

Artifact : Earth Briefing

The setting is Babylon 5, late third season or early fourth.

Something strange has appeared in space. It is alien, big, and mysterious. Everyone wants to find out what it is, and keep the knowledge (and actual possession, if possible) to themselves.

The artifact

There is a central object which is the artifact itself, a colored zone representing an intense energy field which surrounds it, and the rest of the table suffers mild interference.

No hyperspace jumps, in or out, are possible on the table. Ships can leave under normal movement from any edge.

Weapons may be fired into or out from the zone surrounding the artifact, but not through the zone and out the other side. The artifact itself blocks weapon fire. Measure lines of sight through ship base posts if in doubt.

Nothing else is known about it!

A ship may make detailed sensor readings by spending an entire turn within the colored zone. (You must move into the zone on one turn, spend the entire next turn there, only then move out.) Those sensor readings can only be successfully transmitted once the ship has left the table.

Deployment

You start with one ship, the topmost left on your Ship Record Sheet, from a corner chosen by the GM. It has initial velocity 4.

The turn after you attack or are attacked, other ships may start to arrive at the same corner, at the discretion of the GM. They have initial velocity 6.

Don't count on all the ships on your SR Sheet actually turning up!

Communication

All players may communicate with each other at any time.

Mission

Your primary objective is to have the last operational ship on the table, and thus control of the artifact. If this is not possible, we must at least get sensor readings ourselves and prevent anyone else from doing so.

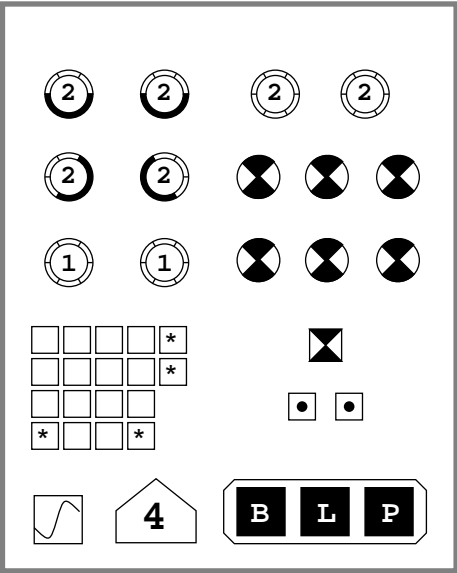
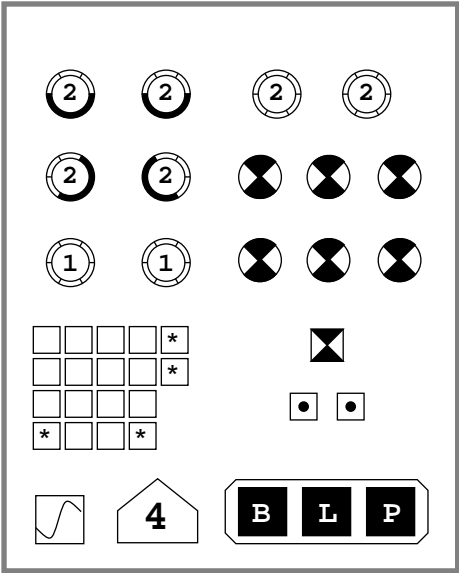
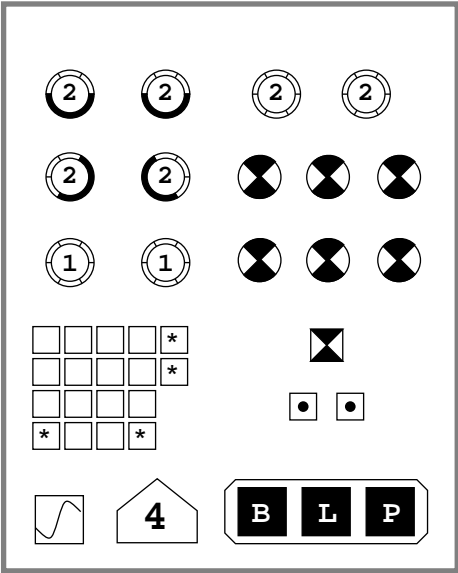
The Shadows are an unknown alien race, possibly dangerous, certainly powerful. Try to convince them to leave peacefully, but we want this for ourselves.

