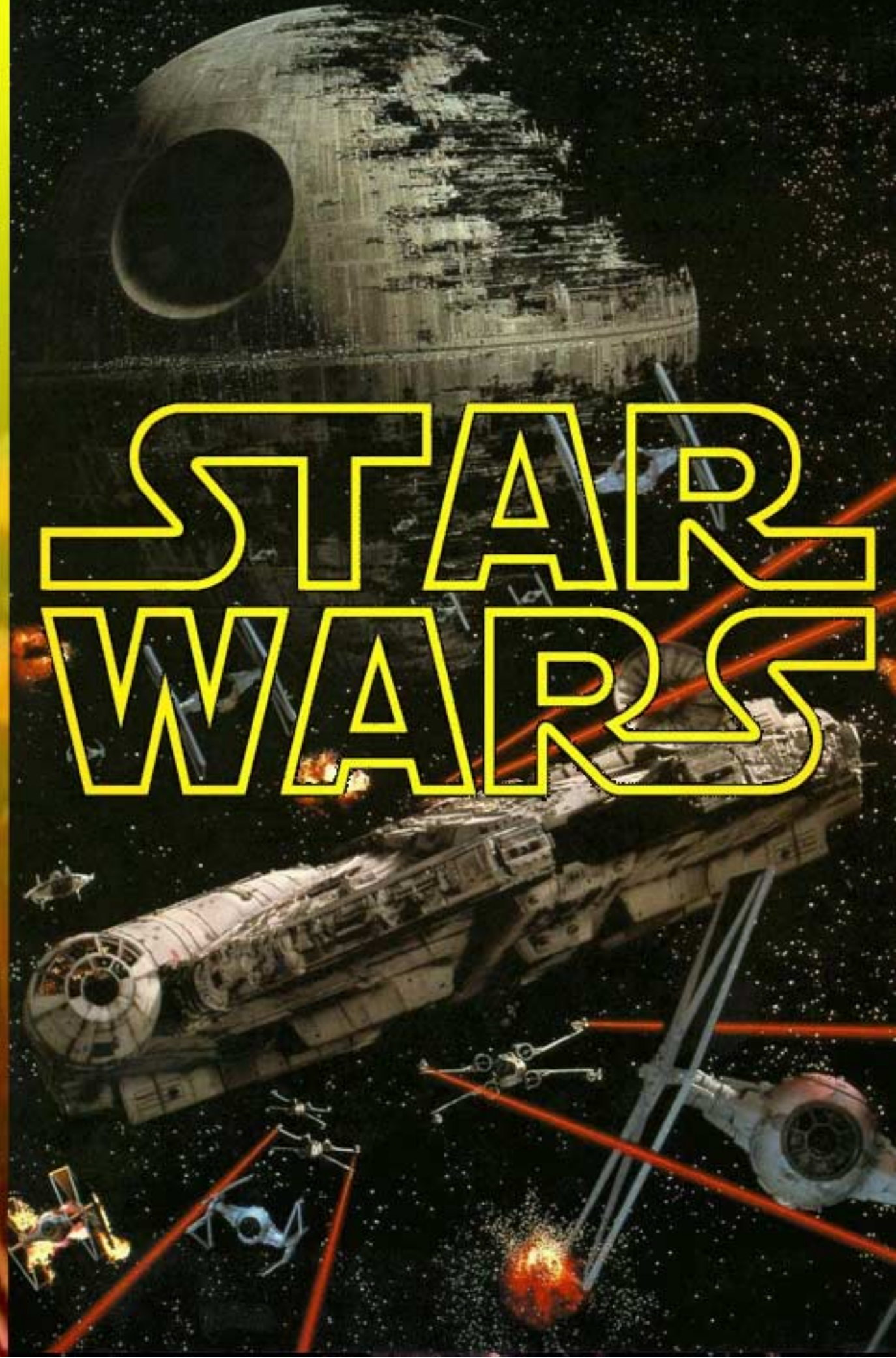


THE GREAT MACHINE

ISSUE 16 June/July 2005

STAR WARS





Oh My! Look R2, we have visitors!

Hello, I am C-3PO, human-cyborg relations and this is my counterpart, R2-D2. I have been tasked with briefing you on the specifications of Rebel and Imperial Starships through the data stored in this R2 unit. I must say that I am surprised you don't know of the Empire here, they are quite power . . . what R2? "Sleeper ship? Hundreds of Thousands of Years?" Oh be quiet you bucket of bolts, of course we're in the same galaxy! You must forgive my friend here, I believe he's taken one two many hits by imperial blasters, if you catch my meaning.

Oh dear me! R2, here comes that peculiar little man again . . . what? Fwiffo? I told you I don't know anything about a Fwiffo! What do you mean you don't remember? I've already told you seven times today! What? A different Zathras? Oh go away you hairy little man, shoo, shoo! No, and I don't care if I mess up your dirt . . . I can't abide that creature R2. Do I like him? No, of course I don't like him . . . what do you mean R2? He's your friend? R2, you need more maintenance than I thought. Something must have scrambled your logic circuits! Sleeper ship, ha! And making friends with strange aliens ... I can't imagine what's come over you.

Oh, just show them the information!

**C3P0 and R2-D2,
DROIDS**

Contents

3 Introduction

5 The Prankster's Monument

A look at the original ISD Ship of the Month.

6 Attack of the Crossovers

Star Wars conversions by Paul Brown.

12 Revenge of the SCS

Star Wars conversions by Christian Meador.

24 A New Homebrew

Star Wars conversions by Sebastian Seiml.

31 The Empire Rolls Dice

Star Wars conversions by Tyrel Lohr.

34 Return of the Fan-Builds

Star Wars conversions by Todd Boyce.

35 Star Wars Fighters

Star Wars conversions by Marco Siebert.

36 Dude, Where's My Death Star

38 Next Issue



Star Wars Conversions: An Introduction

By Paul Brown

Introduction

Unless you really are from a galaxy far, far away, you will have seen or at least heard about Star Wars. Now stretching across six movies, two animated series, countless novels, books and computer games the saga has fans of all ages and sexes. The latest movie was a visual spectacle that many have described as the best of the three “prequels” with its large battles and unmatched light sabre duels, thrilling long-time fans of the universe. These same fans have entered into countless “versus” debates across the span of the internet and other mediums, where they clash with fans of universes like Star Trek and Babylon 5 in trying to

persuade the masses that theirs is superior. Part of this calling is born of the fascination of the technology behind the universe, which is often fleshed out in inconsistent or over-rated estimates. This is true for nearly all universes and the resulting verbal battles are often pointless and inconclusive with neither side persuaded from their steadfast beliefs. But one might argue that the fulfilling part of such exercises is not the debate itself, but the research and immersion into one’s favourite genre(s). This immersion is a likewise desired component of many computer games, which range from galaxy-spanning campaigns to piloting one man fighters into battle.

A conversion of Star Wars over to the versatile Babylon 5 Wars system is a logical step. The fascination with the technical aspects and a desire to play out the massive interstellar battles with friends is very appealing. The idea was first introduced on an April 1st many years

ago, when a Prankster infiltrated the AoG database and replaced the famous Ship of the Month with an Imperial Star Destroyer. Since then, several incarnations have surfaced in the community, most notably the massive collection of ships produced by Ben Rubery.

In this issue of the Great Machine we hope to offer you a number of such conversions submitted by a wide variety of authors. No matter your tastes or perspectives on Star Wars, you, the fans should be able to find something you enjoy. The best thing about having ships from multiple authors, presented here or not, is that the players are able to pick and choose what they like. It is not unimaginable for instance to use one author’s ships and another’s fighters. We hope you enjoy the work herein and welcome all feedback you have to offer.

* * *

IT'S A TRAP!





Remembering the First Imperial Star Destroyer

By Tyrel Lohr

A long time ago, for a game system far, far away a mysterious “Prankster” decided to play a particularly interesting April Fool’s Day joke on Agents of Gaming by posting an Imperial Star Destroyer as the Ship of the Month for that month. Of course the identity of this prankster is fairly well known (given that there is no prankster), but the ship caused some interest at the time. It was one of the first times that a Star Wars ship had found its way into Babylon 5 Wars, and definitely the first major outing in this area.

By later standards, the Prankster’s Imperial Star Destroyer was fairly pedestrian. It used existing B5W game mechanics to simulate all of the ISD’s weapon systems. For example, no special shielding system was used, just the basic EM Shields from the AOG White Star and Vorlon ships. Most of the weapons that the ship was equipped

with were unique, but still none of them carried any special rules.

As a one-off joke design, the Imperial Star Destroyer didn’t disappoint. The ship was only on the AOG web site for a short period of time before being pulled back down (understandably so!) and the legitimate Ship of the Month for that April put in its place.

The AOG ISD shows us an alternate route for converting Star Wars ships into the B5W game system. Rather than trying to do a total conversion to capture the full breadth of the setting, this Star Destroyer simply uses existing game mechanics to create a reasonable approximation of the vessel. There is no real weapons scaling at work, and the particulars of the Star Wars technologies are ignored in order to create a simple ship that captures the *essence* of the ship instead. Such conversions are perfectly valid, and such designs have appeared for Star Trek as well in the past.

The Prankster’s ISD will be remembered as the “first Star Wars ship” for B5W for quite some time. B5W Star Wars ship designers

sometimes can still be found using the Prankster’s turbolaser and axial defense turret icons on their own ships, even if with different names and weapon statistics. The listed in-service date is also commonly found on Star Wars ships (ALTAIAGFFA being an acronym for “A long time ago, in a galaxy far, far way.”).

Perhaps the biggest mystery is why no one picked up on the Prankster’s ship design model and ran with it? It may not have spawned its own conversion, but this ship has had an impact on the Star Wars conversions that have followed it. Though Ben Rubery’s conversions are considered the de facto standard for B5W, everything began with the Prankster’s legacy...

* * *



Star Wars Conversion Introduction

By Paul Brown

Introduction

In the ages gone by, when Babylon 5 Wars 2E was taking its first few steps, each and every month, eager players would wait with great anticipation for the “Ship of the Month”. An SCS distributed by Agents of Gaming from their website, for the purpose of what amounted to a public playtest. It was from these monthly treats, that early players were able to bring mixed League fleets to the first 2e tournaments, and much later it provided what may have been the only stand of solidarity when all players united against the evil Cascor Rad Cannon. But on one April 1st, the ship of the month feature was also the target of a daring attack by an unnamed hacker (or “prankster”), who infiltrated the Agents of Gaming database and in

the place of the Ship of the Month, distributed an Imperial Star Destroyer. This one single act of mischief prompted the dozens of fan-made Star Wars ships to follow, and may have contributed to crossover-conversions of all kinds.

For my part, in the immediate aftermath I fashioned a new Star Destroyer from incarnation of the first. To the ship I added the four heavy turrets which lined either broadside, as well as numerous other changes. In addition, I created several other SCSes concentrating mainly on the numerous star fighters of the conflict. These creations, in time, led to the beginning of a co-produced project with Tracy Bovee for new and improved Star Wars vessels. But like so many of my projects, it did not reach its completion. Many of the SCSes are now lost in the depths of the Internet, erased from some forgotten website and through one or two hard drive failures. To my knowledge, only the ISD and a printout of the Nebulon-B remains. Thanks to the vast archives of Tyrel’s computer, the former appears here in this issue, mainly to

provide a foil to the other ships herein.

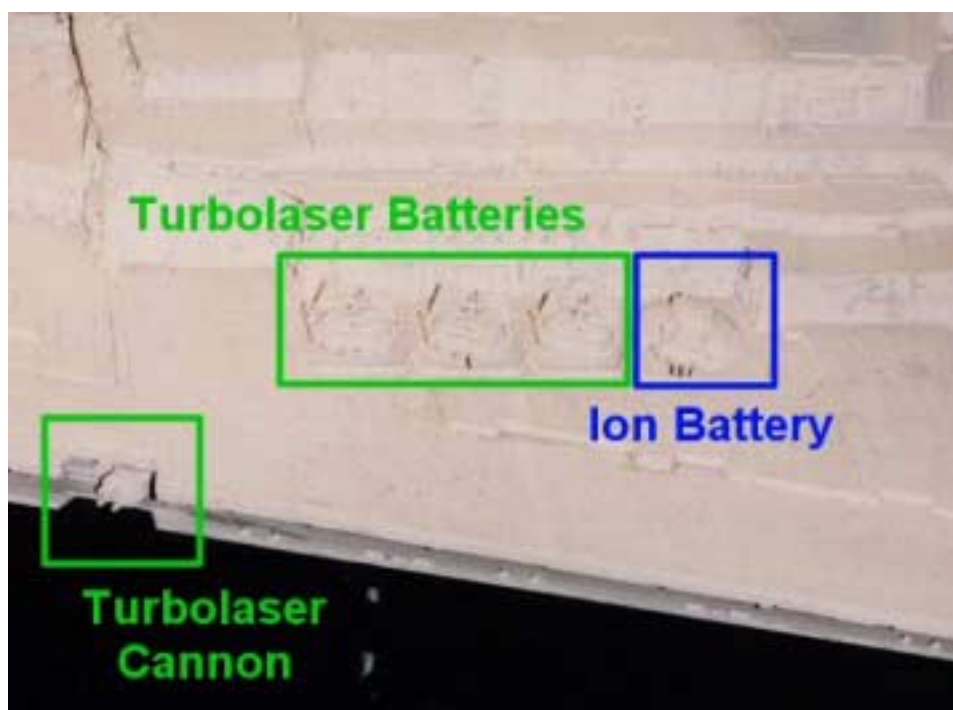
For the longest time afterwards, my attention focused and danced between other projects. Star Wars ships had been produced by both Ben Rubery and Todd Boyce, I felt no need to “re-invent the wheel” and instead delved into other areas such as Robotech and Freespace. Recently however, it was proposed that this issue of the Great Machine be devoted primarily to Star Wars conversions in celebration of Episode III. It was at this time that I decided to once again try my hand at Star Wars, to see what I could come up with.

Roots of Rebellion

Rather than jump right in to doing the work, I decided to research what I could of the capabilities of the various star ships. In my research, I looked at old notes, read the blurbs in my copy of the *Essential Guide*, examined some of the computer

flight-sims and most importantly re-watched the movies! The more I researched the vessels, the less the information made sense. There was little to no continuity in the capability of warships, and the supposed armaments simply did not, in my mind, reflect what we saw in the movies. Previous conversions such as those done by Todd, Ben and more recently Demiurge's modifications had a lot for me to agree with, but also a lot of room where I would do things differently. Slowly my idea or interpretation for the conversions began to form in my mind.

In the end, my ships and fighters are a mix born of several different sources. First and foremost are the movies where I tried to judge the weapons capability of the vessels. *Star Wars: Rebellion*, a decent game with a horrible combat system, provides the basis for the weapons capabilities of the larger vessels. While the flight simulators, such as *X-Wing: Alliance* provides the general basis for the fighters, as well as performance and strength data for many of the vessels. Whether or not these conversions are to the liking of the audience is for you to decide. One tremendous bonus



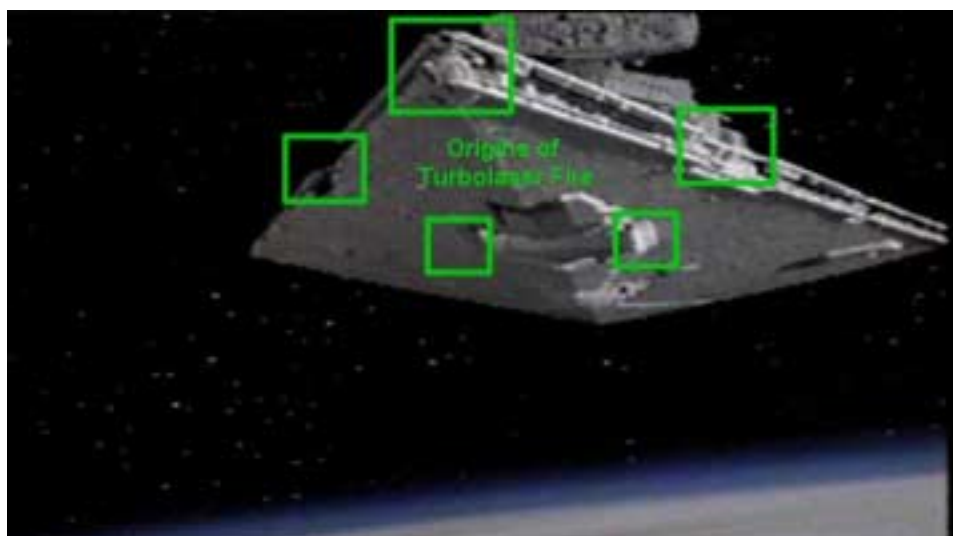
about having multiple takes of the same ships by different authors is that you can mix and match to your liking. With conversions by three or more different authors, a player can pick and choose what they like and play with it.

