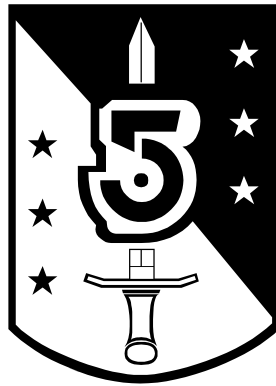


Babylon 5

No Surrender, No Retreat



BATTLE BOOK

SEASON:	1.	SIGNS AND PORTENTS
	2.	THE COMING OF SHADOWS
	3.	POINT OF NO RETURN
	4.	NO SURRENDER NO RETREAT
	5.	WHEEL OF FIRE
OTHER:	6.	MOVIES
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1. SIGNS AND PORTENTS

1.1 Rattling Sabres – Raghesh III (War of Retribution)

The Narn seeks to recapture a former agricultural colony from the Centauri.

Narn Regime

Composition. 2 Cruiser squadrons of a T'Loth each.

2 Fighter squadrons of 4 Frazi each.

Deployment. Within 2.0 of a board edge.

Victory Conditions. The Centauri base must be destroyed.

Centauri Republic

Composition. 1 Station squadron of a Centauri base.

Deployment. In the centre of the table.

Victory Conditions. Must survive for 4 turns.

2. THE COMING OF SHADOWS

2.

3. POINT OF NO RETURN

3.9 Point of No Return – (Earth Civil War)

Loyalist Earth Alliance clash with rebels.

Dissident Earth Alliance

Composition. Cruiser squadron of an Omega and 2 Starfury.

2 Cruiser squadron of a Hyperion and 1 Starfury.

Deployment. Within 2.0 units of the table edge opposite the jumpgate.

Victory Conditions. Must exit via the jumpgate while there are no enemy cruisers within 2.0 of it.

Loyalist Earth Alliance

Composition. 2 Cruiser squadrons of an Omega and 2 Starfury.

Cruiser squadron of a Hyperion and 1 Starfury.

Deployment. Within 6.0 units of the jumpgate.

Victory Conditions. The enemy cruisers must be destroyed.

3.10 Severed Dreams – Babylon 5 (Earth Civil War)

Loyalist Earth Alliance cruisers come to capture the dissident Babylon 5 station.

Loyalist Earth Alliance

Composition. 2 Cruiser squadrons of an Omega and 2 Starfury.

2 Cruiser squadrons of a Hyperion and 1 Starfury.

4 Escort squadrons of 4 Starfury and 1 Breaching pod.

Deployment. Placed after the Station but before the enemy Cruisers, at least 6.0 units away from the station.

Victory Conditions. All enemy Cruisers must be destroyed, or else more than one Breaching pod must reach Babylon 5.

Dissident Earth Alliance

Composition. 1 Station squadron of Babylon 5 (post refit) and 8 Starfury.

2 Cruiser squadrons of an Omega and 2 Starfury. The Omega's start with only 3 Hull.

Deployment. The Station squadron is placed first, anywhere on the table, and the

Jumpgate must be within 2.0 units of it. The Cruiser squadrons are placed last, within 3.0 units of the Station.

Victory Conditions. The enemy cruisers must be destroyed.

Additional Notes

The game will end in 6 turns, after which reinforcements arrive that are unwilling to escalate the conflict.

3.15 Interludes and Examinations – (Last Shadow War)

The Vorlons finally confront their nemesis, the Shadows in open combat.

The Shadows

Composition. 4 Cruiser squadrons of a Cruiser.

1 Fighter squadrons of 4 Fighters.

Deployment. Within 2.0 of the table centre.

Face the same direction, no momentum.

Victory Conditions. Cruisers must survive 4 turns.

Vorlon Empire

Composition. Capital ship squadron of a Dreadnought.

Escort squadron of 4 Destroyers.

Fighter squadron of 4 Fighters.

Deployment. Within 2.0 of each other, anywhere on the table (place after Shadows).

Victory Conditions. The Shadow cruisers must be annihilated.

3.21 Shadow Dancing – (Last Shadow War)

The younger races unite against the shadows.

Interstellar Alliance

Composition. 4 Cruiser squadrons of a Sharlin and 2 Nial each, and one Sharlin has a Master Tactician.

4 Cruiser squadrons of an Avioka each.

2 Cruiser squadrons of a Xill each.

A Cruiser squadron of a G'Quan.

2 Cruiser squadrons of a Sunhawk each.

2 Escort squadrons of 3 Warbirds each.

4 Escort squadrons of 4 White Stars each.

2 Fighter squadrons of 4 Frazi each.
1 Escort squadron of 1 White Star with a Fierce Officer.

Deployment. Within 2.0 units of the table edge opposite the Shadow's table edge. No momentum. The single White Star is deployed in the corner of the Interstellar Alliance's table edge furthest away from the fleet.

Victory Conditions. Must destroy at least half the Shadows cruisers.

The Shadows

Composition. 12 Cruiser squadrons of a Shadow Cruiser each. 4 Escort Squadrons of 3 Scouts each. 6 Fighter squadrons of 4 Fighters each.

Deployment. Within 2.0 units of the table edge opposite the Interstellar Alliance's table edge.

Victory Conditions. Must destroy the Interstellar Alliance's fleet.

