civilian trucks or military vehicles "appropriated" for the rogue's cause.

Special: May carry 2 infantry stands.

Recon Jeep / Recon Infantry: These are typical jeeps mounting standard infantry units to provide fast moving recon teams.

Special: Jeep may carry 1 infantry stand.

TO&E Rogue Telepath Forces:

Strike Force:

- HQ Section A (Max 1 HQ choice):
- 1 Command Foot
- HQ Section B:
- 1 Command Jeep
- Support Unit Alpha (Max 2 Support choices):

1 Recon Jeep / Recon Infantry
- Support Unit Bravo:
1 Trucks / 2 High level telepaths
- Support Unit Charlie:
2 Infiltration Stands
- Alpha Platoon:
2 Trucks
4 High level telepaths
- Bravo Platoon:
2 Trucks
4 Standard Infantry Stands
- Charlie Platoon:
2 Trucks
4 Demolition Teams
- Delta Platoon:
2 Trucks
2 Standard Infantry Stands
2 Anti-Tank Teams

Defensive Force:

HQ Section:
- 1 Command Foot
Support Unit Alpha (Max 2 Support choices):
1 Recon Jeep / Recon Infantry
- Support Unit Bravo:
2 Demolition Teams
- Alpha Platoon:
4 High level telepaths
- Bravo Platoon:
4 Standard Infantry Stands
- Charlie Platoon:
2 Standard Infantry Stands
2 Anti-Tank Teams

General Rules

Weaponry: Much of the Psi-Corps and Rogue Telepath weaponry is similar to general EA forces.

PPG Pistol: This weapon is identical to the EA PPG rifle, with the exception of a shorter range.

Std. Pistol: This weapon is a standard slug thrower used for centuries. Features are as per the PPG rifle, with stats per data card.

Demolition Charges: Function as per Gravnades (but with different stats), but only one may be thrown per turn.

Machine Gun: Typical slug throwing machine gun used by rogue teep forces.

Assault Rifle: A traditional slug thrower often used by rogue telepath forces. Features are as per the EA PPG Rifle.

RPG: Standard anti-tank weapon using a rocket propelled grenade.

Sniper Rifle: Typical long range scoped rifle.

Special Rules:

The below telepath rules apply to both Psi-Corp and Rogue Telepath forces. Telepaths may use both the ability matching their level, as well as all levels below their own. E.g. a level 10 telepath can use level 10, level 8, or level 6 abilities each turn. However, only one ability may be used each turn. Telepathic abilities are used in addition to regular fire, and are used during the unit's activation, before or after movement. To use a telepathic ability that is not passive, roll the morale die of the unit. If it is a 4 or higher, the ability takes effect as described below. Costs are cumulative. Thus, to upgrade a unit to level 8, who can also use level 6 abilities, just pay the level 8 cost of +30%. Telepath units are also immune to the effects of

PSI-CORPS EQUIPMENT:

Type:	Standard Weapon	Spec. Weapon	Ammo
Command	PPG Pistol	n/a	n/a
Standard	PPG Rifle	n/a	n/a
Psi-Cop	PPG Pistol	n/a	n/a
Bloodhound	PPG Pistol	n/a	n/a
Hunter Killer	PPG Pistol	n/a	n/a
Sniper	Sniper Rifle	n/a	n/a
Anti-Tank	PPG Rifle	RPG	n/a

* Vehicles are armed and have stats per data cards.

Strike Force Costs:

HQ Choice A:	18/37/54/80	HQ Choice B:	6/12/18/27
Support Choice A:	25/50/75/110	Support Choice B:	40/80/120/170
Support Choice C:	24/48/73/105	Support Choice D:	38/76/114/175
Alpha Platoon:	56/112/168/224	Bravo Platoon:	50/100/150/210
Charlie Platoon:	60/120/180/240		

Investigation Team Costs:

HQ Choice A:	18/37/54/80	HQ Choice B:	6/12/18/27
Support Choice A:	25/50/75/110	Support Unit B:	25/50/75/110
Support Unit C:	42/84/126/180	Alpha Platoon:	40/80/120/180
Bravo Platoon:	35/70/105/155	Charlie Platoon:	37/65/100/140

Garrison Force Costs:

HQ Choice B:	6/12/18/27	Support Unit A:	12/24/36/55
Alpha Platoon:	24/48/72/110	Bravo Platoon:	20/40/60/90
Charlie Platoon:	22/44/66/95		

ROGUE EQUIPMENT:

Type:	Standard Weapon	Spec. Weapon	Ammo
Command	Std. Pistol	n/a	n/a
Standard Assault Rifle	n/a	n/a	
Demolition	Assault Rifle	demo charges	2 charges
Infiltration	Std. Pistol	n/a	n/a
Recon Team	Std. Pistol	n/a	n/a
Sniper	Sniper Rifle	n/a	n/a
Anti-Tank	Assault Rifle	RPG	n/a

* Vehicles are armed and have stats per data cards.

Strike Force Cost:

HQ Choice A:	5/10/15/22	HQ Choice B:	12/24/36/50
Support Unit A:	16/32/48/60	Support Unit B:	22/44/66/90
Support Unit C:	24/48/72/100	Alpha Platoon:	35/70/105/145
Bravo Platoon:	32/64/96/140	Charlie Platoon:	45/90/135/190
Delta Platoon:	38/76/114/160		

Defensive Force Costs:

- HQ Choice A:	5/10/15/22	Support Unit A:	16/32/48/60
- Support Unit B:	18/36/54/80	Alpha Platoon:	22/44/66/94
Bravo Platoon:	18/36/54/80	Charlie Platoon:	25/50/75/110

any telepathic ability of equal or lesser ability than their own. Thus, a level 12 telepath can only be affected by a mind shredder.

Level 6 Telepath: Mind Read: By reading the surface thoughts of enemy forces, this unit functions as if it had the "Sharp Eyes" special ability. Cost: +3/6/9/14 per stand in the platoon.

Level 8 Telepath: Obfuscate: These telepaths use their abilities to make enemy units think they are elsewhere than they really are. This unit is considered to have a signature of +1 versus all enemy units within 8". This ability is passive, but if a different telepathic ability is used on any turn, obfuscate will not function on the following turn. Cost: +4/8/12/18 per stand in the platoon.

Level 10 Telepath: Fear: This telepath unit is able to draw on the subconscious fears of enemy units, drawing them out and terrifying them. This unit may force an immediate pin check on any enemy infantry unit within 8", or any vehicle unit with one member within 1". Cost: +5/10/15/22 per stand in the platoon.

Level 12 Telepath: Mind Burn: High level telepaths are able to carry out strong offensive

telepathic attacks. These can either be a "spark" that renders their opponent unconscious, or a mind burn that can destroy memories and leave the individual a vegetable, or worse, dead. This ability, if used successfully, is carried out as a strength DVD 8 attack against any one enemy infantry stand within 6", or as a DVA 8 attack against any vehicle within 1". This cannot be used against unmanned units such as turrets.

Cost: +6/12/18/27 per stand in the platoon.

Mind Shredder: Mind shredding is an attack where the telepath essentially destroys the mind of their opponents, mundane or teep. This attack is carried out as a regular telepathic ability, and functions as per mind burn. However, it is DVD 10 with range 8", or DVA 10 with range 2". In addition, enemy telepaths, even level 12 ones, are vulnerable to this attack. Cost: Factored into the value of the unit. Cannot be purchased by other units.

