**USER GUIDE v3**

for w[ww.fieryvoid.net](http://www.fieryvoid.net/), a computerized Chrome-based adaption of the Babylon 5 Wars tabletop game

**CREATING AN ACCOUNT AT FIERYVOID.NET**

Go to [www.fieryvoid.net](http://www.fieryvoid.net/).

If you don't have an account, click on “Register New Player Account” at the top of the Log-in box. Create a username and password: **The secret phrase is “molecular pulsar”.**

Once you have a new account, go to [www.fieryvoid.net](http://www.fieryvoid.net) and log in with your username and password.

**JOINING A STARTING GAME**

From the main page, look under “Starting Games” for a game to join. Click on the game, and then pick an available slot to join. Then check the Game Description to see if the creator of a game has placed any restrictions on the game (i.e. medium ships only, ‘tournament rules’, no Minabri etc).

\*\* Please DO NOT join any games labeled “Test”. Test games are for single players to test list builds and try to solve apparent bugs, etc.

Once you have joined a game and picked a slot, you may select your fleet. Skip the next section and go directly to SELECTING YOUR FLEET, below.  
  
If there are no games listed in the Starting Games section, you may have to Create a Game (see next section).

**CREATING A GAME**

Click on Create Game at the right side of the middle panel on the main page.  
  
First, change the name of the game from “GAME NAME” to something more personal or related to the game you wish to play. Examples: John vs Tim; Centauri (me) vs Narn (you); All Welcome 5000 pts; etc.  
  
You may select a different background picture for your game in the “Background” dropdown menu, if you like.  
  
Default game settings are:  
Unlimited Game Space\*  
TEAM 1: Name: Blue; Points 3500; Deployment X -21 Y 0; Type BOX; Width 10; Height 30; Turn Available 0

TEAM 2: Name: Red; Points 3500; Deployment X 21 Y 0; Type BOX; Width 10; Height 30; Turn Available 0

These defaults are fine for your first game. Click on the CREATE button, on the left just below the TEAM 2 line.

You will be taken to the Fleet Selection screen. The creator of the game automatically takes the first slot (TEAM 1)

Go to SELECTING YOUR FLEET, below.

**Advanced Game Creation Options:**

\*Selecting Use Limited Game Space is advisable; otherwise, long range races gain an unfair advantage.  
Default size of the Limited Space is 42 hexes wide x 30 hexes high.

If you want a larger game, try Limited Game Space with 84 hexes wide x 60 hexes high. This will give more room to maneuver, but will give ships/races with long range weapons a relative advantage.  
If you use 84x60, you’ll need to change your Deployment Zones.

Set TEAM 1: X -32 Y 0 Width 20 Height 60, and set TEAM2: X 32 Y 0 Width 20 Height 60

You may click on the ADD SLOT button below Team 2, to add another player. This can be repeated for more players.  
Be advised that large numbers of players can slow the game down substantially, due to the alternating activation of ships.

**SELECTING YOUR FLEET**

Select your ships from one of the fleets listed on the right (click on the race name to expand the list of ships for that race). The point cost of each ship is displayed beside it. You can right-click on a ship in order to bring up its SCS (ship control sheet) to have a look at what it is armed with (see “SCS- Ship Control Sheet” on the next page for details on how to interpret the SCS)

Left-click to select a ship to add to your fleet, give it a name (upper left), hit enter. It should appear in the list of ships on the left, and the running points total should increase to reflect the points from the ship. Fighter flights are selected on their own, and you can adjust the number of ships in the flight down from 6 (max). Usually full flights are better unless you are points-trimming the end of your fleet.

There are a few conventions for building fleets, which are not enforced in the list-building, but which should always be adhered to. these are often referred to a ‘tournament rules’:

1. Each side should have at least one capital ship (one with 5 structure sections; 4 for Drazi capitals)
2. Each side should have at least one ship with a jump engine. Jump engines are denoted by a blue hexagonal icon in a ship’s SCS. Most capital ships have one, most medium (1-section) ships don’t. Some Heavy Combat Vessels (3-section ships) do, some don’t. You only need one ship with a jump engine, to justify how the fleet got to the fight!
3. Fighters:
   1. Fighters cannot be taken in a list that does not contain a ship(s) capable of carrying them all of them into battle.
   2. Any ship that can carry fighters must bring at least half of their maximum fighter load (e.g. an Earth Alliance Omega Destroyer can carry 24 fighters: it must bring at least 12 fighters (2 flights)). If you are fielding two ships that each carry one flight of fighters (eg two Hyperions), you may take a single full flight to satisfy the “half hangar minimum” of both ships
   3. Special fighters (Rutarians, Thunderbolts etc.) must have a ship capable of bringing those kinds of fighters (e.g. Dargan or Balvarix for Rutarians; Omega or Warlock for Thunderbolts).
   4. Only a single flight of fighters per side may be less than 6 in number.

