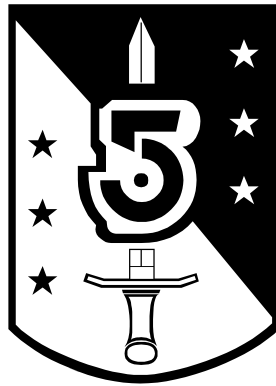


# Babylon 5

**No Surrender,  
No Retreat**



## **RULE BOOK**

1.	INTRODUCTION
2.	MOVEMENT PHASE
3.	ATTACK PHASE
4.	CRADLES LIST
5.	ADVANCED RULES
7.	DESIGN NOTES

*Fleet actions in the Babylon 5 universe*

# 1. INTRODUCTION

## 1.1 Stats

<i>White Star</i>						
Type	Points	Thrust	Turn	Hull	Traits	
Escort	90	2.5	180°	1	Dog4+, Adap5+, ECM6+, Reg1, AdvJump, Atmo	
Weapon		Range	Arc	Dice	Hit	Traits
Forward Guns		1.0	F	1	3+	Bm

*Type:* In order of size: Fighter, Escort, Cruiser, Capital, Station

*Points:* Points value

*Thrust:* Maximum thrust

*Turn:* Maximum turn in degrees

*Hull:* Maximum damage capacity

*Traits:* Special rules which apply

*Weapons:* What weapons are fitted

## Weapon Stats

*Range:* Maximum range weapon can shoot

*Arc:* Sides the weapon can shoot from

*Dice:* The number of dice rolled to shoot

*Hit:* Target number required to hit

*Traits:* Any special rules that apply

## 1.2 Squadrons

All ships are bought in squadrons, and any ship automatically count as a squadron on its own. But additionally, Capital ships or Stations may form a squadron with multiple Escorts and Fighters. Each Cruiser may only usually form a squadron with Fighters. Fighters and Escorts may form squadrons on their own but not usually with each other. A squadron may only ever have ships of one class for each type. Eg. Two different classes of Escort in the same squadron is not allowed.

All the ships in a squadron take up the same space on the table, so only one model (the squadron leader) and one velocity marker is needed. However, additional models *may* be used to show the strength of the squadron but do not measure from them.

## 1.3 Ship Types

*Fighter* flights are the smallest ship type and they have 1 Hull. They may always force enemy fighters to aim for them, rather than any other ship type in the squadron.

*Escorts* have 1 Hull.

*Cruisers* have 2-6 Hull.

*Capital* Ships have more than 6 Hull.

*Stations* may have any amount of Hull but are always categorised as the biggest 'ship type'. They can never move or turn.

## 1.4 Scale

The units of distance used can be translated into Imperial where 1.0 unit = 3", and into Metric where 1.0 unit = 10cm. Change this to suit the size of your table or models. Measurements should be taken from the centre of the model or the stem of the base.

## 1.5 The Turn

### 1) Initiative Phase

Determine who has the initiative: both players roll a die and add the Initiative modifier for the fleet that they are using. Whoever rolls highest wins the initiative.

### 2) Movement Phase

See 2. Movement.

- Move all squadrons by momentum
- Alternate moving squadrons

### 3) Attack Phase

See. 3. Attack.

- Resolve attacks for all squadrons
- Deduct damage

## 2. MOVEMENT PHASE

### 2.1 When to move

- Move all squadrons by momentum
- Alternate moving squadrons

The effects of momentum are automatic, so players move squadrons simultaneously.

Then the player who lost the initiative thrusts with a squadron of their biggest type. Then player who won the initiative does. Then the initiative loser thrusts with a squadron of the same type if possible, or the next smallest, and then so does the initiative winner. And so on until all squadrons have been thrust. Any excess squadrons on one side may be thrust together at the end.

### 2.2 Momentum

Each squadron has a model and marker, and each turn the marker **MUST** be moved in the direction directly away from the model the distance between them. The model then moves to where the marker started the turn.

### 2.3 Thrusting

Each time a squadron is thrust it may do the following in this order:

- Turned up to value of the smallest Turn stat in the squadron.
- Thrust by moving the model in the direction it is facing up to value of its smallest Thrust stat in units. The marker is moved the same distance in the opposite direction.