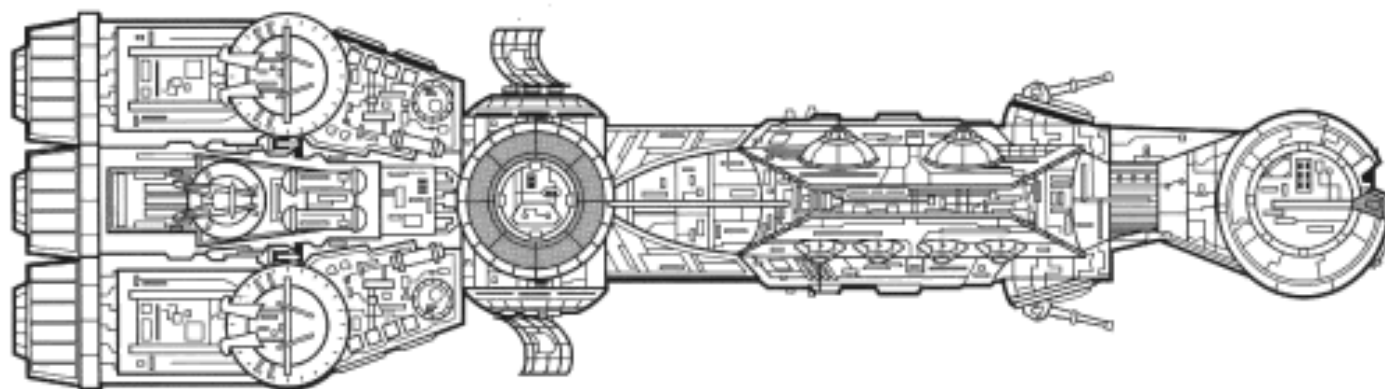
The Emperor-Class Star Destroyer

Any Star Wars conversion should begin with the ISD as its basis

or benchmark ship, and my work was no exception. One thing that immediately bothered me about the original prankster's ISD (and all subsequent conversions) was its durability. The one thing most sources agree upon is the length of the Emperor, which is listed at 1.6 km. Now if an Omega Destroyer is 1km in length, why would a ship which is only sixty-percent longer have two-hundred-and-forty-percent of the structure? My first goal was to bring the ISD down to something reasonably in line with existing B5Wars ships, so that it was not such an extraordinary leap in power. So I dropped the ramming factor to about six-hundred and made it a Capital ship, rather than Enormous.

The weapons were another problem. Most sources list the ISD as having sixty turbolasers and ion cannons. But after watching the movies, it does not look like it has anything even approaching that. At the beginning of *A New Hope*, Leia's ship is pursued by the ISD "Devastator" but the imperial ship





fires laser bolts from only a few places. Blasts come from the forward tip, either side of the launch bay and the notches halfway down the wedge. When the ISD2 “Avenger” pursues the Falcon in *The Empire Strikes Back*, the firepower is much the same with a few more blasts from the tip and some scattered shots along the ridge during the Falcon’s attack. We also know from models and shots within the movies, that the Star Destroyers have four large turrets on either side. Thus, for the weapon I developed Turbolaser Batteries and Cannons along similar lines to previous work. Then using the firepower data from SW: Rebellion, I assigned each weapon a “value” and added weapons until each value was filled with accordance to onscreen evidence of weapon placement. I also added Ion Cannons, which are based partly on Burst Beams and Ben’s work. The result is quite a powerful ship, with several smaller Turbolasers and four heavy batteries to either side.

Ion Batteries+Cannons

The rules should be pretty clear with the text provided on the SCS. One notable exception is that due to the special damage, when an Ion Cannon suffers a –2 per die

critical, treat it instead as a –1 per die. This prevents them from becoming totally useless after the first such occurrence.

Shields Generators

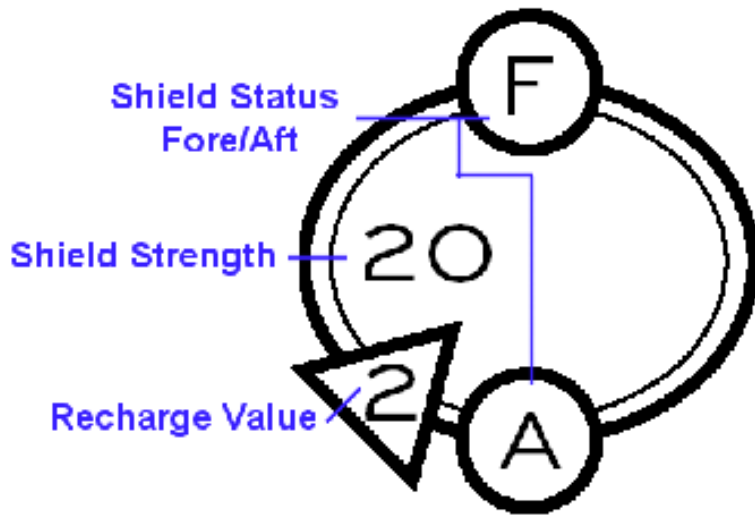
Despite a new icon, the shields are largely the same as those found on Tyrel’s Star Trek conversions. The shields absorb all damage from fire through their arc until they are destroyed. Two generators near the bridge project the shields. I know there has been some dispute as to whether the globes are in fact generators, or simply sensors, but I’ll go with the former. Each generator icon has two values, one followed by an “R” and one by a “T”. The “R” is the recharge value, which is the amount that one projector can replenish one shield in arc. You’ll notice that this value is fairly low, I did this on purpose so that Star Wars shields are strong but very slow to recharge. The “T” value is the transfer value, and this is the amount of energy that can be transferred from one shield to an adjacent shield during the power allocation segment. As with the Star Trek ships, any given shield can be reinforced by other shields to up to double its value.

Corellian CR90 Corvette

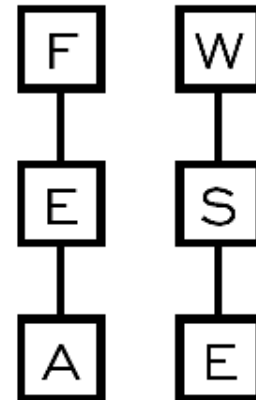
The CR90 Corvette is the classic “Blockade Runner”, featured in both Episode III and IV and is a mainstay of X-Wing and TIE Fighter video games. For this ship I diverged a bit from SW: Rebellion stats, which paint it as a powerful anti-fighter vessel, and instead went more with onscreen evidence. In comparison to other conversions, my Corvette most closely resembles Todd Boyce’s work. I gave it a pair of turbolaser cannons in turrets, and some side-mounted light laser cannons for fighter defence. I think it can accurately reflect the volume of fire directed at the Devastator, though perhaps the turrets should be some sort of dual mount. As it stands, it is actually quite a weak ship with minimal firepower, though decent for taking out fighter craft. I also amalgamated the eleven thrusters into their three banks instead, as I had no intention of giving the craft eleven thrust.

Fighter Craft

The fighters were a bit of an issue, in the movies none of the fighters have a great deal of durability. Even the X-wings and Y-



Shields Power



Wings, which are supposed to have shields died after the first shot, with the exception of the “hero ships” piloted by Wedge and Luke. But in the prequel trilogy I have noticed a marked increase in the prevalence of shields, as droids and fighters display them both quite prominently. A ship like the Queen’s transport in Episode I takes quite a few hits from large Federation guns. I have also recently read the first book in the Rogue Squadron novels, by Stackpole, which clearly draws much of its action from the computer games. So rather than go the low or no shield route, as other conversions have done, I’ve decided to go with some resembling my Freespace shields, partly for the sake of being different (why create a new SCS if it’s virtually identical to another).

I also implement some other changes, including the idea of power and shield management, roughly based upon data from the computer games. Hopefully these concepts will be both easy to understand and to play with. I think the major stumbling block is a need for erasing!

Shields and Power Management

On this page you will find examples of the Fighter Shield, and the Power/Shield Gauges from an X-Wing Starfighter. The Fighter shield, you will notice is very similar to the one found in my Freespace conversions, though it is quite smaller to help save space. There are three components to the shield diagram: the shield strength is a measurement of the shield’s total capacity to absorb damage. The recharge value is the amount by which the shield will be replenished, under normal power, each turn. And finally there are markers for the fore and aft shields that are provided as book-keeping tools for the player. You may notice that there is no “breach” value, or the total amount of damage that the shield can absorb before any one shot penetrates and hits the fighter. This is deliberate, as the shields act quite differently depending on how they are set in the gauge.

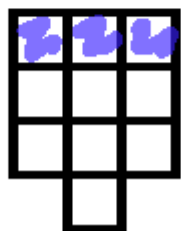
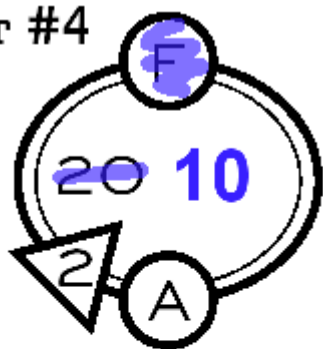
A shield can be set either full forward, full aft, or even. If the shield is set full forward or aft, then the

180 degrees. Shots from the unshielded side, will strike the fighter unmolested. The benefit of this however, is that all fire coming through the shielded side must first take out the shield before the fighter can be damaged. Essentially, there is no breach value. This setting is best used by fighters attacking ships or other targets. The final shield setting is ‘even’, where the shields absorb damage from all sides. In this case, the shield is split 50-50 and can absorb up to one-half its value from the start of the turn, before enemy fire penetrates. If either the fore or aft shield is taken down, the appropriate indicator can be marked to aid in record keeping. At the start of each turn, the shield again evens out to 50-50 and not before.

Example:

In example#1, an X-Wing has set its shields to even. While attacking a Star Destroyer, it is hit by a full-fledged blast from a Turbolaser for 14 points of damage. The starting value of the shield is its value of 20. Half of 20 is 10, so the shield can absorb 10 points of damage. Of the

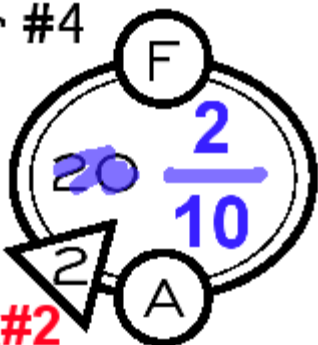
Ftr #4



Ex#1

remaining four points, one is mitigated by armour and three damage the structure. The player reduces the total shield power to 10, and marks the forward shield circles to indicate that it is at zero. Additional shots through the fore arc will hit the fighter, while shots

Ftr #4



Ex#2

through the aft will first hit the remaining shield.

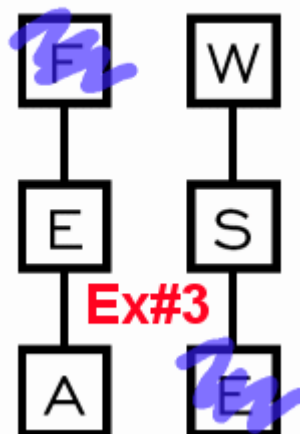
In example#2, another X-Wing with shields set to even takes a blast of 8 points to the front. Eight points is not enough to breach the shields, so the fighter takes no damage and the indicator is not marked. However now the shield strength is uneven, so the player writes a 2 for the

front shield, and 10 for the aft. Assuming the fighter takes no more damage this turn, it will replenish 2 points in the next turn. Then, the player would erase the 2 and 10, and replace it with a 14 (10+2+2). If the shields are still set even, the fore and aft can now both absorb up to 7 points of damage (one half of 14).

The second gauge is for the fighter's power distribution. A given fighter will have anywhere from two to four options for power. The four settings are Weapons, Engines, Shields and Beam Weapons (not featured). Each turn, the player may choose to boost the power levels to any given area. By applying power to engines or shields, the fighter will gain more thrust or additional recharge to shields respectively. Weapons like Laser Cannons, will quickly drain their reserves with prolonged firing. This is represented by reduced damage values in consecutive turns of firing. By applying power to weapons, a player may ignore this penalty and fire multiple turns in a row with no loss in firepower.

The exact effects of applying power to various areas can vary by SCS.

Shields Power



Ex#3

In example#3, the fighter has power directed to engines for additional thrust, and shields set fully to the front. If this were an X-Wing starfighter, it would gain 2 thrust for a total of 12. If the flight fired its laser cannons in the previous turn, any weapons fire on this turn would be for a reduced damage of 1d6+1.

Altogether, I do not believe that the shield and power settings greatly distort what we see in the movies. The shields of an X-Wing, for example, can only absorb one to two blasts from an enemy fighter before they fail. It certainly makes



them more survivable than TIE Fighters, but not to the point where they can shrug off salvos from Star Destroyers and laugh all the way home.

Weaponry

Like Ben, I have decided to make each B5Wars weapon on a fighter the equivalent of two Star Wars weapons. So an X-Wing will have two guns, while a TIE Fighter just one. The main reason is to reduce die rolls and the effective firepower of the fighters. I don't recall ever seeing TIE Fighters fire anything but double blasts anyway, so I don't think it is a big deal.

Ballistic weaponry, such as the Proton Torpedo are less powerful than their computer-game equivalents. In a gaming like XW:Alliance, the ships can easily shoot down salvos of torpedoes. Since ballistics are far more likely to hit home in B5Wars, a reduction in

their power is appropriate.

T-65B X-Wing Starfighter

The X-Wing is the basic Rebel Star fighter. With a pair of Dual Laser Cannons, decent shields and an armament of proton torpedoes, it is a very versatile craft. I chose to not give the X-Wing a wide variety of ballistic choices. Some sources claim there are many models of the X-wing, by adding the "T-65B" I open up that possibility for further development. But right now, the fighter suits what we see in the movies.

TIE/In Fighter

The basic Imperial fighter craft, the TIE has about the same speed of the X-Wing but lacks shields. I gave the gun less damage than the X-Wing because after looking at other conversions, it

seemed to fit the idea of a mass-produced throwaway fighter craft. It also suits the large amount of punishment the Falcon took to its shields in ANH or ESB at the hands of various TIE squadrons.

Additional Ships

As usual, you can find additional ships at my website: <http://knossos.firenebula.com> . Any feedback, positive or negative is always greatly appreciated.

* * *





Star Wars: Begun, the Clone Wars Have

By Christian Meador

Introduction

This is the first part of a planned series of articles on converting the ships of George Lucas Star Wars saga into the combat system of Babylon 5 Wars. This article focuses on the ships of the first two Star Wars prequels, the Phantom Menace and Attack of the Clones. Contained within you will find rules, descriptions and ship control sheets for the ships of the Old Republic and its defenders the Jedi Order, the Trade Federation and its allies that would later form the Commonwealth of Independent Systems (CIS) under the leadership of Count Dooku, and the vessels of the Royal Naboo defense force.