Note that it is very unlikely that you will get exactly to the maximum point value allowed, but you should be able to get within 100 points of it. You can also use enhancements for specific ships to use up any remaining points, and thus maximise your fleet’s strength.

Once you are satisfied with your fleet, click “Ready” in the bottom left of the screen. It will appear as if nothing changes; however, if you click “Ready” a second time, a box will pop up with “Server Error” (the server thinks you're trying to be “ready” twice). It's fine, you can ignore it. Hit your browser back arrow until you get to the main screen, and refresh your browser.

Once all slots are full in a game, the game name will move into the “Active Games” list.

**STARTING A GAME AND DISPLAYING SHIP INFORMATION**

Click on the game name in the “Active Games” list. You will see a starmap with boxes designating deployment zones, and with each of your ships / fighter flights pictured.

**Navigating the starmap:**

Zoom in and out with the scroll wheel on your mouse. Hold down the right mouse button to drag the map around.

**Ship Info**

Hovering the mouse over a ship's picture on the starmap gives the following information: Ship name, Forward / side Defense (current and base), Turn Cost and Turn Delay ratings, Initiative Order, current Speed (Acceleration rating), and any current Turn Delay.

* Ship name: The name that the player assigned to the ship during list building
* Forward / side defense (current, base): this is the % chance for shots to hit that ship, before other adjustments. It is the “Defense Rating” from B5wars, x 5 to adjust is from a # / 20 to a percentage.
* If the ship has any Defensive EW assigned, the “current” (first number) will be less than the “base” (second number) by 5% per point of Defensive EW. The numbers before the slash refer to shots coming from the front or aft of the ship; the numbers after the slash refer to shots coming from the sides.
* Turn Cost: Multiply this number by the ship's current Speed to know how much it costs in Thrust to turn the ship one hex side.
* Turn Delay: Multiply this number by the ship's current Speed to know how many hexes forward the ship must travel after turning, before it can turn again.
* Initiative Order: The current place of the ship in the initiative order. First in initiative order will have to move first. In brackets, the roll used to generate the initiative is listed (d100 + any bonus for ship type, adjusted for any C&C criticals). Most capital ships have no bonus, but smaller ships and fighters can have significant bonuses. The bonus is equal to the B5Wars “initiative bonus” x 5.
* Current Speed (Acceleration cost): The number of hexes that the ship will move, unless it accelerates or decelerates. In brackets is the thrust cost to increase or decrease Speed by +/- 1 hex / turn.
* Current Turn Delay: if the ship is currently under a carry-over turn delay (from a previous turn), the number of hexes it must move before turning will be listed at the bottom of the information display.

**SCS (Ship Control Sheet):**  
Right-clicking on a ship picture brings up that ship's SCS, displaying all of its systems as icons in a schematic. The bow of the ship is at the top of the schematic.

Weapons are red, other systems are blue. The remaining structure of each system is indicated graphically by a dark green bar along the bottom of the icon. The bar turns red for severely damaged systems. Destroyed systems have an empty bar, and the entire icon is dimmed. Powered down systems have a lightning bolt superimposed on the icon. Weapons display their charge state as (# turns spent charging / # turns required to fully charge). A Weapon is ready to fire when both numbers are equal. Weapons that are not ready have a red “haze” over the entire icon.

Hovering the mouse over a system brings up a detailed display of that system's information, including the effects of any critical damage.

Structure blocks are simply listed in a black bar as: current value / maximum value (Armour rating).

Opening the SCS is necessary to adjust power settings in the Initial Orders phase, and to fire weapons in the Fire Orders phase. It is often opened during the Final Orders phase to assess damage taken (gulp).

Right-clicking on a fighter flight brings up a schematic of the flight, showing the information for each fighter (Structure remaining / total structure; whether the fighter was destroyed or disengaged from damage). Hovering the mouse over the weapon(s) of a fighter brings up the detailed weapon information.