The Alliance are humans who have been brainwashed by aliens into becoming traitors. They are our enemy and must be destroyed or driven away.

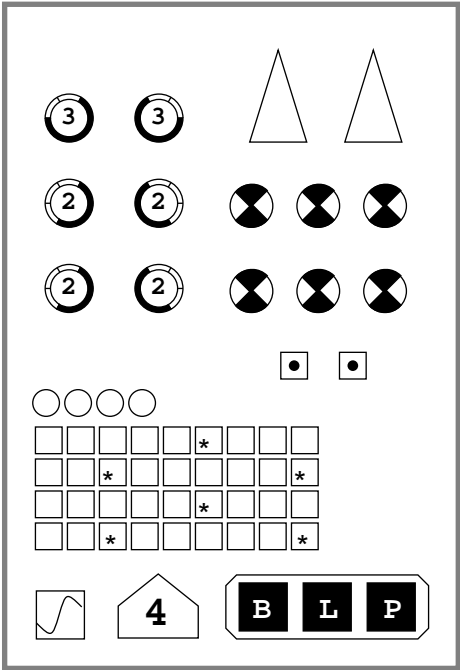
The Narn are unimportant. Keep them away by threats or force as necessary.

An Earth captain always keeps his or her word, but we place little trust in the honesty of aliens and expect none at all from the Alliance.

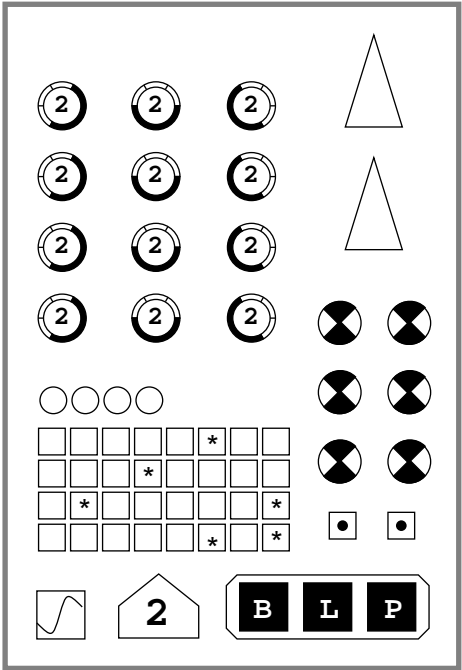
Hyperion medium cruisers



Omega battleship/carrier



Nova battleship/carrier



Group 1
Fighters: 6 5 4 3 2 1
CEF: 6 5 4 3 2 1

Group 2
Fighters: 6 5 4 3 2 1
CEF: 6 5 4 3 2 1

Group 3
Fighters: 6 5 4 3 2 1
CEF: 6 5 4 3 2 1

Group 4
Fighters: 6 5 4 3 2 1
CEF: 6 5 4 3 2 1

Artifact : Alliance Briefing

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The artifact

There is a central object which is the artifact itself, a colored zone representing an intense energy field which surrounds it, and the rest of the table suffers mild interference.

No hyperspace jumps, in or out, are possible on the table. Ships can leave under normal movement from any edge.

Weapons may be fired into or out from the zone surrounding the artifact, but not through the zone and out the other side. The artifact itself blocks weapon fire. Measure lines of sight through ship base posts if in doubt.

Nothing else is known about it!

A ship may make detailed sensor readings by spending an entire turn within the colored zone. (You must move into the zone on one turn, spend the entire next turn there, only then move out.) Those sensor readings can only be successfully transmitted once the ship has left the table.

Deployment

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The turn after you attack or are attacked, other ships may start to arrive at the same corner, at the discretion of the GM. They have initial velocity 6.

Don't count on all the ships on your SR Sheet actually turning up!

Communication

All players may communicate with each other at any time.

Mission

Your primary objective is to have the last operational ship on the table, and thus control of the artifact. If this is not possible, we must at least get sensor readings ourselves. Do not allow any Shadow or Earth ships to escape with sensor readings.