Part Two of this work will concentrate on the starfaring vessels of the culmination of this series, the Revenge of the Sith, as

well as the intervening period detailed in the novels and the animated series the Clone Wars.

The initial basis of my Star Wars conversions is the work of Ben Rubery, one of the foremost pioneers of the B5 Wars game and fan based content. His legendary SCS's can be found at http://games.groups.yahoo.com/group/Star_Wars_development/. Ben's work was based on the original trilogy ships of the Galactic Empire and Rebellion, and included quite a few ships from the Expanded Universe of the novels and games.

My rendering of the ships however is slightly different than Ben's, and is dictated by the following rules sets. The focus for my work was recreating the feel of the movies, and in addressing the capability of Star Wars vessels to be brought into wider cross over play in the B5 Wars community. I hope you enjoy them as much as I did in converting them!

Section 1: Technological Assumptions

While in many ways the standard that other science fiction genres are compared to, the technology of Star Wars is sufficiently differentiated from those of B5 Wars in order to require several new mechanics.

Radiant Sensors

Taken from Ben's original mechanic, Star Wars ships sensors operate slightly differently than B5 Wars ships. The primary variance is the diffuse nature of sensor systems created in the Old Republic and Empire. This operates on the principle that all SW ships have a default lock-on against every ship, fighter flight, and shuttle on the board with a strength of zero. This then alleviates the penalty for lack of a lock-on causing double range penalties. This allows for targets of

opportunity in fleet actions and universal engagement of the swarms of fighters flights that populate the SW universe.

While a powerful advantage in many ways, the radiant sensors have difficulty focusing EW with the same intensity as the B5 universe. EW ratings on sensors tend to be low, which can affect accuracy considerably. Indeed they often are literally half the strength of comparable sensors on B5 ships. ELINT capabilities are rare on SW ships, with only the Commonwealth of Independent Systems devoting much of their technology to the concept. Instead scouting functions are often performed by disposable droids such as the Empire's Probe Droid or hyperdrive equipped starfighters like the Y-Wing Longprobe fighter. In terms of generating jamming capabilities, that seems largely reserved for massive stationary jammers, such as those on planets or stations such as the Death Star. As weapons platforms of this nature are beyond the capabilities of the B5 system to simulate, it is suggested that such jamming be considered only in terms of scenario play. As such, the scenario in question will determine the effectiveness of its effects.

Finally, the power expenditure required to generate additional sensor strength is considerable. Instead of the usual power expenditure of power equal to the current strength of sensor rating to generate one additional point of EW, costs for Radiant Sensors are triple the current sensor rating in order to produce one additional point of EW.

The advantages of radiant sensors come to the fore front in fleet engagements, where ship captains can make the best of their

firing opportunities. Going beyond mere CCEW, radiant sensors allow for a more accurate simulation of the Star Wars fleet combat experience.

Ray and Particle Shielding

One of the greatest strengths of the ships of the Star Wars universe is their massive energy shields. The mental image of great ponderous vessels pumping salvo after salvo of turbolaser energy at point blank range while starfighters scream by is an enduring one in the saga. Even with some ships carrying hundreds of turbolasers, many ships can endure repeated weapons hits due to the impressive barriers provided by their shield generators.

While there is one icon for shield generators, its effects are separated into the two types of shielding designated in the SW universe, Ray and Particle:

Ray shields protect against energy attacks, such as Laser, Turbolaser, Ion, Molecular, Plasma and Electromagnetic.

Particle shields protect against kinetic attacks, such Particle, Matter, Ballistic, Gravitic, and AntiMatter.

The strength of a shield is given as a single number. Those points can be divided between the Ray and Particle aspects of the shield each turn in each shield arc.

Note that if Particle shielding is reduced to zero either through the base setting or ballistic fire resolution, any fighters at range of zero can fly under the ray shields, and their energy weapons are unaffected by the ships shields.

At the end of the combat turn sequence a shield generator may regenerate strength in any one shield arc equal to its strength rating.

During the power sequence, power may be sent to regenerate shields at a ratio of one point of shield strength in one arc per point of power applied.

Weapon Systems

The most common weapons in the Star Wars universe are the Turbolaser and the Laser Cannon. Note that there are many different styles of these weapons, and that damage, rate of fire, and fire control can vary among weapons with similar names. For example Hapan and CIS turbolasers have slower rates of fire than the galactic norm, and weapons from the Old Republic era generally have less damage capability as similar style weapons of the Galactic Empire era twenty years later.

In general, the ship based weapons systems of Star Wars aren't that impressive in range or accuracy, at least as portrayed in the movies. However, they more than make up for this in the sheer number of weapons most ships field.

A **Turbolaser** is a heavy weapons emplacement that uses a laser igniter to prime a plasma burst of compressed Tibanna gas, which is then encased in an electromagnetic field for stability and fired at its target. It is not considered a laser weapon, but instead is a standard mode weapon that can be used for intercept and is itself interceptable, though that is rarely done in Star Wars terms. It is accurate against capital vessels but has limitations against the swift starfighters. The longest ranged of the primary weapons systems, it is the prime element in ship to ship combat.

The Quad Turbolaser emplacement is a common ship based weapon during the early days

of the Clone Wars. While impressive, the Tibanna gas used to power the weapon is focused down all four light turbolaser barrels simultaneously. This gives it fair accuracy, but mitigates the damage to a degree, and it is a maxim that a quad TL is not four times as dangerous as a single focused TL.

A **Laser Cannon** is a smaller, more precise weapon. SW variety of the laser cannon is used in its pulsed form, firing many rapid bursts of coherent light energy in order to cause damage. It can be used to intercept, but is not itself interceptable. While accurate, it doesn't cause as much damage as the Turbolaser and has severe range limitations. Laser Cannons are often grouped into turrets of two or four weapons, which increases damage output and often fire control, as it has a broader field of fire.

Ballistic Launchers: Assault Concussion Launchers or Proton Torpedo Launchers are ballistic pulse weapons in B5W terms. They have a reputation as a feast or famine weapon, concentrating fire for maximum effect in order to pierce the monolithic shields of Clone Wars ships, but can sometimes miss entirely because of this.

Ion Cannons will be dealt with in detail in a later supplement. They exist primarily as planetary defense weapons during the Clone Wars period, and didn't enter into popular vogue as a ship mounted weapon until the Galactic Empire and Rebellion era. For completeness sake however they are resolved similar to burst beams in B5 Wars RC. The way to read their weapons effects are as follows:

Number of hit locations rolled/ modifier to the critical for that location/damage done to shields if they don't hit internal systems

Starfighters

A bewildering number and variety of starfighters are employed in the Old Republic, from small one man snub fighters to droid piloted ultralight attrition units to the patrol ships employed by bounty hunters such as Jango Fett. Many fighters contain their own hyperdrive engines, and between their own FTL capability and the cavernous hangar bays of the combatants main starships, a space battle during the Clone Wars era was sure to have the sky full of darting starfighters trying to bring their blasters and proton torpedoes to bear on the enemy.

Fighter combat is handled much in the same way as the core B5 Wars rules set, with only a few notable exceptions.

Fighter Shields

The most major difference is the widespread use of defensive screens on starfighters in the Clone Wars era. While not universal, it is more the exception than the rule to see an unshielded ship during this and later time frames.

A ship with armor will have the normal armor ratings icon on its SCS. A ship with shields will have that noted instead of the armor in that icon area. While functionally the same in terms of how they are resolved in combat, a ship with shields may also turn off its shields in order to redirect energy to other areas. This is announced during the power allocation phase of the turn

sequence. In this case, drop the shield rating by 2, and add +1 to the ships initiative and +2 to its thrust that turn. This is universal for all starfighters with shields, unless specifically noted on its SCS.

In addition, as shield technology improved, the ability to focus or 'angle' the deflectors in order to reflect power increased as well, at the cost of shield power to other systems. If a shielded fighter has the capability to do this it will be noted on their SCS, as well as the number of points of shielding that may be moved. This is also announced during the power allocation phase. This allows the fighter to temporarily move one or more points of shielding from an opposite facing, in effect toughening one shield facing at the expense of another.

While a more detailed examination of fighter combat in the Star Wars universe would no doubt track individual points of shielding in the same manner as larger ships, we find that using this method of simulating shield rules speeds up play while still retaining the dynamic of the epic starfighter confrontations of the movies.

Note that these rules are an amalgamation of two different sources, Todd Boyce's original shield concept for his Star Wars fighters (expanded slightly), and Tyrel Lohr's mechanic for dropping shields to increase fighter reactivity from his Star Trek series of ships.

Astro Droids

Fighters in Star Wars often employ astrogation droids to calculate hyperspace jumps. Later models were quite effective at minor repairs. If a R2 or R4 unit is indicated, you may roll a d6 to repair



the fighters in a flight at the end of the turn.

Hyperdrive Rings

Some Star Wars fighters lacked hyperdrive capability but had access to Hyperdrive Rings for interstellar travel, notably the Delta-7 Aethersprite Light Interceptor and the Eta-2 Actis fighter.

To simulate a hyperdrive ring, use the following rules:

Fighters take 1 full turn to dock or undock with a hyperdrive ring, and must be at speed 0 in the same hex as the ring to do so.

A fighter which has just undocked from a Ring suffers a -4 initiative penalty on the first turn thereafter.

While docked to a hyperdrive ring, the fighter has the following modifications:

- Add 4 points of structure, representing the Ring
- Add 1 point of armor to the port and starboard side of the fighter.
- Subtract 6 from the fighter's initiative.
- Increase the acceleration/deceleration cost of the fighter to 2.

The Hyperdrive Ring has a hyperdrive delay of three turns.

Droid Control Systems

The Commonwealth of Independent Systems in general and the Trade Federation in particular proved formidable opponents due to the immense armies of droids they fielded. In fleet combat, integral droid starfighters such as the Vulture droid provided for cheap, attrition units that could be brought into battle in a fraction of the time it took to train new fighter pilots. While droid brains at this juncture still weren't a match for organic biochemistry, the ability to field massive numbers of the droids without concern for their well-being caused the CIS fleets to cause considerable concern to loyalist Republic forces.

In the Clone Wars simulation, there are three separate systems which comprise Droid Control capabilities.

Droid Control – Army (DC-A)

This SCS Icon represent a small computer and broadcast array needed to control the vast armies of droid soldiers, droidekas, MTTs and battle tanks brought by CIS fleets. An Army icon is differentiated from a fleet icon by the capital A in the control arc of the icon. Each system can control up to 200 droid contingents in boarding battles or on planetary surfaces, as long as the contingents are within 50 hexes of the controlling vessel and said ship has line of sight to the targets. Planetary bodies do block line of sight, so only those units on the facing side of the planet can be controlled.

If a DC-A signal is blocked or jammed, the Droid armies can

take no action but defend themselves, and attacks against them add +2 to their chance of inflicting casualties. If the source of the signal is terminated completely by the destruction of the controller, the droid contingents will self-destruct unless another controller is capable of establishing a new command link to them.

Droid Control – Fleet (DC-F)

Like the massive armies of droid soldiers, individual fleet elements must be provided with command and control capabilities in order to function. While the cavernous hangar bays of Trade Federation war freighters contain hundreds upon hundreds of droid starfighters, they are limited in their deployment by the lack of control facilities. A DC-F can be identified by the numeric value in the control arc of the icon. This represents the number of droid flights that can be controlled by the DC-F. Range for the DC-F reaches out to 100 hexes, though unlike the army variant doesn't require direct line of sight, as the fighters can be deployed through asteroid fields and nebulae without difficulty.

In all other ways, treat the DC-F in a similar manner to the Orieni Hunter-Killer Controllers in the *Wars of the Centauri Republic* supplement, including jamming and critical resolution. Droid vulture fighters not in control three turns in a row automatically self destruct.

Control Computer

The massive central computer that is only found in the rare Droid Control ships, it's the central part of any Trade Federation invasion. The Control Computer writes and updates the complex intelligence algorithms that allow the

Droid armies to operate with the illusion of direct intelligence. Its instructions are propagated throughout an invasion force, allowing the entire Droid army to be commanded from one centralized location. It is both the greatest strength of the Trade Federation armadas, allowing for extensive use of the otherwise dumb terminal-aspected Droids, and the greatest weakness, as it creates a single point of failure for the entire effort.

A dedicated oversight system, Control Computers can organize either Army or Fleets of limited droid brains, but not both at once. Secondary systems are tasked with maintenance of those areas that the primary Control Computers are too busy to coordinate.

Control Computers have a vastly increased effectiveness with droid armies, allowing simultaneous command and control of all droid contingents within broadcast range. The range as well is enhanced, out to 100 hexes, and the propagation values allow for it to use the droids themselves as expansion vectors, meaning direct line of sight is no longer a requirement.

The Control Computer can also be used in feet mode, where it generates a control flight value of 48, or triple the normal value of a DC-F system, out to a range of 300 hexes. In the later years of the Clone Wars conflict Droid Control Ships were used at the core of CIS fleets in order to oversee Droid Tri-Fighter strikes against enemy assets. The Vulture Droid starfighters however were always too limited in their range to be used in such a manner.

More efficient against jamming and interference, a Control Computer gains a -4 bonus to jamming attempt rolls.



Section 2: Factions and Ships

The Old Republic

Once a bright shining jewel of idealism whose democratic reforms swept through a galaxy jaded by the wars of the likes of Xim the Despot and the Mandalorian Raiders, the Old Republic has become a shell of its former self. Beset by corrupt politicians and massively bloated bureaucracies, it's the very weakness of the political governance of the Republic that becomes the most important tool of those who wish to overthrow its benevolent visage. Only a few bright lights such as the Organas of Alderaan and Queen Amidala of Naboo sought to find a way between the martial order of Chancellor

Palpatine and the rebellion of the Separatists.

While there had been wars in the history of the Republic, peace was the norm, and when the spectre of interstellar conflict arose again in the days of Chancellor Valorum the Senate found itself woefully prepared to enforce its will.

Old Republic *Consular* Cruiser

Correllian Engineering Concepts *Consular* class cruiser was the beginning of the design lineage that would someday result in the famous Correllian Corvettes of the Galactic Empire era. A diplomatic vessel, it was a common sight to see the ships acting as diplomatic couriers throughout the core systems, and their scarlet outer painting was known among civilized worlds as being emblematic of an unarmed vessel of peace.

The most unusual design feature of the *Consular* class was its armored salon pod. Designed as a luxurious, secure area for the use

of dignitaries and the conducting of important negotiations, the pod itself had reinforced armor and could be jettisoned in case of emergencies. Such pods sadly were in much use during the hectic early days of the Clone Wars.

Old Republic Armed Cruiser

A common variant of the Consular Cruiser, the Armed Cruiser arose for the political necessities of the ongoing conflict among the original member states of the Old Republic. Forsaking the diplomatic salon pod for light turbolasers and concussion missile launchers, the Armed Cruiser was a jack of all trades throughout both the Core Worlds and the Rim. Many of these designs were still in use during the Galactic Civil War, and more than one found its way into service as smuggler vessels in the use of the Rebel Alliance.

Old Republic Dreadnought Heavy Cruiser

The main ship of the line for the Old Republic prior to the rising intensity of escalation in the Clone Wars, the *Dreadnought* Heavy Cruiser would later be eclipsed by the successful Kuat Drive Yards products such as the Venator and Imperator Star Destroyers. However, the Dreadnought was still a formidable adversary in its day, carrying ten turbolasers and twenty laser cannons for fighter defense.