Swapping fighter jocks for ground pounders

B5W Crusader Assault Carrier

By DAN FOXMAN

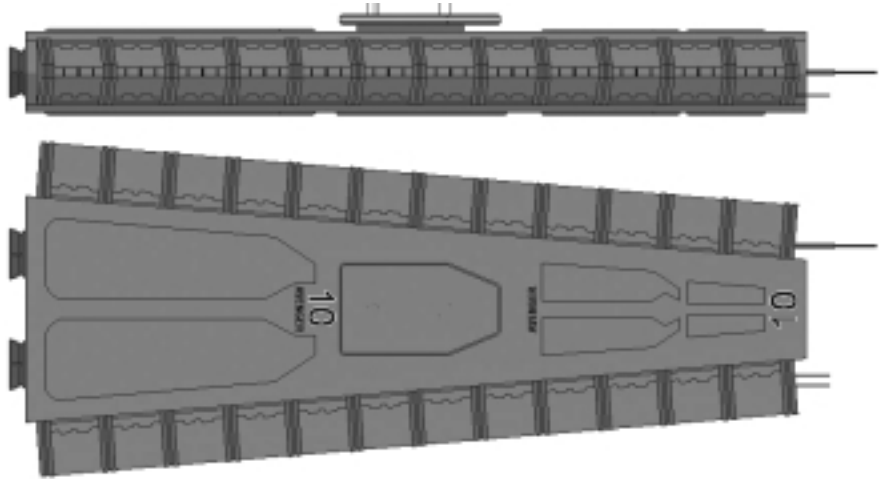
THE Crusader was built in small numbers at one of the last active Avenger shipyards. This yard had been kept open by EarthForce command in case of unforeseen emergency, and for some Senatorial goodwill. Modified to supplement the Hyperion Gammas, the Crusader Beta (Alpha was a converted Avenger used as a proof of concept ship) can carry twice the number of GROPOS and their support vehicles.

These ships were generally similar to the older Avenger hull, but with some major and minor improvements.

The reactor and thruster systems were enhanced to provide superior maneuverability. The hangar sections were modified to better suit the new role as an assault ship, with ½ of the fighter bays converted to hold assault shuttles.

The rearrangement of the remaining bays allowed for well protected troop barracks and vehicle bays. Armor was increased around the bridge, as well as on the bow and stern.

During the Earth-Minbari War, Earth had no real



need of the planetary assault capabilities of the Crusader and several were lost in fruitless attempts to use them as Heavy Cruisers/Carriers at the Front.

As the war neared its end all surviving Crusaders were recalled to Earth to help in the evacuation of civilians to neutral space.

Of the those recalled only five ships made it back to Earth, the rest are presumed to have been

destroyed by the Minbari. As of 2261, of those five, only four remain in EarthForce service, Kraken having disappeared on a mission near the Rim just after the war. It is believed that some onboard accident caused her to lose the beacon, and become lost in Hyperspace.

* * *

(The B5W SCS of this ship can be found in the Babcom Attachments folder)

Assault Nova

The EA realised a little late into the Dilgar war the necessity for a dedicated assault ship for planetary invasions.

They looked at the hulls they had and decided to pick the Nova, a large hull in full production at the time.

To minimise costs the reactor size was reduced and almost all the weapon mounts lost. However the design was optimised for the assault role, carrying 24 assault shuttles and two breaching pods as standard equipment.

With far fewer weapons and a smaller reactor, significant space was freed up to billet troops and store equipment.

Additionally the ships were armed with

only two weapons, railguns and interceptors.

These ships were never meant for front-line combat, and were designed to be brought up after space superiority had been achieved. Railguns were to be used for precision bombardment of enemy defences and bunkers during any invasion. Railguns and their matter rounds were perfect in this role.

This ship is designed for supporting a planetary invasion, not space combat. Later, in the Minbari war, several EA commanders desperately tried using Assault Novas as impromptu Artemis-Bs, with all being lost.

This ship was designated the Nova Gamma despite being the second version of the Nova because of plans already in the pipeline for other versions. One of these went through a complete overhaul and became the Nova Beta design, but many other design projects failed or lack of funds or interest among the government and military. The Assault Nova never entered a full production run as the Hyperion Gamma was considered a more successful conversion.

- Ben Rubery

(The B5W SCS of this ship can be found in the Babcom Attachments folder)

Brakiri Ikorta



By SCOTT McGAFFIN

THE Brakiri corporation of Pri-Wakat Concepts & Solutions fields some of the finest and best-equipped troops in known space. Pri-Wakat mercenaries are not only used by other Brakiri corporations but are employed by races such as the Abbai and Pak'ma'ra. To move these troops around Pri-Wakat utilizes the Ikorta Light Assault Cruiser. This essay will cover the advantages, disadvantages and general tactics that are applicable to this ship.

First and foremost, like all Brakiri ships, the Ikorta possesses a gravitic drive. This gives it the ability to do certain maneuvers that ships without can only balk at, such as rolling and pivoting at the same time and accelerating/decelerating while pivoting. The Ikorta is also one of the most maneuverable ships that is available to the Brakiri.

Because of the layout of the ship (no forward/aft hits), the front and rear thrusters can only be hit once a shot has penetrated to the Primary section. This is a huge advantage when compared to ships that have thrusters mounted in the front and rear. It's very distressing for a player to race in on an opponent and be unable to slow down because your front thrusters have been destroyed.

For the Ikorta this is not a major problem.

Another minor advantage of the Ikorta that is generally ignored in Babylon 5 Wars is that it is atmosphere capable. In other words it doesn't have to rely on its easily destroyed assault shuttles to deliver its troops, it can just land itself and disgorge them.

Probably the most notable advantage of the Ikorta is its ability to withstand punishment.



Tactical Display



A tactical analysis of Brakiri assault forces, including the Ikorta Light Assault Cruiser, the Tobraki Assault Shuttle and the Pri-Thentat Breaching Pod, for Babylon 5 Wars.



Coupled with heavy armor and powerful shields, the Ikorta is virtually impregnable to small weapons fire. Against light and even some medium fighters, such as the Senti and Gorith, the hull is untouchable (at least until the shields are destroyed). And due to this high level of survivability, the Ikorta shouldn't have to launch its flight of assault shuttles till it gets close to its target (assuming it's not able to just land itself).

A word of caution when using the Ikorta: a player should remember that the shield generator can only power one of the two shields. Because a player decides which shield is going to be

powered before movement, the player should be aware of where he is going and where his opponent could be, so that a shield is always facing your opponent. It is probably safer to keep a side facing the enemy than the front, as each shield covers an entire 180 degree arc, and if the side is facing your opponent it is harder for him to maneuver around to get to the unshielded side (in other words avoid going head on against an opponent). This isn't as much of a problem as with other Brakiri ships, like the Avioki. The Ikorta has excellent arcs for its two grav cannons and the side profile is only one point worse than the front or aft. Compare this to the Avioki's extremely narrow arcs for its graviton beams and its massive side profile compared to the front profile. The Avioki, for all intents and purposes, must go head-to-head with an opponent.