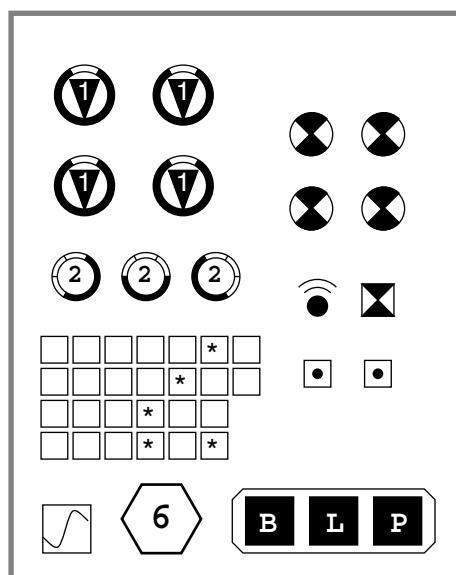
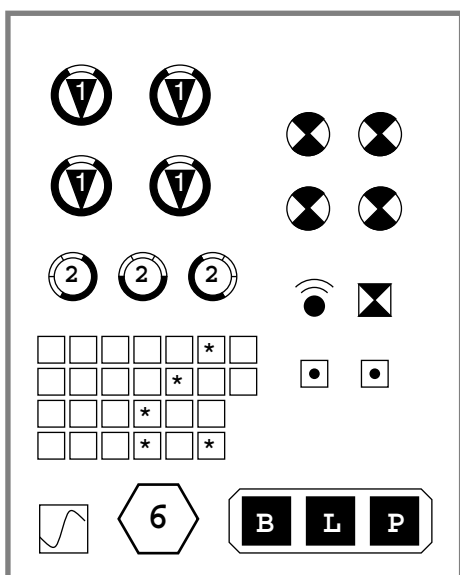
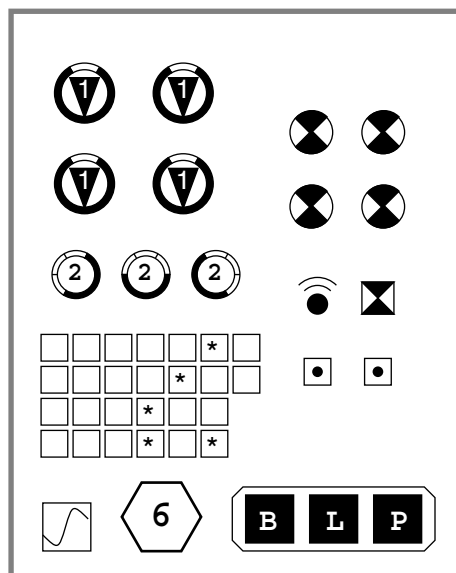
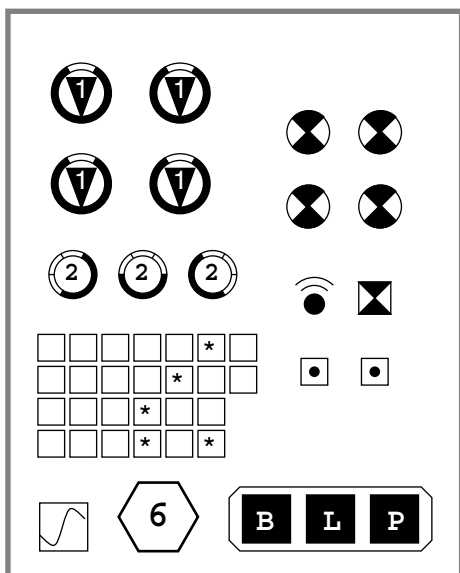
Earth think of us as traitors, as they have yet to realize who the true enemy is. Do not fire on them first, but you can defend yourself with deadly force.

The Shadows are our enemy. Destroy or drive them away.

The Narn are our friends.

An Alliance captain always keeps his or her word, unless the other party has clearly and obviously broken their promise.

White Star heavy cruisers



Artifact : Shadow Briefing

The setting is Babylon 5, late third season or early fourth.

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The artifact

There is a central object which is the artifact itself, a colored zone representing an intense energy field which surrounds it, and the rest of the table suffers mild interference.

No hyperspace jumps, in or out, are possible on the table. Ships can leave under normal movement from any edge.

Weapons may be fired into or out from the zone surrounding the artifact, but not through the zone and out the other side. The artifact itself blocks weapon fire. Measure lines of sight through ship base posts if in doubt.