The main detriment of the ship was its huge logistics drain, requiring a crew of 16,000 and constant supply stops. It also initially lacked

a fighter complement, though later technology upgrades to the speed and size of the hyperdrive changed that. The ship became an embarrassment to the military of the Old Republic, being considered extremely inefficient, yet there was a lack of will to implement newer more cost efficient systems.

Prior to the outbreak of the Clone Wars a compromised was reached, providing extensive slave-rigging automation in order to drop the crew requirements by a factor of eight. This group, painted matte black to distinguish them from other warships and nick-named the Dark Force in Senate circles (back when few took such jokes seriously), later disappeared, as a mysterious virus swept through the crew of the fleet. The entire fleet was linked together by the slave rigging, and they disappeared entirely when a maddened crewman initiated a hyperspace jump.

It is ironic that these ships, considered so inefficient at the time, became a key piece in the struggle for the recreation of the Empire under the auspices of Grand Admiral Thrawn more than fifty years later.

The SCS for the Old Republic version of the *Dreadnought* represents the ships as they were immediately prior to the outbreak of the Clone Wars.



Old Republic Acclamator Assault Ship

Produced by Rothana Heavy Engineering, a Kuat Drive Yards subsidiary, the *Acclamator* assault ship was the first of the famous wedge designed ships that dominated galactic warfare for the next few centuries. The immediate predecessor of the *Victory* and *Venator* classes, the *Acclamator* focused on the planetary assault role of the fleet arm, some times to its detriment in space combats.

Carrying 40 LAAT/i Gunships filling the role of assault shuttles, 40 LAAT/c Carriers deploying the dreaded AT/TE Walkers, and a veritable army of Clone Troopers, the *Acclamator* proved to be a deadly force along the Outer Rim, battling against the Fortress worlds of the CIS in countless battles. But the ship's first battle is what made the vessel famous, coming to the rescue of the Jedi order at the desert world of Geonosis. Historians concur that this is the first true battle of the Clone Wars, and the *Acclamator* played a resounding part in the Republic's victory.

The *Acclamator* possesses several design flaws later rectified in the following KDY designs. While more than adequately acquitting itself against enemy vessels, the positioning of the turbolaser emplacements and concussion missile launchers was considered a weakness.

Changing the weapons from space combat mode to bombardment mode or back again took six turns. Unable to fire during this time, this was a significant weakness that was exploited by General

Grievous and his staff on several occasions. In addition, the turbolasers were less accurate than most due to its variable configuration, affecting the fire control of the weapon.

Still, the *Acclamator* had a long and illustrious career in the service of the Old Republic, and many a Stormtrooper captain in the Empire pointed out that its atmospheric ability to land on the planets in question and directly intervene in assaults was a capability sorely missed in the fiery later days of the Galactic Civil War.

Z-95 Headhunter Medium Fighter

A snub fighter known for its amazing longevity, the Z-95 was still in service fifty years after its release by the design team of Incom and Subpro. A sturdy dependable fighter, its one of the most common fighters in existence, and can be found in use by the Old Republic military, planetary militias, pirates, smuggler groups, Hutt crime lords and bounty hunters.

This SCS represents its first common battle configuration found deployed at Old Republic bases. Its design elements can be dramatically seen in its later successor, the Incom X-Wing superiority fighter.

Cloakshape Light Fighter

Another snub fighter known for its ability to be upgraded and ease of conversion, the Cloakshape fighter traces its origins back to decades before the Clone Wars. Considered by many to be the most easily convertible fighter ever made, knowledgeable mechanics argue that there is no such thing as a

‘standard’ Cloakshape. In the Clone Wars era it was used in many planetary defense forces, though like the Z-95 over the decades it found its way into the hands of numerous factions, on all sides of the law.

The SCS as represented is a combat oriented Cloakshape from the start of the Clone Wars. A Hyperdrive Ring conversion kit is also available.

Jedi Order Delta-7 Aethersprite Light Interceptor

An exceptional handling fighter from the Clone Wars era, the *Aethersprite* was too much for most experienced pilots and its reputation as a pilot killer was well noted. However, with the superior senses and reflexes of the Jedi Order they found that it became a fast maneuverable craft able to out perform almost any competitor they might face. Indeed, it wasn't until the advent of the A-Wing and TIE Interceptor that a truly superior light fighter can be said to have eclipsed it. However, it was never adopted in widespread use outside the order, as it was considered too dangerous and lightly armed.

The interceptor was fitted with clamps to utilize Hyperdrive Rings.

Saessee Tiin and Anakin's Skywalker's heavily modified versions of this fighter will be introduced in the next article. Obi Wan Kenobi's *Aethersprite* was a standard version.

Republic LAAT/i Gunship (Space)

A powerful assault shuttle, the LAAT/i was deployed throughout all of the theatres of the Clone Wars to great effect. Normally the ship was protected by the bulk of the Assault Cruisers who would insert them near land based organization points, but the Battle of Muunilist showed the assembled Republic forces deploying them in space as they attempted to conquer the homeworld of the Intergalactic Banking Clan. A modification to the Gunships toward the middle of the Clone Wars (approximately -20 ANH) allowed them to begin to be deployed from high orbit, launching directly into space.

The LAAT/i is a truly fearsome gunship in its intended role of planetary assault, but it fares less well in space battles, due to a lack of thrust and its vulnerable flanks. However, it still performs well as a weapons platform, with multiple blaster turrets affording excellent fields of fire and four space to space rockets that are accurate and deadly against fighter craft.

Republic LAAT/c Carrier

A dedicated cargo hauler, the LAAT/c carries one of the most dangerous cargos in the Republic; the AT/TE walker. Unlike its counterpart, the LAAT/c is not particularly effective in space battles, and usually is a target in those encounters, prey as opposed to predator. While encumbered with its large military cargo the Carrier uses the values to the right of the slash on its Combat Stats chart, reflecting its sluggishness.



Royal Naboo Defense Force

The planet of Naboo was an enlightened peaceful society that somehow became the birth place of the most heinous villain in the history of the Old Republic, the Dark Lord of the Sith and future Galactic Emperor Palpatine. It's perhaps fortuitous that the full details of his fall into darkness is not known for the sake of the peaceful world. The people of Naboo have instead taken to heart the beloved Padme Naberrie, who became Queen at an early age and later was an outspoken leader to the martial plans of then Chancellor Palpatine.

During its initial crisis against the forces of the Trade Federation, the Royal Naboo Defense Force was seriously outclassed. Indeed, most of the distinctive vessels of Naboo origin were not armed, used for

commerce and diplomacy. Only the N1 Starfighters with their distinctive front chromium sheathing were considered military assets.

After the confrontation though more though was given to the Naboo defense forces, which later reached its zenith during the leadership of Panaka, now Moff representing the Galactic Empire.

Naboo Queen's Starship, modified J-327 Nubian

An unarmed craft, the Nubian starship is a sleek light combat vessel with impressive acceleration and maneuverability. In addition, its custom shield and droid repair ability provide for significant defensive abilities. However, Queen Amidala refused any weapons on board her vessel in order to promote peace.

Naboo Royal Cruiser

A smaller vessel than the J-327 Queen's starship, the Royal Cruiser none the less provided several impressive upgrades in its capabilities. Also an LCV, the Royal Cruiser has backup hyperdrive capability, in deference to the loss of the J-327 hyperdrive motivator that stranded Queen Amidala and company on Tatooine during the Trade Federation invasion. The ship also has external docking capability for two N-1 Fighters, that can provide a suitable escort for members of the Naboo royalty and governmental delegates.

Naboo N-1 Starfighter

An exceptional planetary defense fighter for its era, the N-1 proved itself time and again against the droid fighters of the Trade Federation. Surprisingly sturdy,



maneuverable, and loaded with features such as advanced shielding (for its time frame) and proton torpedo launchers, the N-1 is an admirable starfighter that would not embarrass itself even against designs a quarter century its junior. The attack by Ric Ollie and Bravo squadron flying N-1s against the mammoth Droid Control Ship is still considered the epitome of bravery and dedication to be emulated by Royal Naboo pilots.

Naboo N-2 Star Bomber

In limited service in the crucial years of the blockade, largely due to ethical concerns of the nature of its arsenal, the N-2 became more in vogue with later Queens and then finally under the rule of the Moffs. A powerful craft, the N2 formed the core of Naboo's strike capability in later years with its medium laser cannon and plasma bombs, much to the dismay of its more vocal critics. While never common, a few flights of N-2s bombers escorted by the numerically superior and more maneuverable N-1 Starfighters no doubt had much to do with the peace

enjoyed by Naboo in the later years of the Clone Wars.

Naboo NX Police Cruiser

Distinguished externally from its more famous cousin by its blue paint design, the NX is in many ways simply a toned down version of the N-1. Many of the pilots of Naboo get their start in this fighter, which is often used as a trainer and has the same basic instrumentation and controls as its sibling. However, the police have toned down weapons and defensive systems, and until the blockade and invasion was rarely used to do more than chase down the occasional smuggler.

Trade Federation

A powerful trade consortium controlled by the Nemoidians, the Trade Federation has long had a reputation as a less than scrupulous operator on the Galactic scene. However, the Nemoidians, cousins of one of the oldest space faring

cultures, the Duros, are also known as being averse to risk. Their aggression against the planet Naboo came as a surprise to those who knew them.

Yet few knew that the leaders of the Trade Federation, including Viceroy Nute Gunray and his lieutenant Rune Haako, had fallen to the machinations of the Dark Lord of the Sith. Converting the vast financial empire into an engine of war, the Trade Federation was but the first pawn of many that would come to fight under the banner of Count Dooku in the Commonwealth of Independent Systems.

The leadership of the Federation was loyal to their dark master to the end, right up to the point where he sent his new apprentice to cull them from the universe. It is a galactic irony that the masters of droid warfare, a choice made due to the expendable nature of their mechanical servants, were deemed expendable themselves once Darth Sidious had cemented his goals.

Trade Federation Battleship

The *Lucrehulk* Galactic Transport was well known as an emissary of the Trade Federation. One of the numerous gigantic freighters that plied the space lanes under the banner of the Trade Federation, few could foresee that its vast cargo hold and enormous capacity would be converted to a far darker purpose.

The conversion of a *Lucrehulk* to the ultimate droid war freighter, the Battleship is both immensely powerful and surprisingly vulnerable. Refitted with a powerful shield generator and scores of quad-turbolasers, as a space combat



vessel the Battleship would be a craft worthy of notice and respect. It's further enhanced by its voluminous hangar bays, carrying hundreds of vulture droid starfighters. While limited in its ability to send them forth en masse by the vagaries of its Droid Control system, the Battleship can still send sixteen flights of droid fighters into the fray at any one point in time and can replenish its hordes as the initial wave are destroyed or need to refuel.

However, the Battleship comes into its own as a planetary assault vessel. Carrying hundreds of thousands of Droid soldiers and thousands of support craft such as STAP repulsorlift scouts, MTT transports, and Droid Repulsor Tanks, the army that can be deployed is a significant presence on any front. Combine this with the transport capacity of the C-9979 landing craft it carries, and few planets could withstand such a vanguard.

Yet with its imposing capabilities, the Trade Federation carries a price. Not initially designed as a war craft, the *Lucrehulk* hulls show some sign of weakness. The

primary hit table chances are increased, representing the lack of compartmentalization or bulkheads. The placement of the quad turbolasers has far too many fields of fire that can't be reached, resulting in a +4 bonus on skindancing attempts by agile ships and fighters.

And lastly but most importantly to fuel the massive numbers of turbolasers on a non-warship design extensive use of secondary reactors was necessitated. Each section of a Battleship has a secondary reactor save the Primary, and each of these reactors provides eight power to the ship. If a secondary reactor is destroyed either through loss of the section or direct damage, the ship is not destroyed as it would be with the primary reactor. However, it can cause a chain reaction through the power regulators throughout the ship. Roll a critical at +8 to each remaining reactor (plus any damage to the reactor as normal) to determine the results. This can cause extensive power loss, or in some cases can even cause the main reactor to go critical, destroying the ship. If a critical to a secondary

reactor (using the normal reactor table) indicates the destruction of the ship, instead simply destroy that section of the ship. And yes, when that reactor is destroyed, it triggers another series of criticals at +8 to the remaining reactors....

All of these weaknesses also exist in all variants of the Trade Federation Battleship unless otherwise noted.

Trade Federation Droid Control Ship

The foundation of any serious CIS force, the Droid Control Ship is a significant upgrade over the standard Battleships of a Trade Federation armada. Its central purpose is increased command and control of the Droid armies that the Federation employs en masse. As a critical component, the capabilities of the ship itself have been increased in numerous ways.

The improvements on the vessel were profound, and conducted at unreasonable expense, even for the Trade Federation. This meant that the Droid Control Ships were rare within



Trade Federation Droid Control Ship

the fleets of the CIS. Significantly improved shielding, including a more powerful shield generator to replenish the shields, drastically improved the survivability of the massive craft. The droid storage areas were removed to increase the space dedicated to Droid Controllers, while the central Control Computer greatly expanded the command capabilities of the craft. Armor was upgraded on the core systems, and several of the interior turbolasers were swapped out with quad laser cannons in order to improve weapons coverage. Finally the sensor suite was augmented, and in addition to the Control sensors already in place a limited ELINT capability was employed. All in all the upgrades were significant.

In this context, it's perhaps easier to understand Viceroy Gunray's decision to disperse his blockade fleet back to their normal assigned duties after the invasion of Naboo had been deemed successful. If it wasn't for the interference of Anakin Skywalker,

the Droid Control Ship and the armies already present would have been more than enough to defeat any uprising.

Note that the Droid Control ship has even more secondary reactors in order to power the extensive electronic suites that are the vessel's *raison d'être*. If multiple reactors in a single area are destroyed, they count as separate critical rolls with the normal +8 bonus on all the other reactors due to the chained together nature of the Neimoidian power system.

C-9979 Landing Transports

The wing-swept design of these graceful but intimidating transports are one of the few examples of Neimoidian artistry in their otherwise brutal war arsenal. Designed as transport craft, these ships have limited combat capabilities but due their job exceedingly well. The majestic touchdowns of these LCVs were

often the last thing many Gungans ever saw, as they disgorged masses of droid soldiers and attack craft.

Trade Federation Vulture Droid Starfighter

An ultralight fighter design, the Vulture droids were designed by Xi Char Cathedral factories at the bequest of the Trade Federation. While less effective than the later Tri-Fighter droids, the Vultures were cheap and could be deployed in unheard of numbers. However, they had numerous limitations, foremost among them being the necessity of a Droid Control sensor to organize them, mandating they stay within the 100 hex limitation of the Droid Controllers broadcast range. Knowing this limitation going in, the Xi Char Cathedral factories decided to use the limitation, designing the fighters to use a quickly combustible solid fuel propulsion system, making them remarkably cheap. As the fighters couldn't be controlled outside the nominal range of the broadcast, this provided less of a limitation than expected, and the reduction in cost increased the Trade Federation's ability to purchase them in bulk.

This SCS represents the first generation of Vulture droids. Later versions including significant ballistic weapons capability, including the infamous buzz droids.

The fighters are limited to six turns endurance on the board. At the end of that time they are removed from play as they return to their hangars for refueling.

CIS Craft

A broad amalgamation of various industry and commercial interests, several of their vessels had prominent roles to play in the battle of Geonosis. Indeed, the genesis of the CIS happened there, as the Separatist movement was founded there.

Techno Union *Hardcell* Interstellar Transport

A lightly armed but heavily defended Transport, the *Hardcell* is most noted for its fast Hyperdrive system, allowing it to exit situations inimical to the well being of Wat Tambor and the leadership of the Techno Union. Quite a few were destroyed on the ground during the exodus from Geonosis. Once in space the ships have considerable shielding and decent acceleration for a transport vessel.