The number of weapons on this ship is not very impressive, but this is countered by the fact that the Ikorta is a light assault cruiser and that it carries one of the best long range weapons in the game - the grav cannon. And the reason it is such a great weapon is not its damage, or its range penalty or fire control, but the fact that it can fire every single turn. The damage it inflicts may be relatively minor for a long-range weapon, but after a few turns of constantly getting hit at long range, it does add up. And it is capable of taking out non-rakeable systems like Minbari fusion cannons and neutron lasers. Compare it to the graviton beam:

- Continued next page

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	Grav Cannon	Graviton Beam
Turn 1	1D10+6	5D10+12
Turn 2	1D10+6	-
Turn 3	1D10+6	-
Turn 4	1D10+6	-
Total	4D10+24	5D10+12
Range	28-64	17-62

So, as you can see the grav cannon's potential damage in the long run is more than the graviton beam. It's fire control is slightly worse and it's range penalty isn't as good, but if you miss, you don't have to wait 4 turns to fire again, just fire the next turn, and the turn after that... etc.

Like most Brakiri ships (except for Ly-Nakir made hulls), the Ikorta mounts a rather poor number of anti-fighter weapons. For the Ikorta it's not as much of a problem as it has heavy armor and shields to protect itself. A note about the graviton pulsar: never downgrade to gravitic bolts for extra points. The gravitic bolt is inferior to the graviton pulsar.

Finally the Ikorta is reasonably cheap. A mere 450 points for a moderately armed and heavily armored ship is a pretty good price.

The Ikorta has few disadvantages. One is it's smaller number of weapons as compared to other Heavy Combat Vessels such as the EA Artemis and Narn Rongoth, and as compared to other assault ships like the Centauri Secundus and Narn T'Loth. But it has to be remembered that the Ikorta relies on its ability to withstand damage than it does on its ability to inflict it - unlike most of it's counterparts in other fleets.

Also unlike a fair number of assault ships, the Ikorta doesn't carry any breaching pods. If desired, it can only carry two pods, which can replace the two shuttles for 10 more points or the two assault shuttles for no extra points.

The key to countering most of the disadvantages of the Ikorta and to magnify its advantages is to use it in groups or 'wolf-packs'. Individually a grav cannon doesn't provide a lot of firepower, but with four or five ships firing, it can be devastating, especially every turn. Also using them in groups can help protect against fighters as individually their number of graviton pulsars is low, but together it is sufficient to deter most fighters.

Tobraki Assault Shuttle

The standard Brakiri assault shuttle carries the same gun as utilized on the Falkosi interceptor and has the best offensive rating for an assault shuttle at +4. But also, like the Falkosi, it is poorly armored. To enhance its survivability the shuttle should keep its front/aft to an opponent as its front/aft profile is one of the smallest for an assault shuttle, unlike it's side profile, which is quite large.

Pri-Thentat Breaching Pod

Very similar to the Tobraki assault shuttle, the Pri-Thentat breaching pod is a mediocre design that should be utilized in the exact same manner as the Tobraki - keep the front/aft towards your opponent. Unfortunately it is unarmed, but to counter this it is better armored and more durable.

Gaming's Ten Imperatives: or what it takes to be a successful megalomaniac

A few years back after a long and grueling weekend of hard historical miniatures gaming, my friend Gary and I retreated to a local establishment to refresh ourselves and basically throw some tall tales of our victories at each other. After several dozen beers each we came upon a set of what we called imperatives to successful wargaming. Here I am going to list them then tell why we included it after each one.

1. What IS my objective?

Often times in a game your objective is not achieved by just going out and fighting your opponent. It is absolutely imperative that you clearly understand what your victory conditions are. Often in the heat of battle people forget that simple thing.

2.What do I do to gain my objective?

Sounds a lot like #1 doesn't it, well actually it's a totally different question. Sometimes the way to gain a win is to just do a few simple things. But no matter how simple, these things must be done. So knowing your objective and knowing how to gain it are very different.

3.Treat all opponents as competent till proven otherwise.

At conventions I have walked into a game where there is a player who seems to know every rule by heart and be able to quote to you the "classic" tactics for almost any unit in the game but they have the Tactical sense of a LOG. Conversely I have seen people walk into a game and play for the first time and by using sound common sense tactics clean house. TREAT ANY GAMER AS IF HE IS A FIELD MARSHALL. If part way through the game he proves himself an idiot then you can either ignore him or eliminate him at your leisure.

4. If I can't win neither can you.

If you are in situation where it is literally impossible for you to gain your objective the next best thing is to make sure neither can your opponent. Remember a draw is not a loss.

5.Always cover your own Butt.

Do not depend on an ally to be good enough to defend your flank. Always make sure you can defend yourself if he fails.

6.Never let them know how bad they have hurt you.

This goes under the onus of psychological warfare. So your enemy just alpha struck you and really put the hurt on. Don't whine, don't cry, just look him in the eye and say, "well a

few broken eggs make a great omelet" and appear as if it doesn't even slightly bother you. At this point he will be wondering what you have hidden up your sleeve. I have seen several gamers who have hit me hard back off and take a defensive position because they think I have more left than I really do.

7. Always be cocky.

This also messes with minds. Swagger, boast, tell stories of the last guy you annihilated. These things will greatly unnerve an opponent. If he feels he is playing against a superior opponent, he will usually go defensive. That will lose for him right there.

8.Revenge is a moral IMPERATIVE.

This is here for your benefit. If someone gets you real good in a game more by crook (betrayal, lying, etc) than hook, make sure you GET HIM BACK. If not in this game arrange to be in his next game and this time you nail him. This has two effects. One, it does make you feel better about getting fooled the first time. Two, it makes him realize you're not just some boob who he outsmarted and he goes away thinking he's better than you.

9.Never fight a fair fight.

This basically is just sound tactics. In a large battle if you just line up against each other and meet in the middle it's going to be bloody and real close. If the opportunity arises to overload one flank so that you can destroy a portion of his force while taking few losses yourself you can tip the balance in your favor. This was Alexander the Great's main winning tactic. He would always put all his cavalry on one side and when an opening occurred he would hit like a hammer and crush his foes.

10. Victory first Honor second.

Simple. There is no such thing as an honorable defeat. The victors will write the history books and make you out as a bad guy anyway. Winning IS more important than being a gracious loser. The winner can afford to be gracious. The loser is just that, A LOSER. There is no honor in that.

These are just a few guidelines I use when gaming, they have served me very well and I am very successful when I follow them.

But the most important thing and it is not on the list is; Have fun, it is just a game and it is never worth losing a friend over.

- Reid "the merciless" Hupach
and Gary Hudek

GROPOS get all the fun

FICTION:

By THOMAS "Ko'Doth" WELLER

"Lieutenant, what are we doing on this god forsaken rock?" Sgt. Shawn Jensen asked.

Lt. Natasha Hawson, leader of Hawson's Harlots replied, "Because this is where the orders told us to be. Besides this place reminds me of home." Having grown up in the Scandinavian mountains, little Natasha had lived a hard life, but she grew into a strong woman, her father's pride and joy. She even managed to attain a billet at the Earthforce Officer Training Academy in Geneva.

"Well, this is nothing like County Cork where I grew up." was all Sgt. Jensen could say in return. The bleak countryside was gray and brown, broken by a few patches of sparsely scattered fir trees that doggedly hung to life on the mountainside. Somewhere out there was the enemy.

The war had been over now for almost two years, but pockets of deluded Dilgar soldiers still hung on in remote areas of many planets in League space. The Harlots were on patrol/ferret duty trying to assist the Alacan Government in rooting out any remaining pockets of Dilgar from their world. There had been several reports from this area of homesteads being attacked and the inhabitants slaughtered. Already three homesteads had been destroyed. Hawson's Harlots' official designation was 3rd Platoon Delta Company 247th Battalion 45th Infantry Division, but like so many units they thought of themselves by their nickname. The 247th battalion specialized in mountain warfare, and this was exactly why they had been stationed on Alaca. Lt. Hawson had broken the Harlots into squad size elements to patrol these mountains looking for the Dilgar scourge attacking this area.