Nothing else is known about it!

A ship may make detailed sensor readings by spending an entire turn within the colored zone. (You must move into the zone on one turn, spend the entire next turn there, only then move out.) Those sensor readings can only be successfully transmitted once the ship has left the table.

Deployment

You start with one ship, the topmost left on your Ship Record Sheet, from a corner chosen by the GM. It has initial velocity 4.

The turn after you attack or are attacked, other ships may start to arrive at the same corner, at the discretion of the GM. They have initial velocity 6.

Don't count on all the ships on your SR Sheet actually turning up!

Communication

All players may communicate with each other at any time.

Mission

Your primary objective is to have the last operational ship on the table, and thus control of the artifact. If this is not possible, we must at least get sensor readings ourselves. Do not allow any other ships to escape with sensor readings.

Earth are our puppets, although they do not realize this. If it becomes necessary to fight them, destroy them all: none must escape.

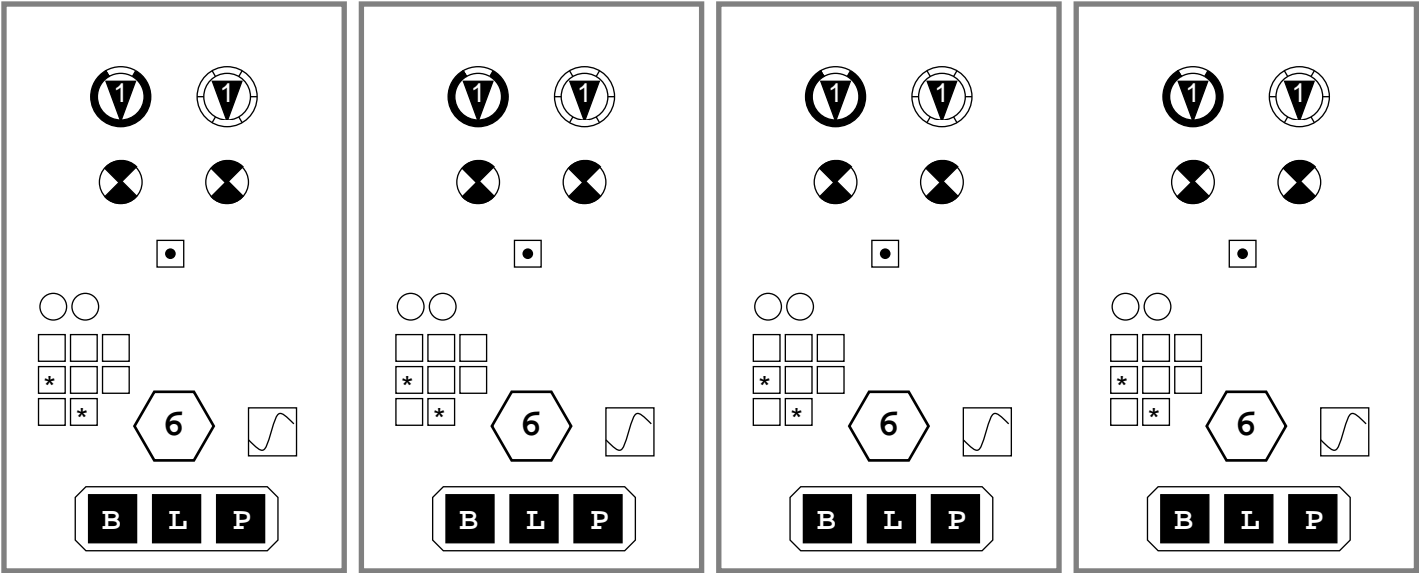
The Alliance are our enemy. Destroy or drive them away.

The Narn are unimportant. Keep them away by threats or force as necessary.