Geonosis *Nantex* Light Fighter

A light and deadly light fighter, the *Nantex* Territorial defense fighter has a unique design. Crewed by Geonosian hive pilots, the system uses a series of micro tractor beams to focus the firepower of the laser turret mounted in the core of the needle-like craft, greatly increasing the accuracy of the weapon. Non-Geonosians can't pilot the vessel, as part of the control system uses a pheromone spray to impart information that only Geonosian pilots can interpret.

Firespray Patrol Craft Super-Heavy Fighter

A limited production run, the *Firespray* has become infamous as the personal vessel of the Fett family of Bounty Hunters, first Jango and the later Boba. Named *Slave One*, this SCS represents the ship during

the time frame of AOTC, during its ownership of Jango Fett. Later versions increased the firepower of the weapons and added a proton torpedo launcher.

While not in wide employ, the *Firespray* was a Kuat Systems Engineering design and they retained the plans for the vessel. They could have reimplemented the production run at any time.

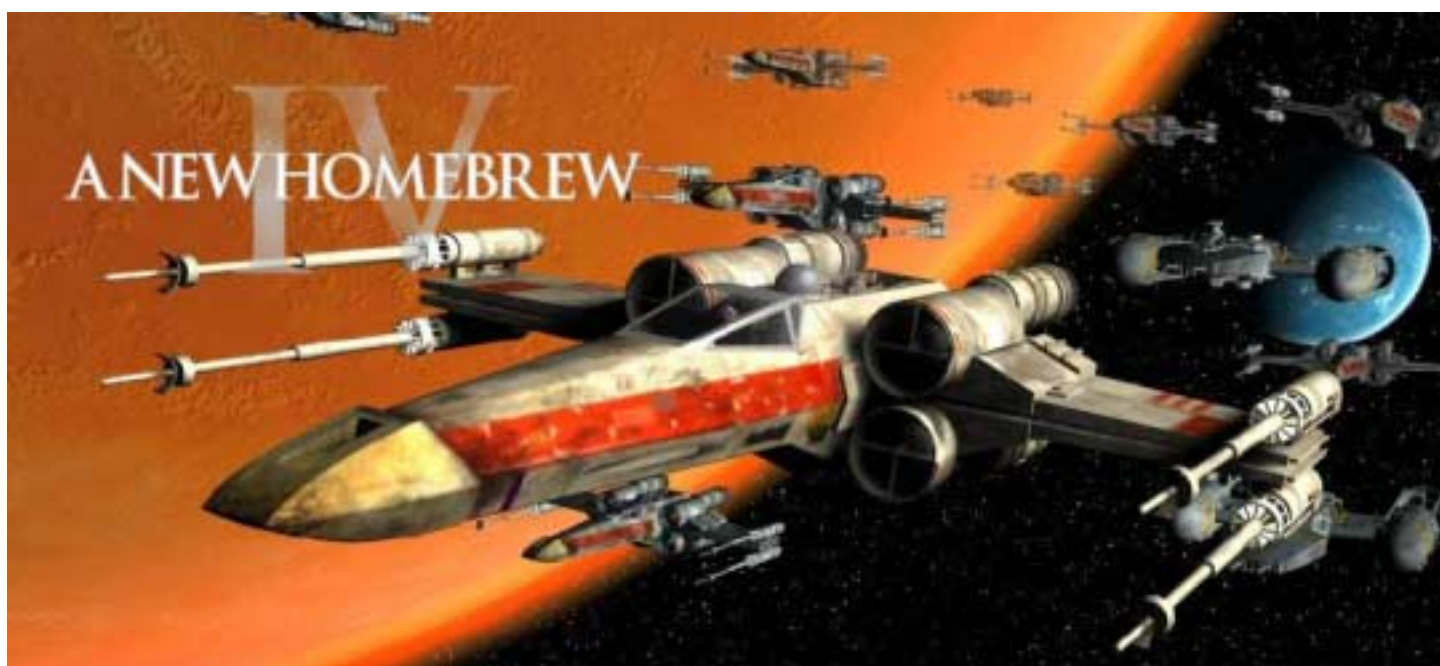
The End of the Beginning....

This ends are tour of the ships of Star Wars, The Phantom Menace and Star Wars, Attack of the Clones. The next article will broaden the scope of the conflict, with write-ups on the Venator Star Destroyer, ARC-170 and V-Wing Republic fighters, as well as the numerous ships of the Confederation of Independent Systems, such as the Trade Federation Cruiser and Droid Tri-Fighter, as well as the various support vessels of the Commerce Guild and Banking Clan.

Until then, remember that tricks from a hookey religion are no match for a blaster at your side!

* * *





Greetings from the Outer Rim

By Sebastian Seiml

Introduction

Welcome to my STAR WARS to B5W conversions. My intention was, to transform the style of the Star Wars vessels in the B5W-Mechanics, with only necessary modifications. I leaned heavily on Tyrel's great ST-conversions, thanks for many hours of ST Battles!

In my honest opinion, a 1:1 conversion from SW to B5 is not appropriate. Aside from the vastly differing crew sizes, the number of guns on the SW capital ships or number of fighters was a major problem. So I changed the design parameters to match the existing game material and make it possible to use the ships in games versus other B5W or ST designs.

For ship designing, I relied heavily on the d20 Star Wars 'Ships of the Galaxy', transforming the data

in Structure, Sensors, Defense Ratings yadda-yadda-yadda. Fighters were a different issue. As a fan of the X-Wing/TIE Computer series I create many fighter designs, but lowered the gap between the individual designs. So a TIE Defender *is* faster (and more maneuverable) than a TIE Interceptor, but not to the same degree as in the computer games. In my conversion, Star Wars fighters have more, but lighter guns than their Babylon 5 counterparts, partially better armor ratings due to their shield systems and are generally on par in terms of free thrust.

Point values are mainly estimated by thorough comparisons with existing B5 SCS and, for a number of designs, playtest battles between SW ships. Unfortunately there was no time to playtest them against either B5 or ST vessels.

Due to space considerations only a few SCS are presented in this issue of The Great Machine, but maybe the other SCS - up to now approx. 50 SCS of fighters and ships

including variants – could be displayed in future GMs or on Tyrel's Planetside web site. I have chosen the Imperial Star Destroyer with fighter compliment, because this design is the yardstick of all SW to B5 Conversions. As counterpart I included the MC80 Cruiser with X- and Y-Wings and furthermore the Nebulon-B and Corellian Corvette as examples of smaller ship in the conversion.

Thank you.

Ship Systems

Ion Drive

Ion Drives function like Tyrel's STAR TREK Impulse Drives, but without the gravitic drive ability.

Special Rules for gain ing additional energy through drives are projected. For this reason turbolaser weapons are in the 'ion+laser'-class

Hyperdrive

Ships and Fighters need a hyperdrive for hyperspace

movement. Each 'class' of hyperdrive in SW is represented by six turns of hyperspace delay. Rules for damage are the same as in B5W. Fighters without hyperdrive begin the scenario in the hangars if battle does not begin in-system. Game mechanics are the same as the Warp Drive in the STAR TREK Conversions.

Sensors

Sensor functions like their B5W counterparts with the exception that only one additional point of EW can be bought with extra power.

Shield Systems

Ships Shield Systems

Every ship with a shield system has four shield projections, save for LCVs which only have two. Each projection has a rating listed in the projection icon. This is the amount of damage the projection can absorb before damage strikes the hull. Furthermore each shield has a *damage reduction* of 2. This means, from each salvo two points of damage are subtracted in the same way as armor.

The shields are maintained by *shield generators*. The number in the shield generator icon gives the amount of shield points that can be restored at the beginning of each turn. Alternatively the shields can be balanced out after the recharging. Sum up all projection values, divide them by four (2 for LCV) and round down, so that all projections have the same value.

The recharge rate can be expanded up to 50% (round down). To increase the recharge rate by one point, you have to buy extra energy

in the amount of the power requirement of the shield generator.

Although the shield generators are located in the primary section, they can be hit from any arc. If the shield generator is destroyed and excess damage is transferred to the side structure through which the shot originated, rather than the primary.

Fighters can make called shots on shield projectors if they are at range zero with the usual malus for called shots. Shields normally apply.

Critical Chart for Shield Generators:

- 1-14: no effect.
- 15-19: reduce recharge rate by one half (round down; e.g. from 7 to 4 to 2 to 1).
- 20-24: the shield projection in the incoming fire arc fails and collapse. No recharge possible not until repairs are done.
- 25+: both effects apply.

Civilian Shield Systems

This is a low-tech version of normal shield systems. There is only one hit location and the shields have no damage reduction. Doubling the shields is not possible. These systems are found on most freighters, but most smugglers and corporations refit their vessels with military-grade systems.

Fighters Shield Systems

Shield mechanics are a bit different for fighters than they are for ships. Each fighter with a shield system has a shield factor and shield points. Each weapon hit 'destroys' one shield point; if all shield points are canceled out, no shield remains.

Shield points are recovered with a rate of one per turn. As long as a shield system is active, the shield factor is added to the armor. Note that every fighter gun counts as a single hit for shield purposes.

Fighters can use shield energy to increase their Free Thrust. This is announced in the movement phase. For each turn in which this option is used, reduce (at once) the *shield points* by 2. The Free Thrust is increased by the amount of the *shield-factor*. This can be only done, if at the beginning of the movement phase at least two shield points are active.

"Shield Doubling"

For better protection, some ships double their shields at the end of the 'ship power segment' phase. The chosen projection receives the double strength (sum of all shield projections divided by 2), but all other projections are down. If the player decides to balance the shield (again in the 'ship power segment'), the remaining points are divided by 2. This is the strength of each of the projections.

LCVs multiply the sum of both projections by 0.75. To balance the shields out after shield doubling they divide the remaining projection value by 1.5.

Fighters can double their shields, too. The chosen arc has now twice the shield factor, but each hit destroys two shield points. If at least one shield points remains, the shield counts as active.

Weapon Systems

Battery Fire

Particularly on bigger ships, weapons are grouped in batteries of

three, four or five guns. The to-hit roll is treated like a pulse weapon with a pulse grouping of +1 per 5. The maximum pulses are the number of guns in the battery.

Icons of batteries are the same as single weapons, but on a critical roll, a bonus of (number of weapons in battery) is applied.

Dual- and Quad weapons

Dual weapons are treated like the twin array for critical hits.

Quad weapons can fire four shots instead of two, but suffer a to-hit-modifier of +1 on each shot. After a quad shot the weapon have to cool down and is deactivated for one turn (energy can be used!).

This affects ships only. Fighter weapons are linked normally.

Fighter Fire

If a starfighter has both a laser and ion cannon system, it can fire both weapons in the same turn against the same target with a modifier of +1 for both weapons. The effects of a hit are resolved for each fighter (laser and ion hits #1, laser and ion hits #2 and so on).

Laser Cannons

The main weapons for anti-fighter work on ships, laser cannons have a shorter range and lower damage yield compared to turbolasers, but higher FC-bonuses against starfighters.

A special version for ADA is the point laser cannon (P). These cannons are truly optimized against starfighters, but have only a minor value against starships.

Turbolaser Cannons

An intermediate step between laser cannons and turbolasers, turbolaser cannons are often found on smaller ships and/or civilians, who cannot legally acquire turbolasers. Classes are turbolaser cannons and heavy turbolaser cannons.

Turbolasers

The ultimate anti-ship weapon, turbolaser are mostly found on cruisers and battleships like Dreadnoughts, Strike Cruisers or Star Destroyers. With a long range and high damage yield, the RoF is significantly reduced. Furthermore these weapons have problems engaging starfighters.

There are light turbolasers, medium turbolasers, turbolasers and heavy turbolasers.

Ion Cannons

Designed to cripple ships rather than destroy them, (smaller) Ion Cannons can legally acquired by even civilians. There are light, medium and heavy ion cannons. There are fighter-mounted ion weaponry as well. As EM weapons, ion cannons ignore the damage reduction of ship shield systems.

Ion Cannon Effect Against Ships:

The Heavy Ion Cannon found on the ISD and MC80A scores 12 points against the relevant shield. If the target is not protected by a shield (B5) or have lowered (shield strength = 0) shields, the HIonC have the following effects (like the B5 Burst Beam). A weapon or system with energy ('diamond') is shut down for three turns. Systems without energy (e.g. engines) must take a critical hit with a modifier of

+6. Hyper-/Warp-/Jumpdrives have to restart their loading procedure. Hitting structure result in a -3 power loss.

A fighter hit by a HIonC loses four shield points and take 4 points of damage after armor. Additionally to normal drop-out rolls, the fighter must make another roll and drops out on a "4" or higher.

The Y-Wing has a twin light ion cannon, which function as a Light Ion Cannon. Procedure as above with following exceptions: systems/weapons shut down for one turn, Criticals with +2, power loss -1. Against fighters also as above with 2 shield points lost, 2 points damage after armor and additional drop-out roll with dropping-out on a "7" or higher.

Tractor Beams

Function like the Minbari Gravity Net. See B5W Rules.

Point Defense Systems

Point Defense Systems are passive weapon systems on an electro-magnetic base. They are intended to defeat incoming ballistic weapons. The intercept rating (-6) can be divided on any number of incoming ballistics in the valid arc.

Fighter-Launched Ballistics

Despite their different designation, proton torpedoes and concussion missiles have the same mechanics. The maximum range is one and a half times the launch range. There is NO inherent +3 bonus like B5 missiles. They benefit from FC, OB and navigators like their B5 counterparts. Fighters can make called shots with torpedoes and missiles with the corresponding

malus, but the target have to stay in the fore arc. If this condition is not met, than the malus applies, but hit location is rolled normally. The cost of torpedoes and missiles is included in the designs. You cannot fly X-Wing without torpedoes to reduce the point value.

Note: In B5SW all ballistics hit in the same phase as direct ship fire!

Special Rules

Fighter Deployment and Availability

ISDs can carry 72 fighters and many other ships can carry 12-24 fighters, too. For this reason the numbers of fighters in the conversion is halved. So an original SW-squadron with twelve fighters is represented by a B5W-squadron with six fighters.

Due to large numbers of fighter designs in SW, a modified availability is used. First, the availability for fighter squadrons is based on ALL squadrons in the game/scenario/campaign. This means of 10 imperial fighter squadrons, max. two could be rare and up to four (less rare) could be uncommon. Of six rebel squadrons one could be rare; up to two (less rare) could be uncommon. A new availability is 'prototype', which means one per 27 squadrons could be of this availability (in most cases, only a matter in a campaign)

In Service Dates

Rather than years there are four In-service times for SW-Ships and Fighters. Years are before Yavin (BY) and after Yavin (AY).

"Rise of the Empire" (Empire): 20BY-5BY: The forming and consolidation of the Empire. Actions are carried out against smugglers and the occasional rebellious world.

"The Rebellion" (Rebellion): 4BY-6AY: Rebellious factions joined together to form the Rebel Alliance. The Empire has a numerical and technological advantage, but the rebel fighters are at least equal to their imperial counterparts. This is the era of the epic battles of Yavin, Hoth and Endor as well as the conquest of Coruscant.

"The New Republic" (Republic): 7AY-15AY: After the formation of the New Republic, the ex-rebel forces gain more and better ships. On the other hand the Empire has limited production runs of cutting edge TIE-series and both Interceptors and Bombers are now common in the imperial fleet, sometimes even equipped with shield systems. This is the era of the campaigns against Warlord Zsinji and Grand Admiral Thrawn and the rampage of Admiral Daala.

"New Jedi Order" (Jedi): 16AY+: The Empire is the loser of the Galactic Civil War. After a peace treaty with the New Republic, a new enemy emerges ...