Lt. Hawson's patrol was composed of herself; Sgt. Shawn Jensen, an Irishman from County Cork; PFC. Reginald Smythe, a black Englishman from Liverpool; Pvt. Vincent Spirelli, a Greek from a small island in the Aegean Sea; Pvt. Josh Myers from Iowa farm country; and Pvt. Julio Martinez from Mexico City. The rest of the platoon was scattered in a five-kilometer area searching for the Dilgar camp.

Pvt. Spirelli was on point when he froze and signaled to Lt. Hawson to come forward. Once Lt. Hawson and Sgt. Jensen were by his side he pointed out a trip wire, which led to a Dilgar SG-47 Flechette mine. They knew they must be close to the enemy encampment now. The mine had been placed within the last month. The brown lichen, so prevalent in this area, had only begun to cover the mine. Lt. Hawson signaled for Pvt. Myers, her comm trooper, to come forward "Let the rest of the platoon know our position and inform them to tighten the search to this area."

Damn this infernal cloud cover, she thought. Since the Dilgar had bombed the Alacan people



back into the stone age many of the original plant life had died out, and all the dust and dirt that had been thrown into the atmosphere made satellite surveillance impossible, and made air cover unreliable at best. The only reliable surveillance device was the Mark One Eyeball. Lt. Hawson then turned to her fire team.

"Ok ladies, this is the game plan. Jensen, you and Spirelli take point. Smythe I want you and Constance to take lead in the main group, Martinez you have rear guard. We move in standard spread formation, got it?" She received a series of nods. PFC. Reginald Smythe patted Constance lovingly. She was his baby: an EF-417 air-cooled 3 barreled rapid fire PPG with a cyclic rate of fire of over 600 shots per minute. Everybody else carried the reliable EF-414 PPG rifle, but its cyclic rate of fire was much less, around 100 shots per minute. The team continued moving up the mountain.

The attack happened so suddenly that it could have been executed by the finest troops in the Earthforce Special Forces. The attack started with a rockslide that forced Lt. Hawson and her men to take cover. The slide carried away Pvt. Martinez, but the real threat came from oblique angles downhill of the rockslide.

The Dilgar used a nasty weapon that fired a barbed flechette. They were excruciatingly painful to remove as they caused severe tissue damage to the body of the victim. It was an incredibly accurate and cruel weapon, but it was effective at breaking moral of troops and wounding the enemies of the Dilgar Imperium.

A firefight ensued between the four remaining Earth soldiers and the two groups of Dilgar soldiers. Over a dozen Dilgar were attacking the Harlot's position. Pvt. Myers went down with a flechette passing through his throat. The gurgling noise he made as he died was a most unwelcome sound to the rest of the team. PFC. Smythe was laying down suppression fire with Constance on the group to the West, Sgt. Jensen and Pvt. Spirelli was alternating their fire against the group to the East. Lt. Hawson was practically shouting into the Comm unit to get some sort of support for her imperiled team. A grenade sailed in and landed by Spirelli. Jensen shoved the soldier out of the way, but he was caught in the blast himself when the grenade went off. Lt. Hawson felt the sharp sting in her hand and the kiss of electric sparks against the side of her face. She looked at her hand, a Dilgar flechette

had punctured it, but the handset of the Comm unit had prevented the round from penetrating into her head. Angrily she pulled out her service pistol and began to fire at the oncoming Dilgar cursing their lineage as only a true GROPOS could. PFC. Smythe slumped down next to her. He had several of the barbed flechettes protruding from his body

"Constance's power cell is gone." He told her. Lt. Hawson's service pistol fired its last shot and the clank of dry fire was heard as a death toll of the bell. They looked up from the shadow cast by the two Dilgar soldiers into their faces. Strangely their feral grins reminded Lt. Hawson of a childhood story about a cat. This cat could turn invisible except for his smile.

Just then she heard two explosions and the welcome noise of another EF-417 opening up. The explosion knocked the two Dilgar off their feet, and both Smythe and Hawson took advantage of the situation. Hawson pistol-whipped one Dilgar into unconsciousness and Smythe dispatched the other one with his combat knife.

First Sgt. Thomas Michaels stood over the prone Dilgar. He called for a medic to look over the lieutenant and PFC. Smythe. The medic pulled out a neural pain block and laser scalpel. She placed the block just above the wrist, and then she went to work cutting the barb off so she could remove it from the injured hand. After she did this, she inspected Smythe most of his wounds were superficial his body armor had stopped many of the rounds, but he did have two imbedded in him deeply, one in his arm, and another one was in his leg. He would need to be carried out on a litter. Sgt. Jensen was alive, but his legs had been shredded by the blast of the grenade. He would need prosthesis to walk again. Pvt. Spirelli was dead. He looked like some sort of mutated porcupine with metal spikes sticking out his body.

Lt. Hawson went over to inspect the unconscious Dilgar. He wore the uniform of the Star Legion: Dilgar Youth organization. This explained why he was so young. Toward the end of the war the Dilgar were using boys merely 12 and 14 Earth years old to fight for them. The young Dilgar soldier stirred. His gaze immediately sent daggers at Lt. Hawson "It doesn't matter you can kill me, but the Great Dilgar Imperium will live on." was all he said.

"You do know that the war is over? It has been for a long time. Your side lost." Hawson told him.

"It is no matter the Dilgar Imperium will rise again and crush our enemies starting with your pitiful species HUE MON!" The Dilgar spat blood from his mouth. "Remember my words HUE MON I am Ha'dar of the 3rd Star Legion. We will rise again and crush you." Three days later all life in the Omelos system was wiped out due to a stellar event.



Lost Causes

B5W Scenario

By ALEXANDER KETTLE

IN THE final months of the Earth Minbari war, it had become painfully clear to the EA commanders that they had no chance of stopping the Minbari, but still they sought for ways to slow down or cause them to pause just long enough to try and save what remained of the Alliance. To this end several of the remaining Oracle scout cruisers moved out in search of a weak point in the Minbari assaults, and while most were destroyed there was one mission that was successful. A single cruiser had come across a Minbari troop convoy, transporting ground forces into the Ross system. It was immediately decided to attempt an intercept on the convoy just short of the colony in the hopes of delaying the invasion and inflicting enough casualties on the Minbari to delay their final push on the Proxima colonies and then Earth. Unfortunately the forces available for the attack was limited as most ships had long since been pulled back to the Sol system to prepare for the final defence. However, a small battle group was put together, focused around the Nova class Dreadnought Schultz. It waited in hyperspace near the system until the Minbari convoy was approaching the planet at which point they jumped in at close range and attacked. The Minbari for their part had thought the system secured and didn't expect any opposition, and thus had sent a relatively limited escort.

Setup:

Use a standard B5wars map setup. Designate one short end of map as the edge of the colony's atmosphere. Minbari forces enter map edge opposite the planet's edge on turn 1 at speed 4.

The EA player decides prior to turn 1, where on the map his forces will jump in. The player may use as many jump points as he has jump engines, (except one- there must be at least one jump engine unused, in case any survivors attempt an escape), since the EA forces do not expect to survive. However, all jump points must be formed on the side of the map closest to the planet. The EA player must also mark down the turn on which his forces will arrive from each jump point, but none may enter later than turn 3. Standard jump deviation is in effect. EA forces are desperate, if all jump engine equipped forces are destroyed remaining ships/fighters may attempt to ram.