**DEPLOYMENT:**

After opening a new Active Game, select (left-click) one of your ships. A pale circle should surround it to indicate that it has been selected. Place it in your deployment zone by left-clicking on a hex anywhere inside that zone. You may change the ship's starting speed (default is 5) by clicking on the + or – beside the “5” forward green arrow; you may start in a direction other than pointed at the enemy if you like, by clicking on the curved green arrows.

Note that fighter flights must be deployed on the map. Fiery Void does not allow ships to actually carry fighters in their hangars.

Once your ships are all deployed to your satisfaction, click “Ready” on the bottom left of the screen. The title bar at the top should change from “Deployment” to “Waiting for turn”

Once everyone has deployed, the game's first turn will start. The left hand bar will show the ships' initiative order, and the title bar will display “Initial Orders”.

If you have any issues viewing ships etc, make sure you are using Google Chrome browser, as there can be display issues with other browsers.

**THE GAME TURN**

Each game turn consists of three phases:

1. Initial Orders (simultaneous: adjust power, assign EW, fire ballistics)

2. Movement (one ship / flight at a time': accel/decel, move, slide, turn, pivot and/or roll)

3. Fire Orders (assign weapons to fire at opponents and/or actively intercept ballistics)

All players will complete each phase simultaneously, except for Movement. Movement is done one ship at a time, in initiative order.

When you have completed a phase for all of your ships (or when you are done moving one ship / flight), you must click the green check mark in the title bar at the top of the screen to indicate that you have completed the phase / movement. A box will pop up asking you to confirm or cancel: click the green checkmark in the popup box to confirm.

**PHASE 1: INITIAL ORDERS**

For each ship, you may adjust what systems are turned off (for extra power), use any extra power to increase your sensor and/or engine ratings. You may also assign your sensor rating to various EW (electronic warfare) functions. If you wish to fire any Ballistic weapons (Missiles, Torpedoes or Energy Mines) you must fire them in the Initial Orders phase!

By default, the power settings for each ship will remain identical to the previous turn's settings and all EW will be assigned to Defensive EW.

Select (left-click) a ship. The ship's EW assignments will be displayed in a box at the bottom left of the screen.

**(Optional) Adjust Power Settings**

\*\*Skip this step if this is your first game (unless required by damage), and go straight to “Assign EW”. Adjusting power is a lot of work for mostly marginal gain, and you need to know what you're doing.

Right-click to open the SCS and turn off systems for extra power: You may turn off any system that uses power, to reclaim that as extra power. Destroyed systems cannot be turned off; their power is destroyed with them. Hover the mouse over a system, and if it can be powered down you will see a little circle with a line at the top right of the icon. Click on this to power down the system – a lightning bolt should cover the system icon to indicate that it is powered down. The number in your Reactor (the blue battery icon) should appear or increase to reflect the power gained.

Hover the mouse over your Sensor or Engine icon, and you should see a + in the upper right of the icon if you have enough extra power to increase the Sensor or Engine rating. Click the + to assign the extra power. The number in the Sensor or Engine icon should increase accordingly.

I recommend turning off only weapons with a charge rate of 1, so that they may be brought back on line quickly if needed. Also, it is best to only turn off weapons facing away from the enemy. It is a Babylon 5 Wars convention that Jump Engines are never powered down unless they have taken at least 50% of their damage (captains are not so willing to cut off their only escape route in order to fight to the death, unless the jump engine is so damaged that using it would likely blow up the ship). Please abide by that convention.

This step is usually optional; however, if you have a negative power rating (from an engine critical hit, from being hit by burst beams/shock cannons, and/or from fielding an under-engineered ship e.g. a White Star) then you will be ***required*** to turn systems off until your reactor rating is 0 or more.

**Assign EW:**

When you have one of your ships selected, in the box in the bottom left of the screen you will see “Defensive EW” and “CCEW”. Defensive EW makes your ship harder to hit (by everything except fighters). CCEW gives you a bonus to hit any fighters that come near you.

You may left-click on an enemy ship in order to assign 1 point of Offensive EW to that ship. This gives you a “lock-on”. You may lock-on to as many enemy ships as you have points of EW (= your Sensor rating). You may redistribute EW points among Defensive, CCEW, and each of your Offensive EW lock-ons as desired using the + and – buttons beside them. Increasing the Offensive EW gives you a bonus to hit the target ship. Note that *not* having a lock-on to an enemy ship makes it very hard to hit: range penalties are doubled vs targets to which you have no lock-on.