Conclusion

I used the Movement Rules of Tyrels ST Conversions for simplification. Turn rates and Thrust for Capitals and HCV is nearly equivalent to other B5 designs (save the Nebulon-B), but my MCV are more sluggish; they are comparable to EA Thetys ships. The reason for this decision was the design philosophy of Star Wars: the smaller

ships are not so efficient like their counterparts in B5. They are more intended to fight other smaller warships than to gangbang one big Capital Ship.

The extremely high number of guns on the big capital ships, e.g. an ISD with 60 turbolaser and 60 ion cannons, made a major adaptation necessary. On the other hand these behemoths should retain their awesome firepower. So I grouped weapons in batteries. The ISD has 12 batteries x 5 turbolasers = 60 turbolasers. The firepower output especially of the capital ships is high, but I think it is acceptable.

With the relative large number of guns and their high energy demand, I decided to forbid excessive sensor boosting. So it should be impossible to hide an ISD behind a wall of DEW. I left the sensor mechanics untouched, because – hey, it's a B5 Conversion!

On the opposite many people will support the low damage output of the fighter guns. Against shielded SW-fighters they work wonderful. These fighters inflict only a little damage at the beginning, and major damage after the shield fails. A Y-Wing can survive a salvo of a TIE/Interceptor, but hardly a second, especially through the weak aft section. Relative weak fighter guns go hand in hand with the damage reduction of shields. So a squadron of starfighters cannot drop the shields of an ISD with a single salvo or a single torpedo strike.

I adjusted the number of fighters by halving them. 72 fighters on an ISD are cool, but with more ships the game degenerates in a big melee and make the fighter too heavy against ships. For hardliners: the number of squadrons remains the same.

Fighter restrictions were altered because of the multitude of designs. But even so the historical deployment can be met (e.g. ISD: 1 TIE/Interceptor, 1 TIE/Bomber, 4 TIE/In). With support ships (and TIEs) you can increase the number of uncommon and rare TIE designs (e.g. 2 Interceptor, 1 Bomber, 3 TIE/In at Endor).

Included Ship Control Sheets

Imperial Class I Star Destroyer

-Unlimited Deployment-

A Star Destroyer is a huge, triangular-shaped warship at the forefront of the Imperial Navy, invaluable in maintaining order and policing a galaxy. A single Star Destroyer is sufficient for subduing most planets, and with its armament, ground assault force, and six squadrons of TIEs, the Star Destroyer has been nearly unchallenged for a long while.

Imperial Class II Star Destroyer

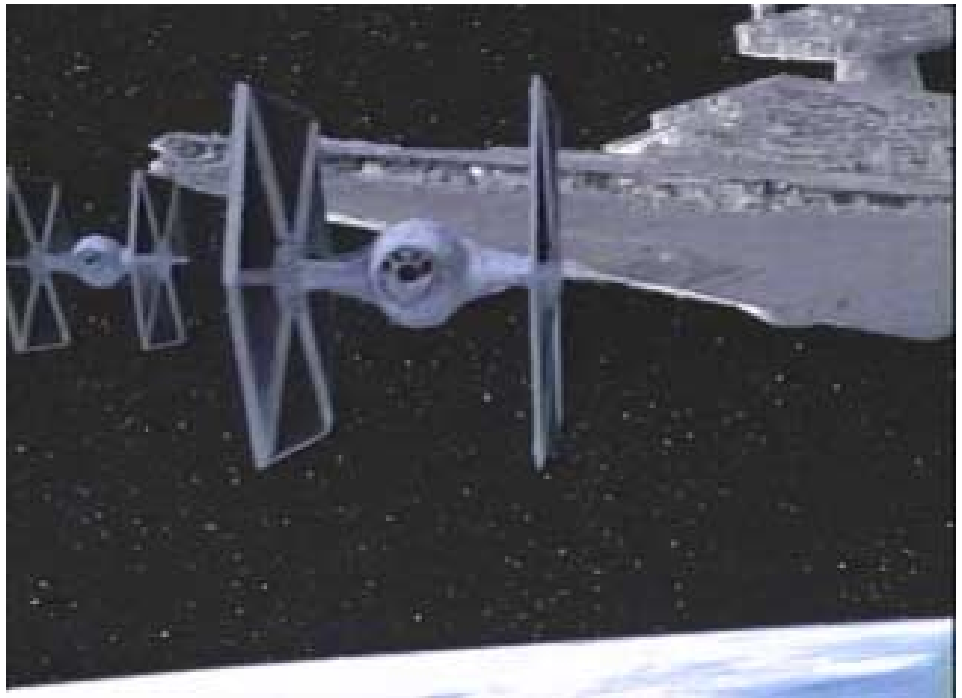
-Uncommon Variant -

The Class II Star Destroyer is a newer version of the original ISD. It has improved weapons and a slightly reinforced hull, but weaker shield.

Imperial Loronar Strike Cruiser

-Unlimited Deployment-

A medium-duty battle ship produced by Loronar for the Empire,



Strike Cruisers have a modular design which allows them to be configured for specific missions. These ships measure 450 meters in length, and are well-armed. Slight modifications will allow them to carry a complete wing of TIE fighters or a planetary assault cruiser packed with five AT-ATs. In contrast, the modular construction made them more vulnerable at the connecting points.

Imperial CR-90 Corvette

-Unlimited Deployment-

The CR-90 is a hammer-headed, fast multi-purpose ship built by the Corellian Engineering Corporation, often used as blockade runners because of its speed and mobility, but also in heavy use by the Empire as picket ship, custom cruiser, system patrol, escort duty and other missions.

Imperial TIE/Interceptor

N.A./Uncommon/Common/Common-

To counteract the newer Rebel craft, such as the X-Wing and A-Wing, Imperial forces saw the need to create a starfighter faster and stronger armed than the over-matched TIE Fighter. Four laser cannons, rather than two, are mounted not on the fuselage, but on the solar panels. The TIE Interceptor is incredibly fast, but not more so than the A-Wing. However, it is shieldless until the campaign of Grand Admiral Thrawn.

Imperial TIE/Bomber

N.A./Uncommon/Common/Common-

One of the most lethal TIE models, the Bomber's signature feature is the double hull. One portion of the double-hull can carry a lethal array of torpedoes and missiles. The Bomber prides itself in its accuracy, and is able to

selectively target and destroy small military targets on planetary surfaces or capital ships, while leaving commercial or military assets untouched.

Imperial TIE/In Fighter

-Common/Common/Common/Common-

Little in the galaxy is feared more than the roar of the TIE Fighter's twin ion engines. TIE/In is now the standard TIE Fighter model carried by Imperial warships and deployed at flash points around the galaxy. They take the brunt of Rebel fire in deep-space battles and serve to ward off enemy starfighters, freeing the Star Destroyers or other Imperial cruisers to concentrate firepower on Rebel starships and larger military targets.

Recent advances in Rebel technology have rendered starfighters with a slight advantage over the TIE Fighter, which is shieldless and does not have the weapon capacity of the Rebel ships. However, this small disadvantage is

remedied by sheer numbers and the skill of imperial pilots.

Alliance MC-80A Heavy Cruiser

-MC80 Uncommon Variant (Common after Rebellion)-

Built by the Mon Calamari for the original purpose of being a luxury cruiser, the MC80a was transformed into a combat starship when the Mon Calamari saw the need to defend themselves and joined the Rebel Alliance. The MC80a is one of the few starships that can challenge an Imperial Star Destroyer, though it will usually take more than one MC80a to defeat and ISD.

Alliance Nebulon-B Escort Frigate

-Unlimited Deployment-

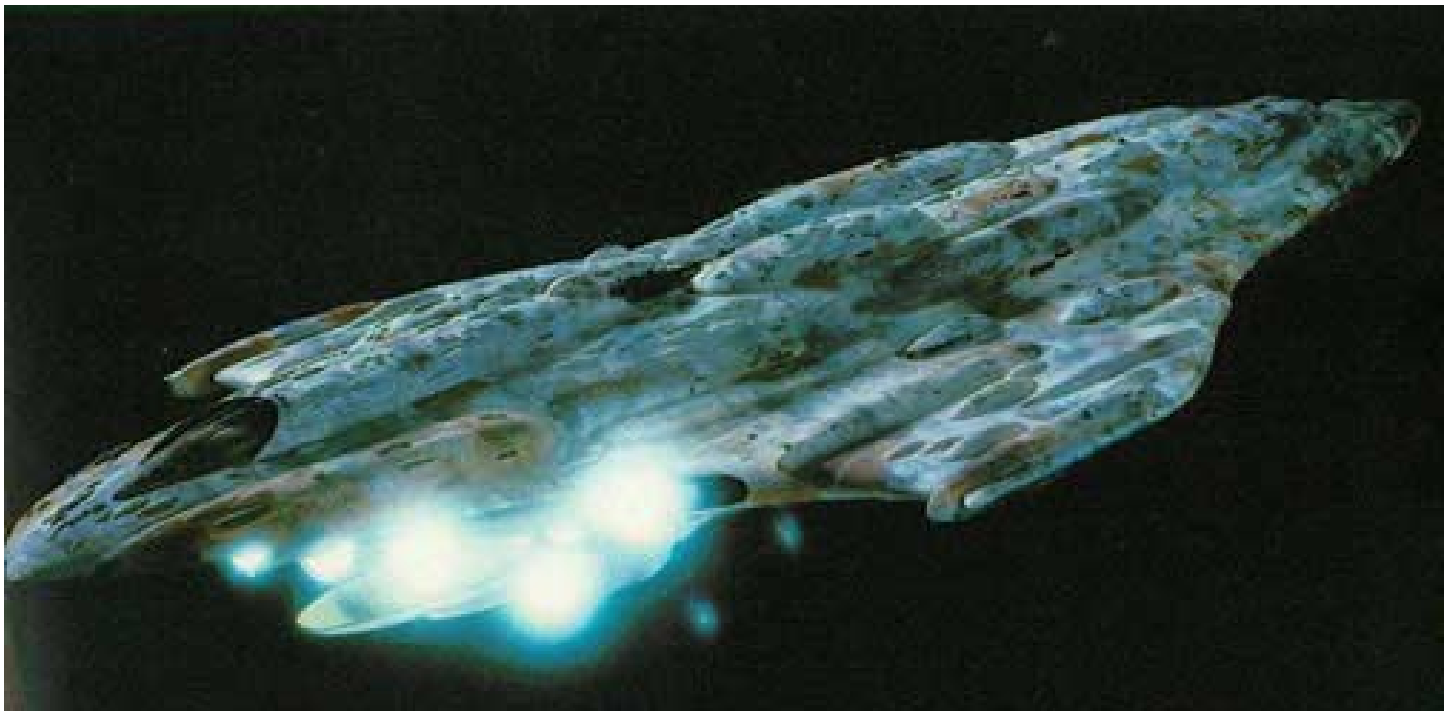
Originally built for Imperial escort duty just after the Battle of Yavin, the Alliance was able to capture a number of them intact. The Nebulon-B Escort Frigate was

designed primarily to combat starfighters and to combat with capital ships. It is relatively weak compared to other capital ships and rather clumsy for a frigate. However, few of the older ships outside Star Destroyers can effectively combat this frigate with its starfighter support. The fact that so many have fallen into Rebel hands to the point that they are a common sight in Rebel fleets is a cause for concern for the Galactic Empire.

Alliance Marauder Corvette

- Restricted Deployment (10 %) -

An out-moded pocket cruiser designed by Republic Sienar Systems, the Marauder-class measured 195 meters in length. They are sleek, aerodynamic craft designed for system patrol and smuggling interdiction missions. They are armed with double turbolasers and tractor beam projectors to allow the Marauder-class to capture smaller ships. A



squadron of starfighters can also be housed in its fighter bay. The Old Republic opted not to purchase the ship for government use, and the fledgling Corporate Sector stepped in to buy them. Once the ships showed up in Corporate Sector space, other planetary governments began to submit orders to the RSS plant on Lianna. The Marauder-class quickly became one of RSS most recent successes, although the ship eventually found its way into the hands of smuggler and pirates.

Alliance A-Wing

N.A./ Uncommon/Uncommon/Common-
A-Wing is the generalized name of the Dodonna/Blissex RZ-1 Starfighter. It is a flat, one-man, wedged-shaped snub fighter built for the Alliance after the lost of the Hoth base and prior to the Battle of Endor. The A-Wing was designed, as its name implies, by Jan Dodonna and Walex Blissex. The A-Wing was for the longest while perhaps the fastest fighter in the galaxy, maybe even faster than the TIE Interceptor. For this reason, it struck fear in the hearts of Imperial pilots. Because the Alliance was short on funds, most A-Wings were custom-built in private shops. It is 9.6 meters in length, and was designed for interception and long-range reconnaissance. A unique feature of the A-wing is the short hydro-servo bearing installed in each wingtip, allowing the pilot to tilt the laser cannons up to 60 degrees up or down.

Alliance X-Wing

N.A./Common/Common/Common-
X-Wing is the common name for the Incom T-65 Starfighter, a fighter with two wings that split in two by activating S-foils. Each of the split



wings has its own laser cannon (total of four). It is extremely maneuverable, even in an atmosphere. The X-Wing was designed by Incom just before the Empire stopped contracting out naval construction. The Empire believed that Incom was infiltrated by Alliance sympathizers, and relieved the X-Wing team of duty. The X-Wing team then defected to the Alliance, flying out with all the X-Wing prototypes and the starfighter's plans. Their parting gesture to the Empire was to destroy all records of the X-Wing in Incom and Imperial databases. The Alliance then began to produce the X-Wing themselves, recognizing its potential. It continued to gain acceptance after the Galactic Civil War due to its maneuverability and durability.

Alliance Y-Wing

-Common/Common/Common/Common-

Y-Wing is the common name of the Koensayr Starfighter. Originally designed for long range reconnaissance, this J-type snub fighter has twin-propulsion systems behind a single cockpit. Armed with

ion cannons, the Y-Wing can disable ships to allow boarding actions.

The Y-Wing was the basic Rebel fighter before the production of the X-Wing. Very slow, they are rather easy targets for Imperial TIEs, but the Y-Wing hold a deadly load of torpedoes.