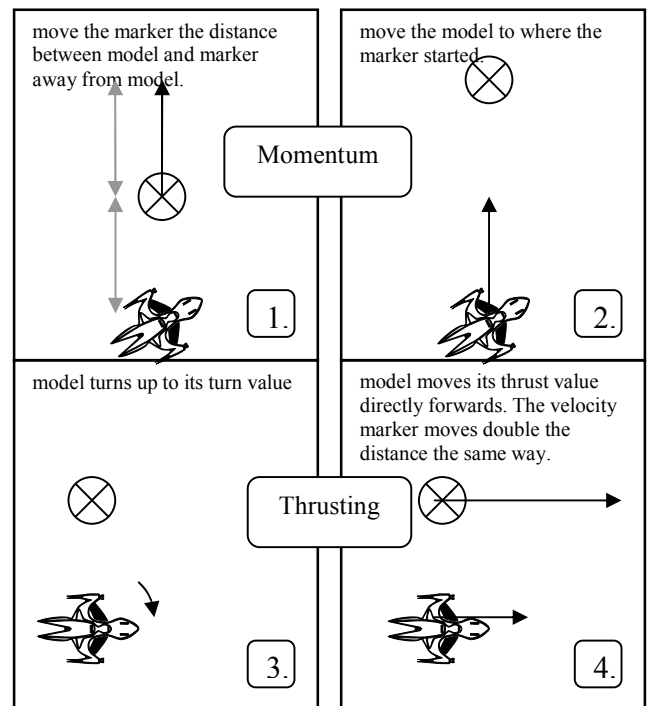
### 2.4 Staying on the Table

When a squadron's velocity marker must be placed off table, place it at the closest point on the table edge to its actual position, and record how many units away it is with a die.

If the squadron itself is unable to stay on the table, then it is removed from play.

### 2.5 Flexible Squadrons

If a squadron contains enough ships to make two complete squadrons according to the fleet choices, then the squadrons may split. Simply thrust in different directions.



## **3. ATTACK PHASE**

### **3.1 When to attack**

- Resolve attacks for all squadrons
- Deduct damage

All squadrons attack simultaneously, and ships only take damage after all attacks have been resolved.

### **3.2 How to attack**

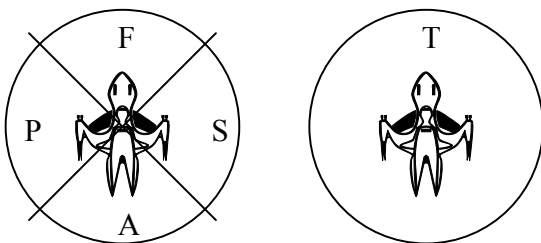
To attack with a squadron, designate a target squadron. If the attacking squadron has more ships than the target squadron (or it has unused Fire Controls), then additional squadrons may be targeted until all are used. The number of ships hit from shooting may never exceed the number of ships used to shoot (plus unused Fire Controls. Fire Controls are unused if the ship did not use them for Interceptor saves or WMDs). If there are multiple ship types in a squadron, each ship type may specify which ship type to aim at.

All ships in the attacking squadron may fire weapons that are in range and arc to a target.

### **3.3 Weapon Arcs and Ranges**

The arcs are Fore (F), Aft (A), Port (P), Starboard (S) and all round is Turret (T) and weapons may only target ships in their specified arcs.

Measuring may be done at any time.



### **3.4 Hitting**

For each weapon, roll a number of dice equal to the weapon's Dice stat. Each roll that equals or beats the Hit target number is a hit.

### **3.5 Saves and Damage**

If a target has Saves, for each hit roll a die and for each one that rolls equal or more than the Save value a hit is discounted. A single

hit may be saved by multiple types of saving throw. Some weapon traits ignore certain types of Save, others may reduce the roll (the effects do not stack with multiple traits though, just take the best).

Each unsaved hit inflicts one damage, which deducts 1 Hull from a ship of the type aimed for, and always from an already hit ship of that type if there is one present.

Once a ship's Hull reaches 0 it is destroyed and must be removed from the table at the end of the attack phase.

### **3.6 Mixed Squadrons**

Ships in the squadron with a bigger Turn may rotate their fire arcs up to the difference between their own Turn and the smallest Turn in the squadron (since the smallest is the one used to turn). Eg. An Escort with Turn 135° in a squadron with a Capital ship with Turn 45° may rotate its fire arcs 90°, effectively being able to fire its F guns out of P or S.