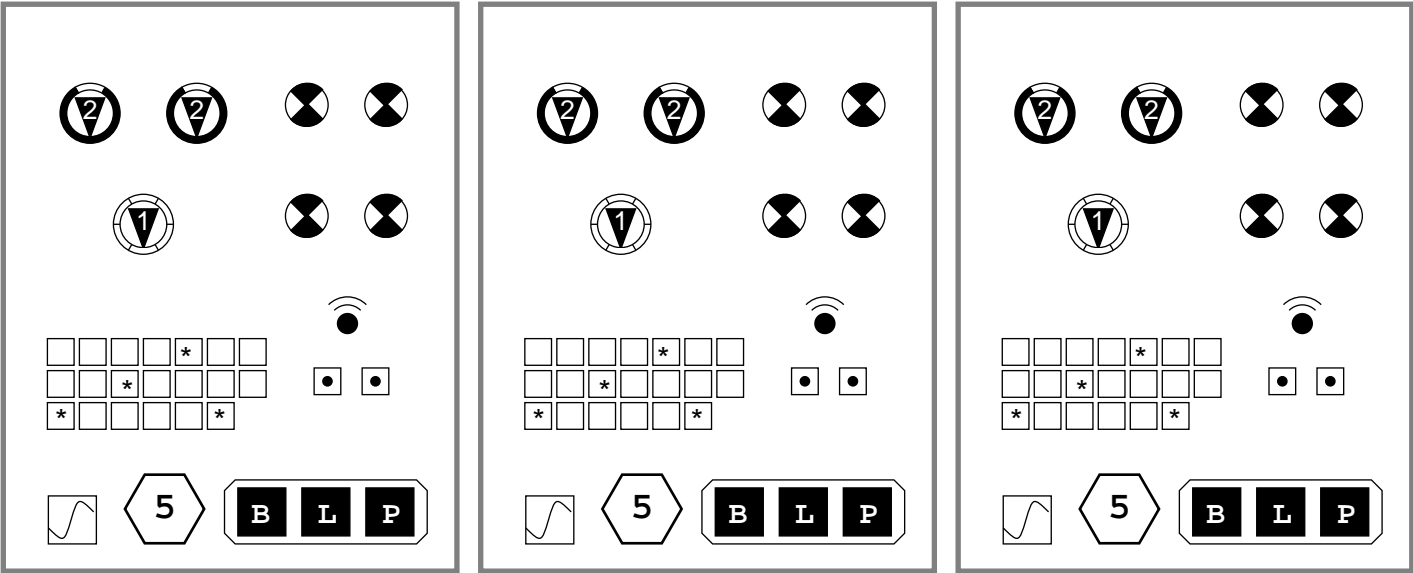
If a Shadow ship becomes crippled (ie loses life support or main drive) it could be captured by an enemy who controls the artifact. Do not allow this to happen: we must conceal our true nature.

Morality, honesty, or honour are meaningless concepts between superior beings such as ourselves and these lesser races.

Thorn destroyers



Avalanche heavy cruisers



Artifact : Narn Briefing

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Nothing else is known about it!

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Deployment

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Don't count on all the ships on your SR Sheet actually turning up!

Communication

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Mission

We are not strong enough to fight for possession of the artifact, so your primary objective is to get sensor readings. If possible, stop the Shadows from getting readings or possession.

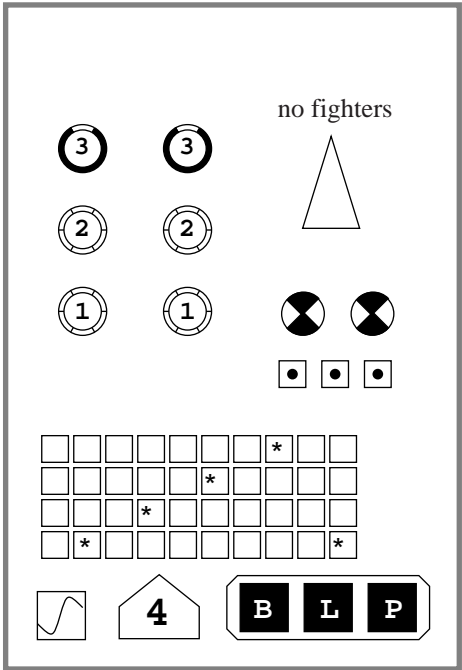
Earth were our friends in the past, and not yet our enemies.

The Shadows are a deadly enemy. Avoid them.

The Alliance are our friends, although they have not done much for us yet. Do not fire on them first.

Given the desperate circumstances of our people, make or break agreements or otherwise do whatever is expedient to preserve your ship and gain some advantage.

Narn G'Quan
light battleship



Narn G'Quan
light battleship
with energy mines