Generally it is wise to lock on to no more than 3 enemy ships at a time. Some captains prefer to alternate between “turtling” (full defensive EW) and “Hard-Lock” (all EW assigned as Offensive EW to a single target), especially when at long range. Other captains prefer a more balanced approach of about half Defensive EW, and assigning 1-2 points of Offensive EW to 2-3 targets for “opportunity fire”. A few points of CCEW is not a bad idea if there are enemy fighters around, even just as a deterrent.

Once you have adjusted your power settings and assigned EW for ***all*** of your ships, click the green check mark in the title bar at the top of the screen. The title bar will display “Waiting for Turn”.

Note that fighter flights cannot adjust power nor assign EW, so they have nothing to do in this phase unless they have ballistic weapons.

**Fire Ballistic Weapons:**

Right-click one of your ships / flights to open its SCS. Select any number of missiles or torpedoes, then hover over a target ship. If the target is in arc and range, a % chance to hit will be displayed for each ballistic weapon. Note that this % chance may change after Defensive and Offensive EW assignments, and after active Defensive Fire from the target. Left-click to confirm firing of the weapons. A red targeting reticule will appear next to the target. The target will see this reticule and be able to see the % to hit chances of the ballistics after the end of the Initial Orders phase.

Energy Mines are targeted at a hex rather than at a target ship. Select one Energy Mine, then click on the target hex. A red targeting reticule will appear, but only players from your own team will be able to see it – the enemy will only see a red reticule at the front of your firing ship to indicate that a Mine has been fired, but they will not see its target hex.

Once you have completed all of your Initial Orders for all of your ships, click the green checkmark in the title bar at the top of the screen to confirm your orders and confirm in the pop up box. The title bar will display “Waiting for turn”. Once all players have completed their Initial Orders, then the Movement phase will begin with the first ship in the Initiative Order.

**PHASE 2: MOVEMENT** (ship by ship, in turn in Initiative Order)

When it is your ship's turn to move, the picture of your ship will be surrounded by various green arrows to indicate movement options. A box in the bottom left will display current movement information (turn cost, turn delay, pivot cost, roll cost, acceleration cost, thrust remaining).

You must always move a number of hexes equal to your Speed, no more and no less. Once your movement is completed, the large green arrow at the front of your ship will disappear.

Whenever you take an action requiring thrust (anything other than moving your ship straight forward), a window will open up at the bottom of the screen asking you to assign thrust to your various thrusters, in order to satisfy the requirements of the maneuver. Usually the game will automatically assign the thrust appropriately, and you can just click on the green arrow in the box (or you may click the red “cancel” circle to reconsider). Sometimes, you may be required to manually assign thrust; this is often when there are options for which thrusters to use (ie pivoting, rolling), or when some thrusters are damaged / destroyed, or if you are doing a maneuver that requires to you to overthrust (assigning more thrust to a thruster than its rating, which may damage it).

Click on the red circle/line behind your ship to retract your maneuvers one at a time, if you want a do-over. Double click the red circle/line to undo your entire move.

**Maneuvers:**

Adjust Speed: Always adjust Speed first, before any other maneuvers.

Use the + and – near the straight green arrow at the front of your ship. Note how the turn cost and turn delay change in the bottom left movement information box. You may not decelerate if your bow thrusters are destroyed, and you may not accelerate if your aft thrusters are destroyed. Consider pivoting around if this is the case...

Once you have performed any maneuver (including moving forward) the + and – will disappear, and you will no longer be able to accelerate nor decelerate this turn (unless you retract all of your maneuvers with the red circle/line at the rear of your ship)

After adjusting speed, you may move, slide, turn, pivot and/or roll your ship.

Moving forward: To move forward one hex, click on the big straight green arrow at the front of your ship's movement vector (the front of your ship if you are not pivoted). To move multiple hexes straight forward, double click on the target hex to which you wish to move.

Sliding: To slide (move one hex diagonally forward without changing facing), click one of the short green arrows.

You cannot slide if your opposite side thruster is destroyed.

Turning: To turn, click one of the single curved arrows. You may assign extra thrust to “shorten” the turn delay incurred after this turn. Extra thrust must be assigned to the opposite side thruster first, before aft thrusters. The green turn arrow will disappear until you are allowed to turn again (ie have moved forward a number of hexes equal to your current turn delay). Turn delay can carry over into the following game turn.