FORCES:

Minbari-

1 Sharaal War Cruiser - 24 Tishat Medium Fighters
1 Sharlin War Cruiser - 24 Nial Heavy Fighters
2 Tinashi War Frigate
1 Ashinta Close Escort
5 Torotha Assault Frigates
Points:13309

Earth-

2 Nova-Beta Dreadnoughts - 24 Starfury Heavy Fighters each
1 Oracle-Gamma Scout Cruiser
1 Olympus-Beta Gunship
2 Olympus-Delta
Points:7861

Victory Conditions:

Minbari-

Minbari player wins Total Victory if they can get all Torothas to the planet and destroy all Earth ships.

Minbari player wins Moderate Victory if all Torothas reach the planet but any EA ships escape.

Minbari player wins Minor Victory if all Torothas reach the planet but any other Minbari ship is destroyed

If any Torotha is destroyed, the Minbari player suffers at least a minor loss, if any EA ship also escapes it is a moderate loss, if any other Minbari vessel is also destroyed it is a total loss.

Earth Alliance-

EA Player wins Minor Victory if they destroy at least 2 Torotha Assault Frigates.

EA Player wins Moderate Victory if they destroy at least 2 Torotha Assault Frigates and at least 1 EA ship escapes.

EA Player wins Major victory if they destroy at least 2 Torotha Assault Frigates, any other Minbari vessel and at least 1 EA ship escapes.

EA Player wins Total Victory if they can destroy all Torotha assault Frigates and escape with at least 1 ship.

Historically:

The EA forces jumped in too close to the planet and too far from the approaching Minbari convoy. An easy target for the Minbari warships, the escorts attacked while the Torotha Frigates pulled back out of range. Although the battle was bloody and the Minbari ships did suffer some damage, not a single shot was even fired on the Torotha frigates and all EA forces were quickly destroyed without losses to the Minbari other than a few fighters.

* * *

Hammer and anvil

Babcom 14



DETAIL: A Nova with Hyperions forming up as escort. The detail in these renderings is very effective - right down to moving gun turrets.

By DIOGENES

THE Dilgar war has come to life on the PC. For those of you who have not seen Homeworld, Sierra's realtime 3D tactical space combat game is the best of its type. And now Babylon 5 fans have been busily working away to convert this game into a representation of their own favorite universe.

Homeworld: The Dilgar Invasion is just one of many modifications available. But this one is different. It seeks to take the Dilgar, as defined by AoG's supplements, and pit them against an array of early Earthforce designs.

The effort put into this mod is impressive.

It's very satisfying to see familiar ships in gameplay action. The sight of a lumbering Nova with its close escort of Hyperions closing on a group of Dilgar cruisers was exciting - as was watching my Tiger and Aries fighter strike, launched from an Avenger, getting chewed up by the Dilgar defences.

The conversion of Homeworld ships is not complete. There are many fighter, corvette, frigate and support classes that retain their original shapes. Perhaps League designs could be used to fill these gaps?

Also, some of the representations of familiar



B5 ships seem a little surprising: like how the Artemis frigate is almost twice as expensive (and powerful) than the Hyperions. And the Hyperions seemed slower than the Novas...

But B5W and FA players would appreciate the Homeworld game engine.

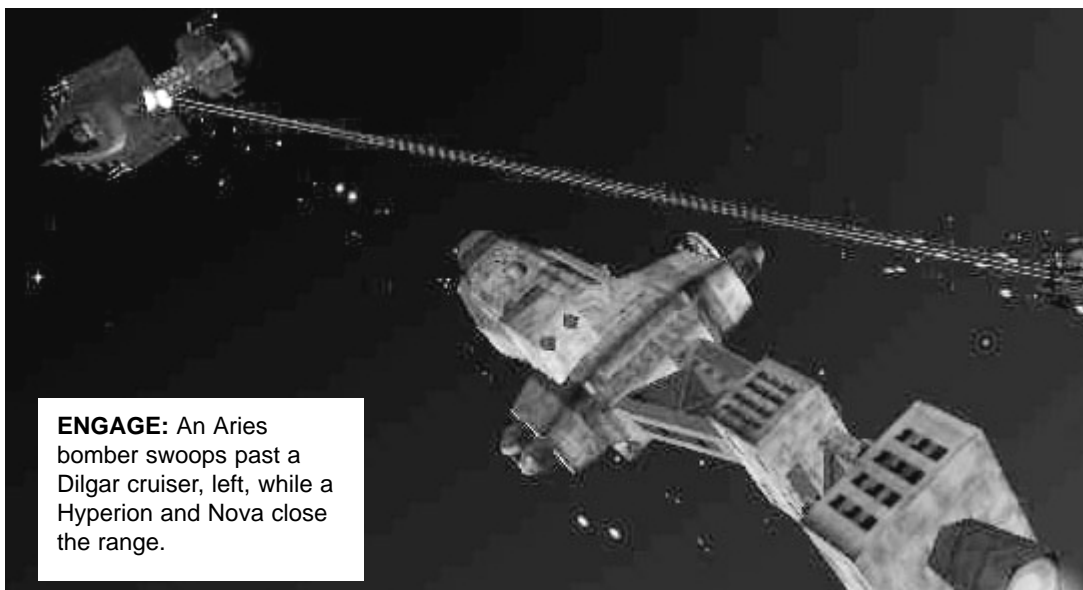
While providing a high level of complexity and detail, Homeworld makes control of single ships through to formations as simple as a point-and-click.

The game is truly 3D. Your ships move around in a chunk of space, seeking to gather resources and destroy the enemy.

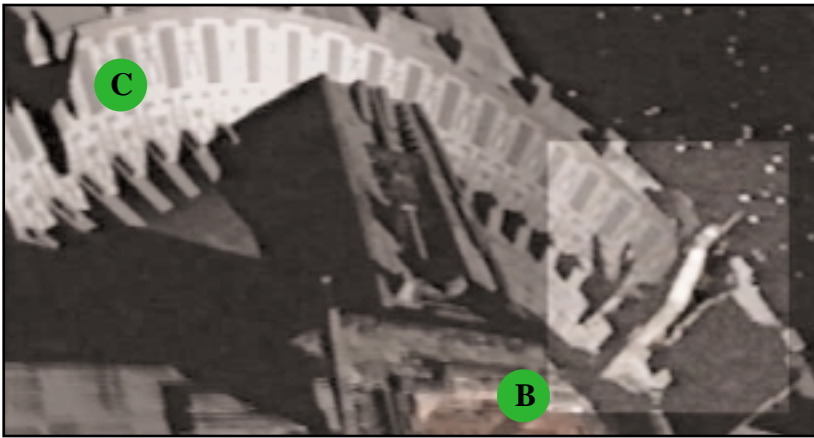
Technological upgrades and larger, more powerful, designs are obtainable as you advance along the research tree.

Homeworld can truly be called a beautiful game. Glorious nebulas, rich starfields and incredibly detailed three-dimensional ships make it a strong piece of eye-candy. This visual emphasis is not trivial: it creates an atmosphere that really draws you in. And fans are using this power and beauty to bring Babylon 5 back to life.

- <http://www.modfactory.net/mirror/DilgarInv/>



ENGAGE: An Aries bomber swoops past a Dilgar cruiser, left, while a Hyperion and Nova close the range.



THIS unusual craft is reportedly seen only once in Babylon 5, in the episode GROPOS.