Additionally ships with a bigger Thrust may add the difference between their Thrust and the smallest Thrust in the squadron (the one used) and add this to their weapon's range.

### **3.7 Special Actions**

Instead of firing, the squadron may perform one of these actions when it is activated to fire:

- Gain ECM6+ or +1 to ECM.
- Gain Dodge6+ or +1 to Dodge.
- Gain Regen1 or +1 Regen.
- Activate a Jump point or Jumpgate.
- Move up to half their Thrust.
- Make an extra Turn.

Squadrons with ships with the EPM trait may instead:

- Disable the ECM Save of one ship within 2.0 units.
- Friendly ships reroll all failed Hit rolls against one squadron within 2.0 units.

## **4. TRAITS LIST**

### **4.1 Ship Traits.**

*Adaptive.* [Adap] Save of the value indicated. Reduced by 2 by Unstoppable weapons.

*Advanced Jump Engine.* [AdvJump] See 5.1 and 5.2

*Atmospheric.* [Atmo] See 5.4

*Carrier.* [Cari] A number of Fighters up to the value indicated per turn which are destroyed within 2.0 units are recycled and reappear in the Carrier's squadron on a 4+ each.

*Diffuser.* [Diff] Damage is only permanent if it exceeds the threshold indicated in one turn.

*Dodge.* [Dog] Save of the value indicated. This save is increased by one if the attacker is closer than 1.0 units. Reduced by 2 by Interceptors and Mini-Beams and reduced by 3 against Unstoppable weapons.

*Electronic Counter Measures.* [ECM] Save of the value indicated. This save is increased by one if the attacker is more than 2.0 units away. Reduced by 3 by Unstoppable weapons.

*Electronic Protective Measures.* [EPM] Two additional actions available: ECM of one enemy ship within 2.0 units is ignored, or friendly units gain a reroll to all failed Hit rolls against one enemy ship within 2.0 units.

*Heavy Carrier.* [HCari] A number of Escorts up to the value indicated per turn which are destroyed within 2.0 units are recycled and reappear in the Heavy Carrier's squadron on a 4+ each.

*Jump Engine.* [Jump] See 5.1 and 5.2.

*Regenerate.* [Reg] Each turn each point of Regenerate can make one save. A roll of 4+ recovers one point of damage.

*Troop Carrier.* [Troop] See 5.3 and 5.4.

### **4.2 Weapon Traits.**

*Beam.* [Bm] Any successful hits may be rolled again with a target number of one higher than before, until hitting is impossible or the roll fails. Ignores Interceptors.

*Interceptors.* [Inter] Can be used to attack or as a Save each turn, not both.

If used as a Save, each Dice can attempt to save against one hit per turn only, by rolling the Hit value or higher. All the saving Interceptors in a squadron are available to use by any ship. Ignored by Beams and Mini-Beams. Requires its own Fire Control to use as a Save. Can only make saves from hits coming from within the weapon's arc.

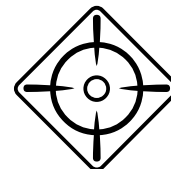
If used to attack then it reduces Dodge by 2 but must be fired against the closest squadron and must target fighters within that squadron.

*Mass-Fire.* [Mass] The number of Dice double for each 1.0 units the target is under the maximum range.

*Mini-beam.* [MBm] Ignores Interceptors and reduces Dodge by 2.

*WMD.* [WMD] Roll a die, and that is how many targets can be hit. Roll to hit each of those targets against the normal to hit value. Reduces Electronic Counter Measures by 2. Requires its own Fire Control to fire.

*Unstoppable.* [Unst] Ignores Interceptors, Reduces Dodge and Electronic Counter Measures by 3 and reduces Adaptive by 2. Regenerate still works though.



## 5. ADVANCED RULES

### 5.1 Jumpgates

The Jumpgate can only be activated if it was not activated this turn or in the last one, and it can only be used for one type of jump at once, either from Hyperspace to Realspace, or Realspace to Hyperspace. It is always activated in the Attack phase, but can only be used by moving on the turn after.

Squadrons within 1.0 units may activate the Jumpgate for jumping to Hyperspace. During next turn, any squadron may then enter Hyperspace by moving into the gate from its Forward arc.

Any squadron in hyperspace may activate the Jumpgate for entering Realspace. Next turn, any squadrons in Hyperspace are available to be moved from the gate's Forward arc.