Civilian YT-1300 Transport

-Unlimited Deployment-

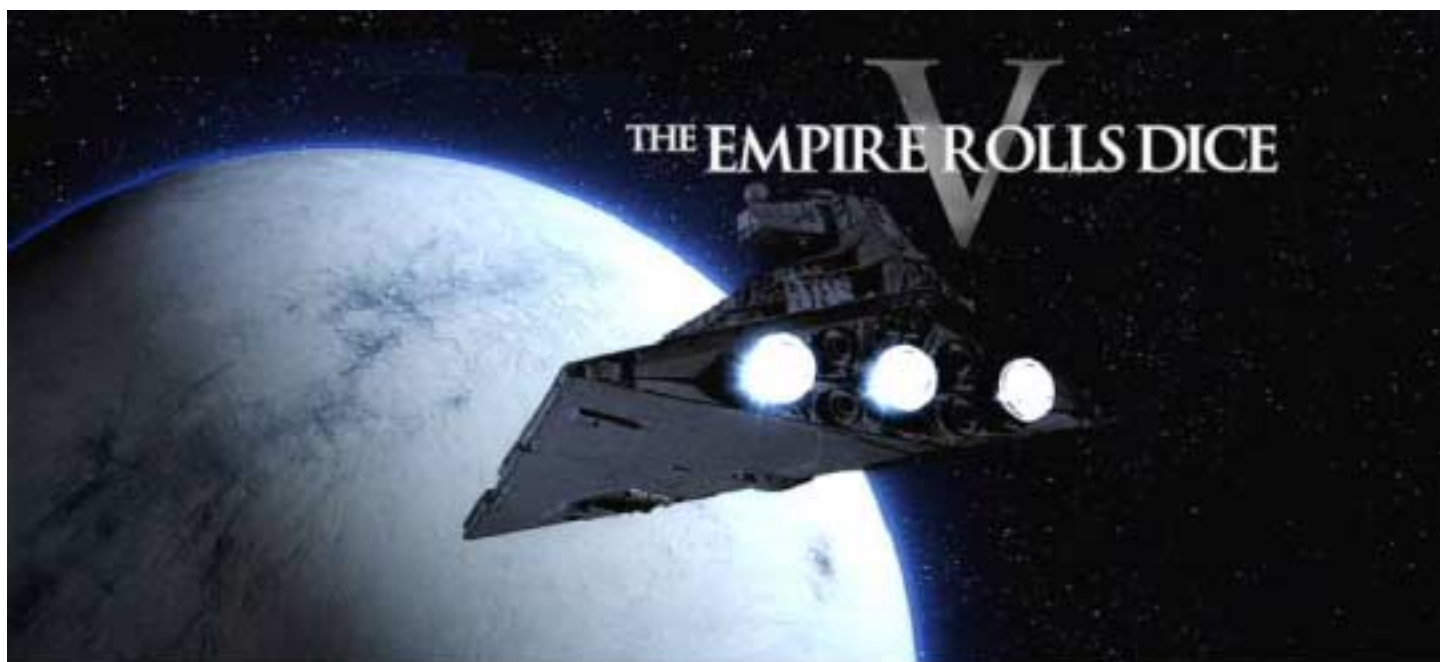
This series of Corellian light stock freighter built by the Corellian Engineering Corporation. Originally designed and manufactured some 30 years before the Battle of Yavin, it was a 2-man craft, and can accommodate up to six passengers. The YT-1300 measures 26.7 meters in length, and can hold 100 metric tons of cargo. The YT-1300 is armed with a single laser cannon, but carries to defensive shielding. The main hull is disk-shaped, with two trapezoidal pods extending from the front. The cockpit is offset-mounted on the right side of the disk.

Civilian Lambda Shuttle

Common/ Common/Common/Common-

The Tyderian, or Lambda, Shuttle was designed by Cygnus Spaceworks to transport important personnel from one location to another. It can be used in both vacuum and atmospheric conditions, and has hyperspace capability. The basic Sienar Lambda-class shuttle measured 20 meters in length, and is armed with three blaster cannons. The Lambda Shuttle is not unique to the Imperial navy, but is in use by the Rebels, pirates, and wealthy individuals.

* * *



Why I Have Never Made the Kessel Run

By Tyrel Lohr

Introduction

It was an interesting process designing a few Star Wars designs of my own. I am sure that die-hard Star Wars fans will disagree vehemently with my interpretations of their beloved ships. I have always liked Star Wars (I once watched the original trilogy back to back on VHS as a kid, and watched them quite often on VHS besides back in the 80s). However I was never as attached to Star Wars as I was to Star Trek, Babylon 5, or Farscape. It is a fun ride, but there is nothing that really drags me in. For that reason I really only have my memories of the movies to guide me, as my knowledge of the Expanded Universe is extremely limited.

I had researched some of the Star Wars ships a year or so ago to get some background for creating

a limited number of VBAM ship conversions. It was then that I noticed that the “official” weapon numbers on the ships didn’t seem to jive with my memory of the show. They seemed extraordinarily high, too high to make for a good conversion into B5W.

However I got to thinking at that time of ways that the weapons *could* be converted over with less hassle and actually get everything to fit onto a single ship control sheet. I made mental notes and pondered certain points, but until this issue I never thought about “committing them to paper”, to speak.

Converting the Weapons of the Star Wars Universe

The following section provides an overview of some of the design decisions I made when converting over the Imperial Star

Destroyers into my particular Star Wars conversion.

Weapon Scaling

The biggest problem with the Star Wars ships is the number of guns they supposedly have. In order to cure that with my conversion, I decided to merge turbolasers into pulse-mode weapons. Each battery would then have its maximum pulse count set to the number of turbolasers in the battery. Also, the more individual turbolasers in the battery, the better its pulse grouping. Simulating turbolaser numbers in this manner doesn’t keep the larger ships from being filled with weapon icons, but it does allow for a 1:1 weapon scaling ratio on the bigger ships. A Super Star Destroyer would still be a monster of a ship, but I think it could be done much more economically, space-wise, than what Ben Rubery was forced to do with his own version of that ship.

Weapon Rate of Fire

Currently almost all of the Star Wars weapons have been set to fire at a rate of 1 per turn. Only ion cannons fire slower. This is done as much for the sanity of the player as anything else. If the player knows that he or she will have to resolve all turbolaser fire every turn, there is no question over whether X weapon was fired last turn or not. This speeds up play ever so slightly.

Weapon Damage

Related to rate of fire, the damage of the most frequently encountered weapon in the Star Wars universe, the turbolaser, has been set as a fixed amount. Doing this makes damage resolution that much easier, as then you don't have to roll damage dice in addition to to-hit and location rolls. This speeds up play and was deemed worth the loss in detail after playtesting the ship a few times. If the ROF was to be moved to 1 per 2 turns on the turbolasers I would probably reinstate random damage for turbolasers, but for now I think it works fine.

Weapons & Other Systems

Turbolasers

As mentioned before, the use of weapon scaling has made it so that turbolasers come in varying sized batteries. They also come in varying degrees of strength, from light turbolasers (usually found on smaller ships) all the way up to heavy turbolasers (the big guns of the Empire's Imperial Star Destroyers).

Turbolasers are primarily for use against enemy capital ships, and here in the pulse rules work well to simulate this fact. Since the number of pulses a turbolaser scores beyond the first is directly linked to its pulse grouping, a turbolaser battery would have to score a very accurate hit on a fighter flight in order to get enough pulses to do any real damage to them.

Laser Cannons

An older weapon form, laser cannons are primarily used for starfighter defense within the "modern" Star Wars setting. These weapons are smaller than turbolasers and do less damage (and random damage, too, unlike the fixed damage of their more deadly turbolaser cousins).

Ion Cannons

These mentioned but seldom seen weapons are meant to deactivate, not destroy, enemy starships. We see the Rebel planetary base at Hoth take out an Imperial Star Destroyer with a large ion cannon emplacement, but otherwise we never see ships fire these weapons (that I am aware of). However, all of the literature since then says that they are there.

Taking a nod from Paul's conversion (and even using a derivation of his icon!), I made ion cannons into weapons somewhat like the Minbari Shock Cannon. My ion cannons are short-range weaponry, meaning that the ships have to close to knife-fighting range before they become a real issue. The exception is the heavy ion cannon, which was made a long-range weapon to balance out its slower rate of fire. Depending on what they hit, they can cause either

minor system shutdowns and malfunctions, or they can cause widespread power failures.

If a system is hit by an ion cannon blast, it will be offline on the following turn. It will also have to roll an extra critical roll above and beyond any others it is required to roll for the turn. This extra critical roll is made at a +10 penalty to the effect.

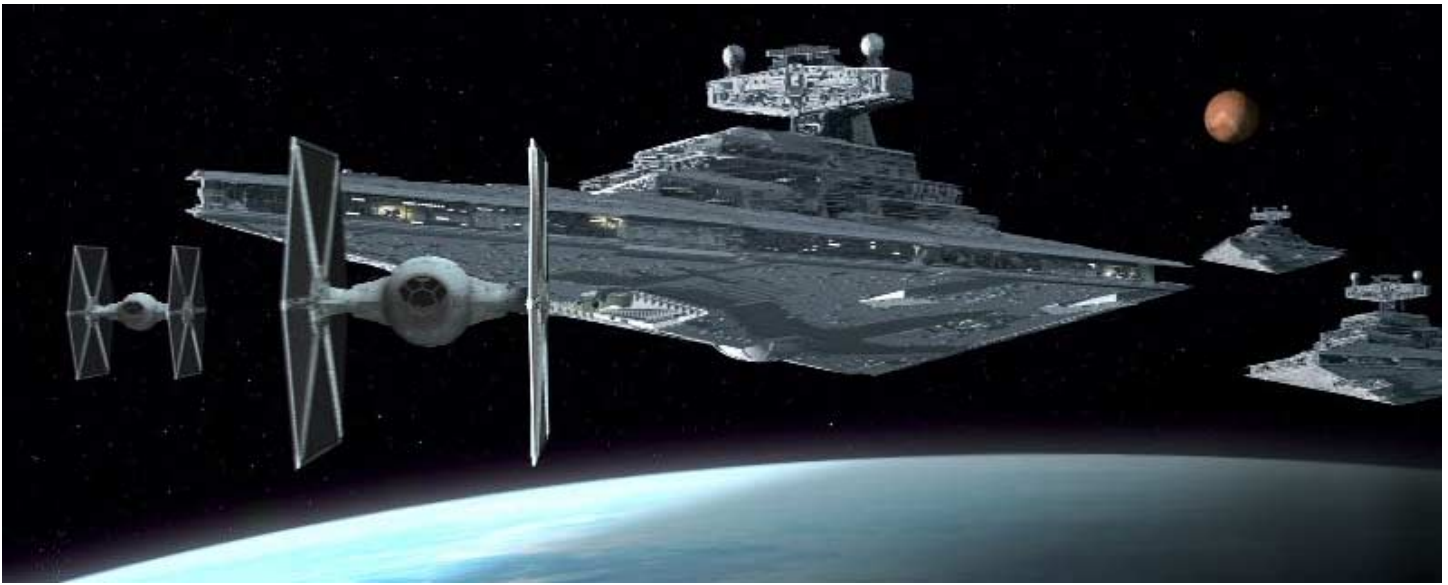
If structure is hit, the ship will become encumbered with a random power loss for the rest of the scenario.

As with the Star Trek ships, if a shield is in operation when a ship is hit, roll to determine the amount of power loss as if the weapon had hit structure, multiply the result by 10, and subtract this amount from the ship's shields. If any amount of the ion cannon's damage breaches the ship's shields, score a "bonus" hit against the ship, bypassing the effects of the ship's shields!

Shield Systems

These Star Wars ships use a new shield system that is a hybrid of Ben's Star Wars shield system and the new rules I have created for my Star Trek Neo-Conversion. In this setup, the ship's shields are enormous and can take a lot of punishment, but the amount of punishment that they can take from any one ship is limited.

First, deflector shield systems *do* degrade damage through their arcs. Treat them like gravitic or EM shields for this purpose. This means that light ship fire is likely to be greatly weakened by the strong shielding of larger capital ships. As per the standard B5W rules, fighters ignore the damage reducing effects of these shields when at range 0. While at range 0 fighters may also make



called shots against the ship's deflector shields.

Secondly, each ship has a "Shield Chart" box that shows a breakdown of its shield strengths, as rated by its strongest shield projection. The Shield Capacity column lists projection absorption ranges. The second column, labeled Max Absorption, is the maximum amount of damage that the shield can absorb from any one ship on the current turn (as opposed to the Star Trek conversion, where this is per volley, not per ship). After this shield maximum is reached, or no free absorption capacity remains in the shield projection, then the damage will be scored normally against the facing side of the ship.

Example: An Imperial-I Star Destroyer has 132 absorption capacity left in its forward shield projection. A rival ISD is in that arc and preparing to fire. Referring to the shield chart, 132 puts the shield in the second band, with a max absorption listed of 94. This means that the shield can absorb a maximum of 94 damage from the opposing unit's weapons before they

will start rolling for location and scoring hits against it.

If a second enemy ISD was also firing through this arc, it would also have a max of 94 damage. However, since the defending ISD only has 132 shields, it is likely that its shields will be completely stripped before the second one reaches this capacity limit.

At the beginning of the turn, during the Power Segment, ships can regenerate shields. As with Ben's conversion, the amount of "free" points of shield absorption capacity that can be regenerated per turn is given in the ship's shield generator icon. Additional points of shield regeneration can be purchased at the cost of 1 power per point of regeneration. A ship's maximum per turn shield regeneration is equal to its current shield generator rating times 5.

Once a ship's shield generator is destroyed, its shields will collapse. Similarly, shields will only function through arcs protected by active deflector shields.

Due to how shields are setup, it can be difficult to wear down a ship's shields, but it is not

impossible given the breadth of fire a single Star Destroyer can put out.

Side Thrusters

As with the Prankster's original ISD, my larger Star Wars ships have two thrusters per side. This gives them a bit of resilience when it comes to battle damage, and also has the effect of effectively limiting non-linear maneuverability. The ships can accel/decel well enough, but turns are another matter entirely.

Conclusion

Attempting to design a Star Wars ship was interesting, but I know I would have to do a lot more looking around for information to do them any justice or perform a full conversion. Since Ben has created a lot of ships and Christian has picked up the torch, I doubt you will see too many more of these ships from me. However this does give another perspective, which can sometimes be useful.

* * *



Driving Motivation

By Todd Boyce

Star Wars, Episode IV, A New Hope, The Original, and for a lot of reasons (in my opinion) the best movie ever made. Six times I watched it in 1977, three times I watched it again when it was released for a second time sometime before The Empire Strikes Back, and even more times when Lucas defiled the film in his special edition. I can watch ANH to this day and enjoy it just as much as I did in 1977. I don't express it often, but I am an extreme purist when it comes to Star Wars.

I've read some of the novels, I've watched the rest of the movies, I've flipped through all the various "sourcebooks" that are out there, and I own and have played the roleplaying games from West End Games through D20 - but one thing I've found is that none of this maintains true continuity or has even the same spirit as the original film. Everything had to be more grand,

more exciting, funnier, and more impressive; in doing so, each successive movie and each successive book has less and less of that essence which captured my imagination and pulled me into the universe - made me believe that what I was watching could really happen.