First glimpse of this craft is in the teaser as they emerge from the jumpgate (A): five of them protectively clustered in a pyramid formation behind a Nova-class dreadnought. This angle shows a vessel with a large boxy main fuselage with what appear to be outrigger engines at the end of short aerodynamic wing stumps. These outriggers also seem to hold a large vertical atmospheric control surface. But closer examination of the sequence reveals a V-shaped control surface at the rear of the craft (noticeable in the left-most craft in the screen capture)

Immediately after the main opening titles, during the episode credits, we see one of these Earth Force craft enter Babylon 5's main docking bay (B). This angle, from the left-rear quarter and below,

shows a fuselage not unlike the distinctive Hercules C130 military transport - in particular the upward taper of the rear cargo bay into the main vertical control surface. This image confirms the tail's V-shape. As it passes, the vessel's shadow is cast on the edge of the station, giving a clear, though distorted and partial, silhouettes of the ship (C). A full-size 1:1 TV screen ratio capture of this scene (D) shows the most complete picture of the craft. As with (B), the vertical surfaces on the wingtips are quite large and have a rearward sweep. The nacelle's at the wing tips are obviously the engine pods, though no thruster glow is seen from them at any stage - even in (I) as the ships are seen from behind jumping out from Babylon 5 space. The silhouette and docking entrance shots also hint at control surfaces at the rear of the nacelles, separate from the main vertical wing sur-

face. However, this does not appear to be supported by pictures of the craft lined up inside Babylon 5's dispersal deck (H).

The upward cutaway of the rear fuselage does not show the seams of a loading ramp, though this is the only real structural reason for having such a feature. The split V tailplane sits on a lip, most likely containing defensive EW equipment for the rear arc.

Once inside the station we see troops moving out of an upward hinged nose door. The profile of one ship has been enhanced (H). Close examination of this scene shows the upper deck of the craft, possibly the command deck - though the viewports (if any) are obscured by the raised nose. Sitting below the short wing is a long pod, square in shape but with rounded edges and a tapered front end that narrows into a sharp triangular point (F). This is most likely

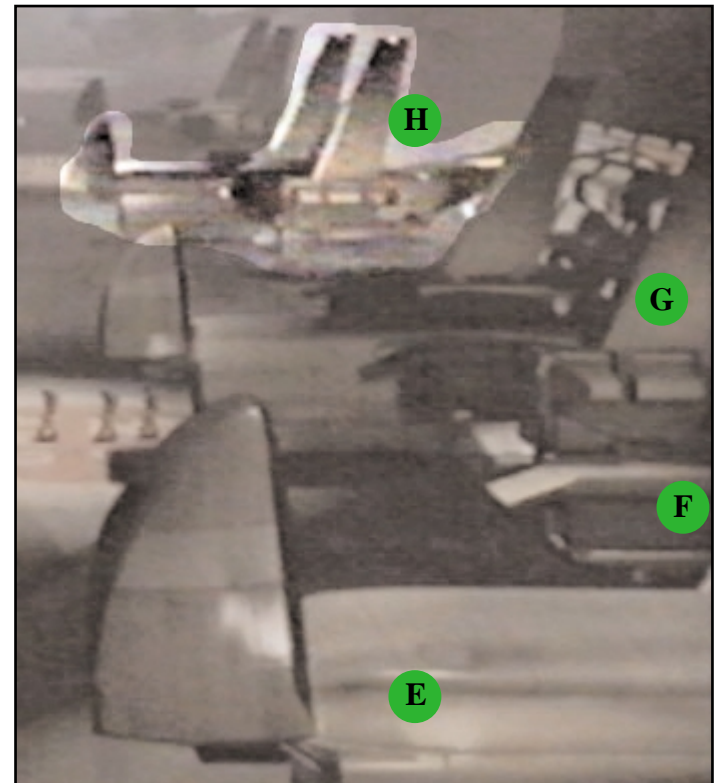
an engine intake air-flow regulator, much like the F-15 Eagle.

Above the wing stem is a shorter box structure that appears to be a hinge mechanism for the large vertical wing surface (G). Landed in space, this wing extension remains in the retracted position - much like the Thunderbolt. This structure shows this craft is atmospheric capable. This craft is likely an assault-dropship, intended to bridge the gap between a planet's surface and space.

This craft is obviously at the upper size limit that B5 can land-on, making it somewhat larger than the Hades assault shuttle.

The Earthforce sourcebook of the Babylon Project RPG mentions a ship designated the CAS-958 Condor troop transport. Some believe the Condor to be this ship.

- Diogenes



The hunt is on



By **THOMAS WELLER**
Test of Wills Part 2

SHIPS log, EAS Merlin, April 8th, 2265, Captain Alexander Jagerson commanding. It has been seven hours since we lost contact with the Corinth. The hope that we will find survivors is slim. We fear that all we will find is something to be avenged. I have known Bill Trevors for a long time. We were posted together on the Artemis Class Heavy Frigate Falcon at the start of the Earth-Minbari War. We fought in several engagements together, but we were separated shortly before the Battle of the Line. Back then Earth needed all the combat veterans they had to command ships. I got the Hyperion Class Cruiser Exeter, but she was destroyed within the first 30 seconds of the start of the battle. Only the communications officer, Warrant Officer 2nd Class Richard Wong, and myself survived. I only lived because Wong dragged me to a lifepod before the ship totally broke apart. I can never repay the man, for I will never have the chance. Wong left Earthforce shortly after the war and returned to Mars Colony, but a terrorist bomb killed him during the troubles there. It was a real shameful way for the finest man I knew to die.

The ship XO Commander Edgar Baticci was a bright young lad from the European Conglomerate. He would tell stories of his days growing up near Rome, and he bragged about his mother's cooking. He had been Jagerson's XO for a little over a year since he took command of the Merlin. Jagerson's old XO, who had been with him since just after the end of the Earth/Minbari War, was promoted to command of Jagerson's old ship, the Omega Class Destroyer Juno.

"Sir, we are coming into Sector 47 now." Cmdr. Baticci said turning to face the command station.

"Very well, lets have a look. My God!" was all Jagerson could say. In the area was nothing more than a debris field where once there had been a proud Earthforce ship. The wreckage was strewn about as if by a child having a tantrum. There were few pieces larger than a Starfury. Whatever had attacked the Corinth was powerful. "Order the Goddard to begin scanning the

area for signals and traces that might lead us to where these attackers came from." Jagerson turned to Ensign Hickory. "Communications, I want this area scanned for any lifepod signals. I want anything in the area reported to me at once. Launch Bay, I want our Birds in vacuum now. Scramble all fighters. Maintenance, I want recovery teams prepared and launched immediately after our fighters secure the area. I want that wreckage analyzed, and I want to know what hit them. I want all of this 1 hour ago, gentlemen." Yes Sir, was all he heard.

The 144th Heavy Battle Squadron went to work securing the area. The squadron was composed of the Warlock Advanced Destroyer EAS Merlin, Omega Class Destroyers EAS Perseus and EAS Marathon, and a new Delphi Class Fleet Scout EAS Goddard. "Dragon and Griffin squadrons are both deployed, and they are beginning their sweeps of the area." Cmdr. Baticci stood waiting for further instructions from Jagerson. "Wait one minute. Dragon leader is reporting scaring up a rabbit." Cmdr. Baticci told his Captain.

Jagerson replied, "What did you say?"