### 5.2 Jump Points

Jump points are always activated in the Attack phase, and squadrons can only activate a jump point every other turn.

A squadron in Realspace with ships with the Jump or Advanced Jump traits may initiate a Jump point instead of firing and then enter Hyperspace at the end of the turn.

A squadron in Hyperspace with ships with the Jump or Advanced Jump traits may initiate a Jump point, and place it anywhere on the table facing any direction. If the squadron only has the Jump trait, then the jump point scatters in a random direction 1D3 units. Next turn the squadron is available to move from the jump point's Forward arc.

### 5.3 Boarding Actions

Any ship with the Troop Carrier trait that is touching a Cruiser, Capital Ship or Station may make a boarding action against it instead of firing.

If the target *does not* have the Troop Carrier trait, then for each ship making a boarding action the target takes D3 damage. If the target *does* have the Troop Carrier trait then

one of the boarding ships is ignored, but any extra still cause D3 damage.

After the boarding action, the boarders (but not the defenders) lose their Troop Carrier trait, and if the ship does not have any weapons then it is removed from play as it's job is done.

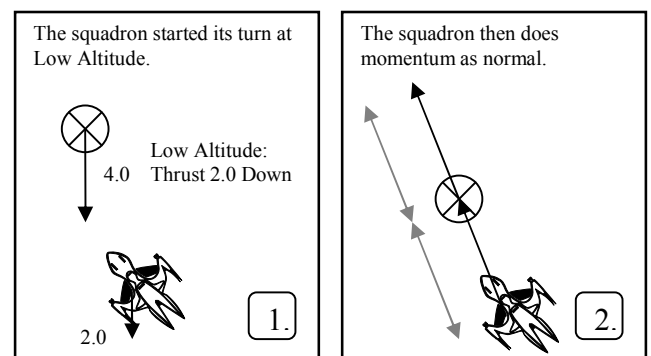
### 5.4 Planetary Assaults

To fight a battle in the close orbit of a planet designate one table edge as the direction the planet is in. 'Down' is towards this table edge, and 'up' is towards the opposite edge.

Squadrons within the 15% of the table length closest to the planet's table edge are in Low Altitude, those between 15% and 50% are in Mid Altitude and squadrons over 50% away from the planet's table edge are in High Altitude.

Depending at what distance the fleets are orbiting and the speed of the orbit, all squadrons in a given Altitude may be thrust away or towards the planet's table edge at the beginning of each turn.

Depending on whether the orbit is in an atmosphere, some Altitudes may also thrust ships towards a side table edge to represent drag. Only ships with the Atmospheric trait can enter these altitudes, other ships will take one damage per turn. Ships with the Atmospheric trait must pay 5 points each to be allowed to use it (its cost is not usually counted in the normal points value).



## **6. DESIGN NOTES**

### **6.1 Credits**

The author (*Oreso* aka. Richard Lacy) would like to thank Nyrath, andstrauss, Todd Boyce, Charles Oines and Ken Burnside for their invaluable help on Star Ranger's forums (<http://www.star-ranger.com/>). Cheers!

All names and designs relating to *Babylon 5* are copyrighted by Warner Brothers and no challenge is intended.

### **6.2 Game Premise**

This game is fleet scale (around 20+ ships per side) but fast play (2-3 hours at most) and with no book keeping (all variables can be tracked with markers or dice).

In addition to this, I wanted to model the battles of the *Babylon 5* universe as accurately as I could. So, combat is lethal, the laws of physics are observed (mostly), a Shadow Cruiser can cut a G'Quan in half easily, and White Stars can face horrendous odds and win.

And lastly, it had to be a fun, balanced game, where tactics make the biggest difference.

### **6.3 Playing Advice**

To actually play this game, I recommend that you get some of Agents of Gaming's 'Fleet Action' scale miniatures or else use the counters from Mongoose Publishing's (smaller scale, but otherwise excellent) *A Call to Arms* game.

For the velocity markers I would use either handmade counters or *aCtA* ones (if you are using counters for the ship models too, then just mount the model on a thicker base to make it distinct from the marker).

Lastly, to track Diffusers, Interceptors, Regenerate and Hull values I would use dice different to the ones you roll with. I use large D6s for Hull (Capital Ships occasionally need a D10), and D4s for the rest. For multiple escorts or fighters in a squadron, I use only one model or counter, and indicate with a D8 how many ships that represents.