4. NO SURRENDER NO RECREAT

4.6.1 Into The Fire – Vorlon Base (Last Shadow War)

The White Star fleet neutralises a Vorlon base to clear the way to Coriana VI.

Interstellar Alliance

Composition. 5 Escort squadrons of 4 White Stars each. One White Star has a Master Tactician.

Deployment. Within 2.0 of one table edge.

Victory Conditions. The Vorlon base must be destroyed.

Vorlon Empire

Composition. 1 Station squadron of a single Vorlon base.

Deployment. In the centre of the table.

Victory Conditions. At least half the White Stars must be destroyed.

4.6.2 Into the Fire: Coriana VI (Last Shadow War)

The coalition of younger races lures the Old Ones together in a deadly crucible, from which no one emerges the same.

Interstellar Alliance

Composition. All lists are Babylon 5 era. 8 Escort squadrons of 4 White Stars each.

1,500 points of Minbari.

1,000 points each of Drazi, Brakiri and Vree.

500 points of Narn.

One each of the Old One ships.

Deployment. Within 2.0 units of one table edge. The Old One ships are in hyperspace.

Victory Conditions. Both the Shadows and Vorlons must lose at least a quarter of their fleet.

The Shadows

Composition. 10,000 points of Shadows, including one Planet Killer.

Deployment. Within 2.0 units of one table edge adjacent to the Interstellar Alliance's table edge, and opposite to the Vorlon Empire's table edge.

Victory Conditions. Both the Vorlons and Interstellar Alliance must lose at least a quarter of their fleet.

Vorlon Empire

Composition. 10,000 points of Vorlons, including one Planet Killer.

Deployment. Within 2.0 units of one table edge adjacent to the Interstellar Alliance table edge, and opposite to the Shadow's table edge.

Victory Conditions. The Shadows and Interstellar Alliance must lose at least a quarter of their fleet.

4.11 Lines of Communication – (Drakh War)

Delenn is drawn in to an ambush by the Drakh. After losing a White Star, Delenn is determined to end their threat.

Interstellar Alliance

Composition. 2 Escort squadrons of 3 White Stars each, one has a Fierce Officer.

Deployment. At least 2.0 away from the Carrier. No more than 1.0 momentum.

Victory Conditions. The Carrier must be destroyed before it reaches the Jumpgate.

Drakh Horde

Composition. 1 Carrier and 2 Escort squadrons of 12 Raiders.

Deployment. No more than 2.0 away from the Carrier. The carrier is deployed within 1.0 of the corner opposite the Jumpgate. No momentum.

Victory Conditions. The Carrier must reach the Jumpgate.

Additional Notes

The Jumpgate is deployed within 1.0 of the corner opposite the Carrier.

4.15 No Surrender, No Retreat – Proxima III (Earth Civil War)

The dissidents move to liberate Proxima III from the Earth Alliance's blockade, and hopefully convince the captains to join their cause.

Interstellar Alliance

Composition. Group A is an Escort squadron of 3 White Stars.

Group B is an Escort squadron of 6 White Stars.

Group C is an Escort squadron of 3 White Stars (one with Master Tactician) and 2 Fighter squadron of 4 Starfury.

Deployment. Group A within 2.0 of a table edge adjacent to the jumpgate. Group B within 4.0 of the table edge opposite the jumpgate. Group C within 2.0 of the jumpgate.

Victory Conditions. The enemy cruisers must be destroyed.

Earth Alliance

Composition. 6 Cruiser squadron of an Omega and 2 Starfury.

Deployment. 2 squadrons between 5.0 and 3.0 units of each enemy Group.

Victory Conditions.

Additional Notes

The jumpgate is placed within 3.0 of a table edge. 2 Earth Alliance squadrons of the Earth Alliance player's choosing (in secret) are unreliable. They will only fire on a 5+.

4.19 Between Darkness and the Light – (Earth Civil War)

Ivanova leads the White Star fleet against the waiting advanced destroyer group from Earth.

Interstellar Alliance

Composition. 4 Escort squadrons of 6 White Stars each.

Deployment. In the centre of the table. No momentum.

Victory Conditions. Must destroy every Shadow Omega.

Earth Alliance

Composition. 8 Cruiser squadrons of 1 Shadow Omega and 2 Starfuries each.

Deployment. Within 2.0 from the table edges. At least one Squadron must be present in every table quarter. No momentum.

Victory Conditions. Must destroy every White Star.

Additional Notes

Interstellar Alliance has initiative first turn. Neither side can retreat to hyperspace.

5. WHEEL OF FIRE

5.

6. MOVIES

6.1 In the Beginning – Battle of the Line (Earth – Minbari War)

20,000 humans and the last of their fleet stand between the devastating Minbari war machine and the extinction of humanity.

Earth Alliance

Composition. 2,000 points of Dilgar era Earth Alliance and 2,000 points of Raider Group ships.

Deployment. Within 2.0 units of a table edge. No momentum.

Victory Conditions. There must be Cruisers left after 6 turns.

Minbari Federation

Composition. 8,000 points of Minbari.

Deployment. Within 2.0 units of the table edge opposite the Earth Alliance's table edge.

Victory Conditions. All Earth Alliance Cruisers must be destroyed.

6.2 Thirdspace – Defence of Babylon 5

6.4 The Legend of the Rangers –

6.5 A Call to Arms – Defence of Earth (Drakh War)

Minbari + League

Earth (Lotsa Omegas, also Olympus, thus old stuff too)