Lt. Cmdr. Michael "Black Dragon" Hideshi, Dragon Squadron Leader, was beginning his sweep of the area. Suddenly his RIO Lt. Howard "Marmaduke" Mitchell called "Contact, bearing 172 by 46." Lt. Mitchell's targeting board lit up with a lone bogey trying to make a break for open space and the jumpgate. "Dragons, this is lead. It appears we have a runner. Dragon two you are my wing. The rest of you continue to sweep the area." Roger, was all the reply he received or wanted. He immediately punched his throttle to the firewall and was slammed back into his acceleration couch. He could feel his Thunderbolt responding as if it was an extension of his own body. God, he loved to fly his fighter. He began to weave through the wreckage in pursuit of his enemy. All he knew was that something bad had happened to one of his team, and now it was payback time. He caught the bogey in little time, and he was surprised to see a small shuttlecraft attempting to run away. It appeared to be a Llort design. He ordered the shuttle to stand down and prepare to be escorted back to

the Merlin, but he received no reply. Lt. Cmdr. Hideshi was known for his patience, but this situation had worn his tolerance down to a tiny thread. He used his Gatling pulse cannon to disable the drive system of the shuttle. His marksmanship was perfect, and the thruster nozzles were neatly severed from the shuttle. Lt. Mitchell then used the grappling hook to tow the disabled shuttle back to the Merlin. "Merlin this is Dragon leader. We are returning to the barn. We have one bad guy in custody."

On the bridge Jagerson watched as the small chase took place. It was obvious that there was no way that the shuttle could ever escape his Thunderbolts. Cmdr. Baticci informed him of the successful capture of the intruder. Jagerson would look forward to interrogating the prisoners later, but his thoughts were broken by Ensign Hickory "Sir, I have another distress call."

"They are bold sons a bitches. I will give them that." Jagerson said, "lets hear it Ensign."

"This is the freighter Darlene. To any ships in Sector 47 we are under attack by raiders please help us." The message came out across the box. It was scratchy, a sign that the enemy was attempting to jam the communications of the freighter.

"Sir, the Goddard has picked up the firefight between the aggressor and the freighter it is not far from here."

"Right, have we picked up any lifeboat signals" Jagerson queried, but the answer was just a shake of a head. "Very well, order the squadron to reform. We are pursuing that ship."

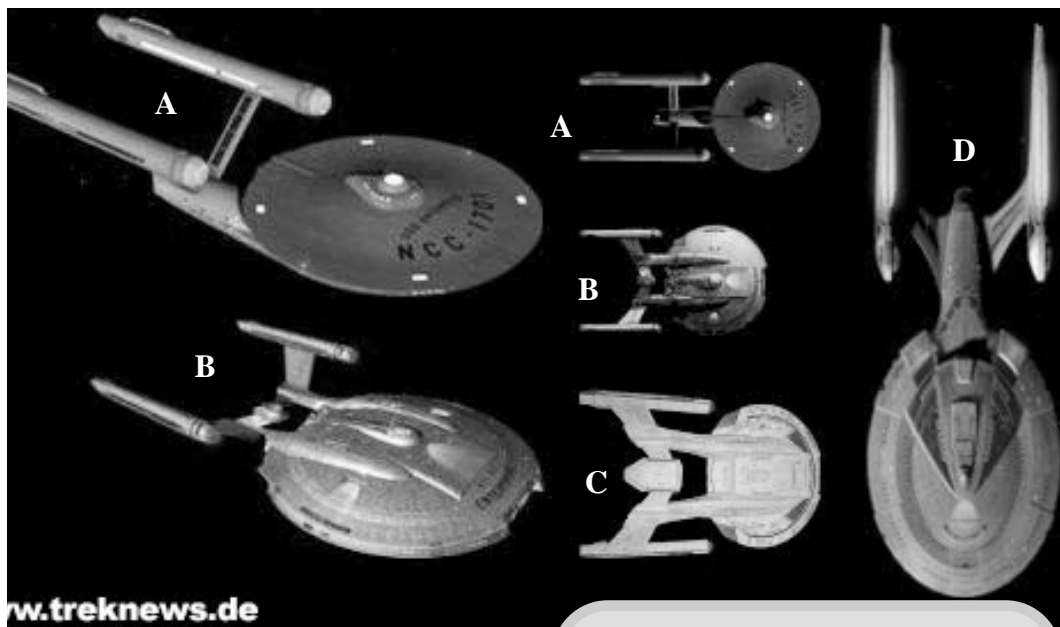
"Sir, the enemy ship appears to be a Raider Dragonship configuration. Damn! She saw us and is turning to make a run for it." Cmdr. Baticci told the Captain. Captain Jagerson seemed highly agitated by this development.

"Comms, order the Marathon to dispatch a squadron of fighters to assist and escort the freighter to the jump gate. Tell the rest of the squadron to follow us. We are going to run that ship to ground, and then we are going to find his buddies"

The chase was on.

- To be continued

Enterprising evolution



THE interior of the titular starship in UPN's upcoming Star Trek series Enterprise owes as much to submarine design as it does to space-ships, SCI FI Wire observed during a tour of the show's Paramount sets. The tour--part of UPN's fall preview to the Television Critics Association--allowed reporters for the first time to view sets for the ship's bridge, corridors, engine room and armory in Paramount's Stage 18. The 22nd-century ship's interior is meant to predate the starship of the original Trek series and evoke vessels familiar to 21st-century viewers.

The bridge is narrower and deeper than previous starship incarnations, with steel pipe railings, corrugated steel floors and tan metal walls covered with instrument display panels and contemporary-looking track lighting overhead. The captain's chair resembles the driver's seat of a Porsche, with computer-screen readouts in the arms. Work stations feature flat-panel "plasma screen" computer displays and readouts, keypads, knobs and levers. The helm features an actual steering wheel and joystick control; the science station features a viewport similar to that used by Spock on the original series. At the rear of the bridge is the "situation room"--a flat computer-screen table with black leather bucket-seat chairs, where strategic meetings are held.

Corridors of the ship have pipes running overhead and light panels in the walls at floor level; doors open mechanically and are set into step-over hatches, as in a modern warship or submarine. The floors are textured metal, not carpet; the overall feel is that of a large naval vessel of the future.

The engine room, surrounded at mid-level by cat-

OVER THE AGES

The new-old Enterprise (just how do you designate something that comes before Enterprise-A anyway?) is an attempt by model designers to integrate the original Trek look-and-feel with modern expectations of detail and technology.

Here is a look at ship designs from over the ages:

- A) The original Enterprise from TOS
- B) The new Enterprise
- C) The Akira class from TNG
- D) The Enterprise-E

Enterprise -1 (my designation) is obviously not a "new" shape. The Akira (C), which appeared in the background of several Trek shows, is the obvious inspiration. Perhaps the Akira is a later variant, or perhaps ship design went retro for a while. Whatever the case, pictures show the interior of the new Enterprise has a completely new look.

walks, houses the warp engine, a horizontal cylinder with pulsing lights that suggests a huge turbine.

The armory resembles the torpedo room in a submarine; ranks of huge metal projectiles, or missiles, line the walls and sit in two cradles. To launch the missiles, which are the predecessors of photon torpedoes, crewmen must open a hatch and slide the missile into a launch tube.

Enterprise launches Sept. 26.

- Scifi.com



B5W: Scylla Escort Destroyer

THE Centauri Republic, after observing the large numbers of fighters being used in the Earth-Minbari War, decided they should design an escort vessel capable of handling the large amounts of fighters that the EA could throw at them.

The Sulust was chosen as the perfect frame to build on.

Very little modification was needed and early tests were positive. Several were built, but when the War of Retribution broke out production stopped since the regular Sulust was considered more effective against the Narn.