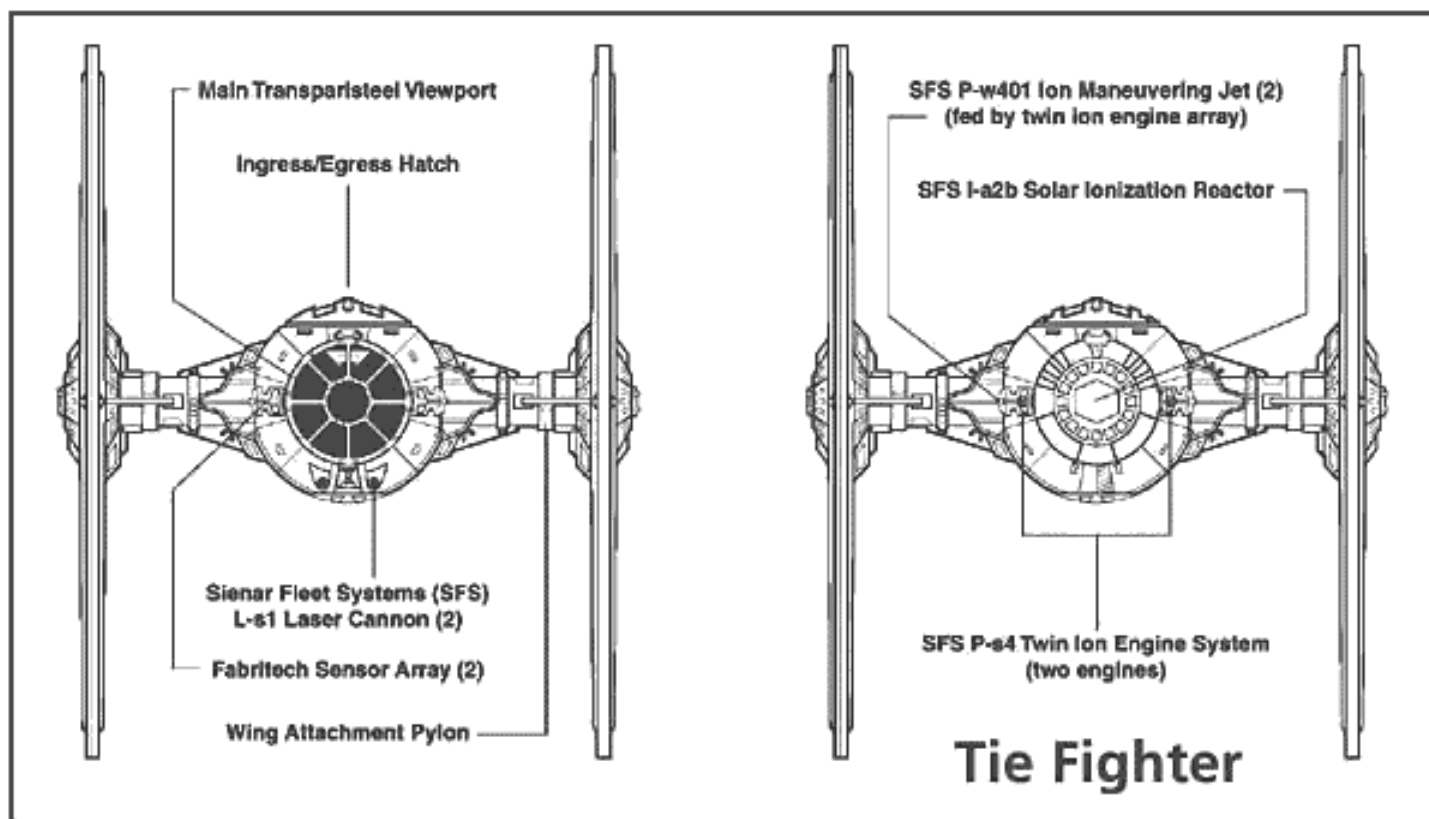
So, what does this have to do with my B5Wars conversions? Well, being the purist I am, I go by what's on the screen, not what some author has decided to make some impressive plot point, or a game where TIE fighters get blown up by droves. To me, this is in direct contradiction to what was on the screen. The WEG sourcebooks have Star Destroyers having a huge number of weapon batteries, in the movies we see relatively few in comparison, in the comic books, a single Star Destroyer can lay waste to a planet in very short order, in the movies they can't break through a small planetary shield generator or blow up a rebel cruiser very quickly. Basically, in my opinion the ships are believable in the movies, in the other

sources they're not.

I've taken a close look at the actual studio models, picked out plainly visible weapon mounts and represented them on the SCSs. I've also looked at a bunch of effects shots from Episodes IV, V and VI and figured out where weapon fire originates from and represented that as well on the SCSs. The SCSs I've created may not be perfect, but they are at least well researched. Obviously some liberties had to be taken since screen evidence is a rather limited source so while I think these are accurate representations of what we see on screen, it's the closest I could come without playtesting. Being also adapted to B5Wars, they aren't entirely true to how things work in the Star Wars universe but that's a necessary evil that can't be avoided in any conversion.

So, take my ships out for a spin. They may not be as impressive as other conversions but they just might be more fun.

* * *



Star Wars Fighter Conversions

By Marco Siebert

Here are some of my ships for Star Wars. I don't have much time at the moment but here are some short explanations. I used some of Todd's great Fighter silhouettes. I hope he doesn't mind.

TIE Fighters

Ion Drive

Because of their Twin Ion Engine(T.I.E.) technology, the imperial TIE Fighters are very agile, far more agile than most enemy

fighters equipped with standard drives. To show that in the game, all TIE's get a +2 initiative bonus.

Extended Sideslips

Also because of the TIE technology, all TIE's are able to perform extended sideslips. That means they are not only able to perform a one-hex sideslip but even a two or more(depends on thrust spent)hex sideslip.

Fighter Agility

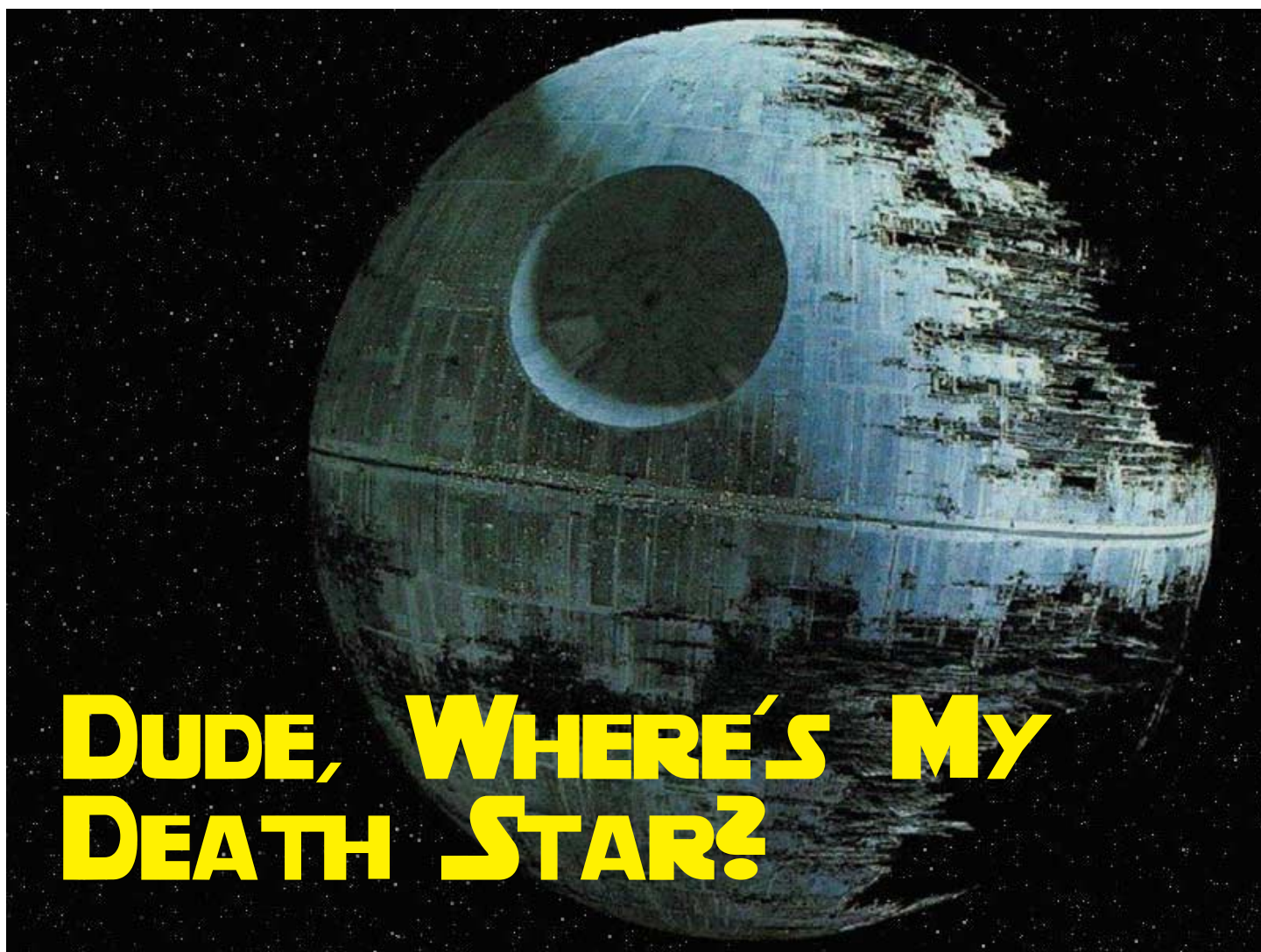
The TIE/E1 Droid Fighters are less agile than their pilot controlled counterparts. Therefore their offensive bonus and initiative rating is lower.

Power Management

As seen in the movies, rebel fighters are able to transfer power between the fighter's systems. This is handled very easy: At first, just

take a look at the different systems in the 3 boxes next to each fighter flight(Shield, Weapons, Speed). There you find from 2 to 4 small boxes next to different power settings. Now you mark all boxes which indicate the typical power settings("normal", "standard", "medium" and so on). Now, if you want to increase the fighter's speed, you have to check the appropriate box. But now you have to mark a lower box of a different system. The power management is always handled one by one("Shields one up, weapons one down"; "weapons 2 up, shields and speed each one down or one of them 2 down"). The shield rating counts as additional armor. Shield energy can be transferred like you wish to do, but just from stern to bow(bow to stern)and left to right(right to left). The amount is up to you.

* * *



BOOM! BOOM!

By Tyrel Lohr

Conspicuously absent from this Star Wars-themed issue of *The Great Machine* is a set of SCS for everyone's favorite armored battle station, the Death Star. Yes, that is no moon, and no this *isn't* a trap – it just isn't here.

Recent discussion on the b5wars.net forums has covered most of the major options for depicting the Death Star within B5W terms. In my opinion, the best bet for players wishing to fight against this moon-sized space station is to

designate one entire side of your map as the surface of the Death Star. Each hex will then be represented as its own faux ship control sheet, being of one of three types. These hexes should be populated with appropriate weaponry and systems, most likely with system hits only being scored on a limited number of rolls. None of these Death Star hexes should have structure per se, as the destruction of the Death Star beyond plot dictated means would be possible.

The first type of Death Star hex would be one representing its super-laser system. You can make

this system take up just one hex or two; either way would work. In any case, this section of the Death Star can be easily represented by placing two modified Vorlon Cracker Beams in each super-laser hex. These modified Cracker Beams have the auto-destroying (including planet killing) components of the Vorlon version, but have an unlimited range and can fire into any given arc on the battlefield.

The second type of hex would be one equipped with defense turrets and the like and would depict the trench network on the surface of the Death Star.

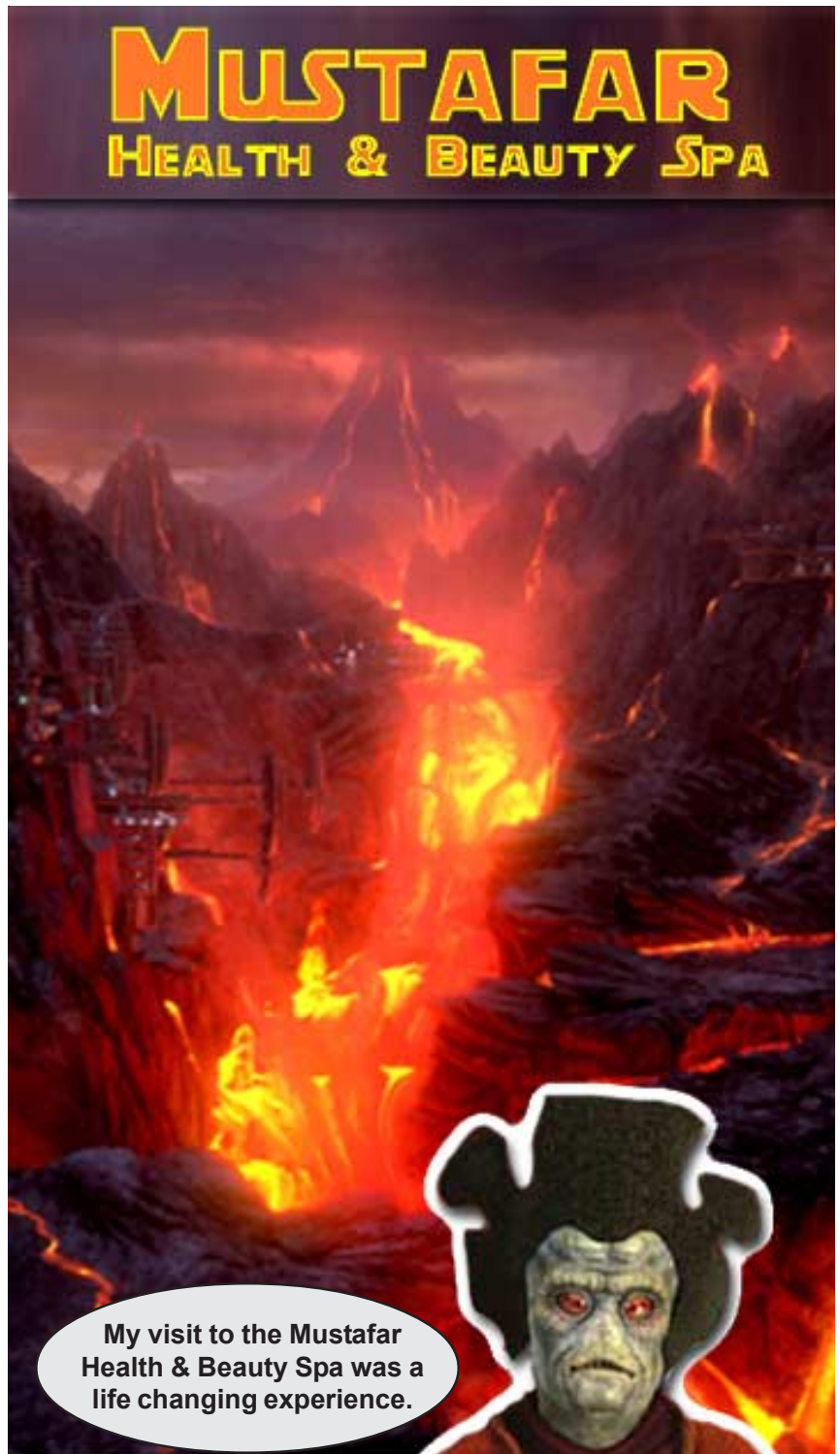
The third and final type

would be a modification of the above. It would be the one hex of the Death Star where the security flaw exists that allows a single fighter-mounted proton torpedo to blow up the entire battle station. Other than this liability, the hex should be treated exactly like any other turret-encrusted section of the trench network. The best way to represent this possibility of destruction on the first Death Star is to have primary hits re-roll against the section; if the second die comes up a '20' then the shot has been successfully delivered and the starbase is doomed! Obviously the use of Force powers would greatly aid one's chances of success...

We encourage players and designers to come up with their own Death Star designs. Feel free to experiment and find the solution for you. However, bear in mind that the Death Star should be considered a scenario-specific entity, like the Vorlon Planet Killer. One should not expect to see opponents trying to use the Death Star against them in pick-up games (unless they want picked up and thrown out of the gaming area, of course).

* * *

For the last time, Admiral, this is not a trap! You're a paranoid fish-head guy, aren't you?



My visit to the Mustafar Health & Beauty Spa was a life changing experience.

Viceroy Nute Gunray

Paid Celebrity Endorsement

Credits

Editors

Paul Brown
Tyrel Lohr

Layout

Tyrel Lohr

Proofreading

Paul Brown
Tyrel Lohr

Submission Address

submissions@firenebula.com

Distribution Point

planetside.firenebula.com

*The GREAT MACHINE is
an unofficial, fan-based
electronic publication
dedicated to the Babylon 5
Wars game system.*

*BABYLON 5, BABYLON 5
WARS, the B5W Core Rules,
FLEET ACTION, GROPOS and
all related material are copyright
© 2002 by Warner Bros. The
contents of this unofficial
publication are for personal, non-
commercial use only. Any use of
these product identities,
copyrighted material or
trademarks anywhere in this
document and its associated files
should not be viewed as a
challenge to those copyrights or
trademarks.
Original concepts and mechanics
remain the intellectual property of
their respective authors.*

Coming Next Issue...



WHO KNOWS?!

We have no idea what is coming next issue! I guess it is whatever YOU, the readers, decide to submit. Have any Babylon 5 designs that have been sitting gathering dust? Send them on over! Have some more conversions you want people to look at (and hopefully play)? Sure, we'll take them. Or are you just wondering what the above ships mean? Hey, you'll have to tune in to find out.

Send all submissions to **submissions@firenebula.com**.

Submission Deadline: August...ish