Scyllas that saw battle showed themselves very capable in an anti-fighter role.

- Description by Reid Hupach
- SCS by Tarek Okail

(The B5W SCS can be found in the Attachments folder)

B5W: Shorten your turns

WHEN moving in B5W, if your last turn maneuver extends your turn delay into the next game turn, shorten your turn delay with any left over Thrust. Be careful about overthrusting, but cut your turn delay as small as you can. You may want to turn as quickly as possible the next time you move. Spending Thrust to shorten your turn delay doesn't mean you must turn, just that you can if you want to.

- Gergle

Legend previewed

WARNING: SPOILERS

JUST saw the Babylon 5: Legend of the Rangers rough cut. It was without effects shots and no music or sound effects.

However after some apprehension about the series, I was actually impressed. We all know about "Crusade" and it's eventual downfall. I think it was the theme music that brought that show down.. Anyhow, "Rangers" starts off on Minbar. David Martel is a Rangers captain that received criticism about "escaping a battle" when his ship was crippled. He goes back and is reprimanded and G'Kar makes his appearance and saves the day.

The captain is somewhat demoted and given a piece of crap 20 year old haunted space ship. This ship disappeared for a couple weeks and suddenly came back..sans crew. He hooks up with his new crew made up of friends and new people. This includes an ass-kicking Narn female who is the engineer, a cocky asian navigator, and a female human weapons expert from Mars who jumps down a tube and floats in space while punching and kicking laser shots to the enemy. (No I'm not kidding!) I found the characters in the film to be very fleshed out and believable, the cheesiness factor was kept at a minimum. (except the punching and kicking zero-g martial arts weapons officer).

So they go off on a mission escorting "Alliance Ambassadors" to a secret location. Captain



Universe Today

Here is a behind-the-scenes early review of Legends of the Rangers: To Live and Die in Starlight.

It was done before most of the special effects were included and is based mostly upon the acting and script quality.

This review appeared on aint-it-cool-news.com. This is a site renowned for the "leaks" it obtains from people within the film and TV industries.

Martel's enemy from the Rangers School "they just don't like each other" is piloting the huge new ship called "The Valen" that is carrying the ambassadors.

Of course something goes wrong and ships looking strikingly like Shadow ships attack and the Valen launches it's escape pods for Captain Martel's piece of crap ship to pick up. More space fighting ensues resulting in the Valen ramming one of the ships and being destroyed and Martel's piece of crap ship getting away.

G'Kar and the other ambassadors are rescued and come aboard and more chaos ensues. Martel's 1st officer is injured but he's Minbari and can see dead people on the ship (the previ-

ous crew that got killed I guess). There are some humorous scenes here and there when the ambassadors interact with each other.

Anyhow the ambassadors were meant so see an archeological dig that found a city deep within the planet. Here, there is an ominous structure. G'Kar explains this to Martel. This "pyramid" is a gateway to another "dimension" where the new race called "The Hand" resides. It is said by one of the characters later (I'm not giving everything away) that this race was banished billions of years ago and they were so powerful that they made the Shadows look like "insects".

Anyhow, more evil alien ships come back and Martel saves the day by destroying them in a clever manner that is quite entertaining. (I'm not giving that away either).

So there ya have it B5: Legend of the Rangers... is actually pretty good. Good characters upon which to build a series. The captain is very much like Kirk and the scenes definitely reminded me of the feeling the original Star Trek had on me. Hopefully it will have a good intro and soundtrack, and, of course, some effects such as rendered ships would help too.

After being disappointed with Crusade this new series looks very promising.

Reflux Out.

JMS reveals details about the new Rangers' ship: Minbari police boat?

SCIFI.COM: *If Legends does go to a series, how will the types of stories you tell differ from those of Babylon 5?*

STRACZYNSKI: Babylon 5 was really a show about political intrigue, with [this] core wrapped around an action series. This really isn't [the same] for several reasons. The political stuff will be there to inform [the Rangers'] missions, in terms of trying to make new alliances, and to steady problems as they come up out there. But I want this to be more action-oriented. Plus, this is a small ship; we've put these characters into a very small, confined situation—a tin bucket in space—and they have to live with each other on a daily basis.

SCIFI.COM: *Is the spartan design of the ship the Rangers use supposed to reflect Legends' grittier look at the Babylon 5 universe?*

STRACZYNSKI: As a rule, we're not going to be spending a lot of time there [on the ship]

necessarily. But for the time that we are there, we wanted a look that was definitely not the traditional, science-fiction television-show look. It's more like a PT boat. Even the doors are kind of small. In fact, the art department—just to mess with me—made the doors a half-inch shorter than I am, so I skirt my head on the top of [the doors on set].

I did want a darker, more serious look to this. I've always felt that we should learn from the B5 tradition, but not be bound by it. We can take it in another direction and expand and improve it—I'm all for that. I just don't want to go backwards.

SCIFI.COM: *How did B5's established traditions help shape what you were doing with this show?*

STRACZYNSKI: Primarily, in things like ship design. [The influence is visible] on the exteriors in particular. We have power colors and

design textures and so on that we've used before that we have to have in the new show. You've got a Mercedes and a Ford Explorer—they're both Ford vessels, but that they have four wheels is all they have in common.

SCIFI.COM: *The ship is of Minbari origin; how is that reflected in what we see?*

STRACZYNSKI: The bridge and the sign elements there; the doors; Minbari language plates on various things. It's kind of cool: [Since this ship's origin is] as a Minbari ship, we have very carefully stamped out in metal the Minbari version of, say, "bathroom," and then spray-painted beneath it and stenciled in English is "bathroom," because they wouldn't bother changing it that much for the stupid Earth people coming on this thing. And in a couple of places on the sets, there are very rude messages in Minbari about TNT. At my request. We also have ones that say [things like], "Celebrate Minbari Beer."



BABCOM

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of Babylon 5 Wars,
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THE Shadow supercarrier is a relatively new vessel. Though the design was created in the 1800's it is still a new ship in comparison to other Shadow warships.

The carrier was developed to help defeat concentrations of carriers and fighters.

Shadow incursions and intelligence missions, as well as experience during the previous Shadow War, had shown a tendency among the minor races to field large numbers of fighters as they became increasingly desperate in their defense.

In fleet battles, the Minbari were fielding an impressive amount of fighters from very few ships. The Minbari had fielded large fleet carriers and integrated fighter-carrying capacity into most of their designs. The Shadows only used a light carrier.

After the Shadows were defeated they ordered their minions to develop a large carrier for the next war.

It took more than 600 years to actually finish the fleet carrier. The result was a massive vessel, more than

3000 meters long, capable of carrying 48 fighters. It was intended for semi-autonomous operations and was thus given an armament that matched a Shadow Dreadnought.

The Shadows were very pleased with the outcome of the project. But it was an expensive and resource-consuming project. Only a handful were built. The smaller, more flexible, light carriers retained their favor.

Instead of building more super carriers, the Shadows instead changed their doctrine - incorporating more light carriers in their large formations.

During the Second Shadow War these super-carriers only saw battle on two separate occasions. No Alliance vessels survived to report any sightings of this design .

- Barry Collins

(The B5W SCS for this ship design can be found in the separate Appendix folder)



From time to time we will produce a background screen using one of the computer-generated images that has appeared in a previous issue of Babcom.

If you have a favorite image that you wish to see as a background screen, send us a note.

Where possible, the name and details of the original artist will be included. Unfortunately, this is not always available.

"Balvarin Fleet" can be found in the attachments folder.