If your opposite side thruster is destroyed, you may not turn. If all of your aft thrusters have been destroyed, you may only turn if your current speed is low enough to make your turn cost equal to 1 (by assigning the 1 thrust to the opposite side thruster).

If you are moving backwards, you must use your bow thrusters in place of your aft thrusters for turning.

Pivoting: To start or stop a Pivot (change facing without changing movement vector), click the two overlapping curved green arrows in the direction you wish to pivot.

You will need to manually assign thrust to thrusters on two adjacent sides (once you select one thruster, the game will tell you which other thruster to use to complete the pivot). This will **start** a pivot at one hex facing per turn, which will continue until you click on the overlapping curved green arrows to stop the pivot. You cannot pivot faster than one hex facing per turn. You may start and stop a Pivot on the same turn if desired.

While pivoting, and while pivoted to 60 or 120 degrees even if the pivot is stopped: you may not accelerate, you may not decelerate, and you may not turn\*. Once you pivot either 180 degrees and stop the pivot, or pivot back to 0 degrees and stop the pivot, you will be allowed to accelerate, decelerate and turn again.

Pivoting is usually used after one's bow thrusters have been destroyed, to turn 180 degrees and decelerate using aft thrusters. Note that it takes three turns to pivot all the way around, and you will only be able to begin decelerating on the 4th turn...

Rolling: Click on the circular arrow behind the ship to start or stop a roll. While rolling, the ship will switch port and starboard facings every turn. While rolling, a ship may neither turn, pivot nor slide\*.

\*Gravitic Drive ships (eg Minbari ships) ignore the restriction on maneuvers while rolled or pivoted.

Jinking (fighter flights only): Fighter flights have a jagged “lightning bolt” trailing their picture, with + and – buttons. Your flight may assign thrust to “jinking” with the + button. Jinking reduces the % chance to hit the flight by 5% per +1, but it also reduces the % chance to hit of the flight's *own weapons* by the same amount.. Fighters in the same hex as enemy fighters are considered “dogfighting” and will ignore the defensive contribution of any jinking of their target flight (but not any penalty from their own jinking).

Note that Fighters may save unused thrust for “combat pivots” in the Fire Order phase.

Once you have moved a number of hexes equal to your speed, a green checkmark will appear in the title bar at the top of your screen. If you are satisfied with your movement, click the checkmark to confirm your movement orders and confirm in the pop up box. The title bar will display “Waiting for turn” and the next ship in the initiative order will be allowed to take its move.

**PHASE 3: FIRE ORDERS**

If you do not wish to fire any weapons (e.g. all targets are out of range / arc of all of your ships), you may skip this step.

Otherwise, select (left-click) one ship at a time, then right-click to open up the ship's SCS

**Selecting Weapons to Fire:**

Hovering over an active (fully charged) weapon in the SCS will display its firing arc in space around the ship, including its maximum effective range. This allows you to easily select which weapons to fire at particular targets. Click one or more weapons once each – the icons turn blue. Alternatively, right-click on a weapon – all active weapons of that name will be selected and their icons will turn blue.

**Checking % Chances to Hit a Target:**

Now hover the mouse over a target ship. Below the ship info display, the % chance to hit for each weapon will be listed (you may need to drag the starmap up to see it, depending on the target's location). This is the actual percentage to hit, taking into account the target’s defensive EW, your offensive EW, your weapon's fire control bonus vs that type of target, and the range penalty. The only factor not included is any defensive “intercepting” fire from the target ship.

If any weapons have a negative chance to hit, this will be displayed as “- XX%”. If any selected weapons do not have the target in arc, their % chance to hit will display “not in arc”. You should go back to your SCS and deselect weapons that are not in arc or which have negative to-hit chances.

**Designating Fire:**

If you are happy with your chances, left-click on the target ship. All of the selected weapon icons will turn red to indicate that they are now assigned to fire. The % chance to hit will no longer be displayed after this.

Repeat the above three steps by selecting more weapons if desired, and target the same or different target ships.

Then select another one of your own ships/flights, open its SCS, and repeat the process until all of your desired Fire Orders have been designated.

**Fire Modes**

Some weapons have alternate fire modes (e.g. a Battle Laser can fire in either Raking or Piercing mode). Hovering over the weapon icon will show a letter at the top right of the weapon. Click this letter to cycle through the alternate modes.

**Active Defense vs Ballistics:**  If there is a red targeting reticule over your ship, you have been targeted by ballistics (missiles and/or torpedoes) during the movement phase. Hover over the reticule to display the number of ballistics and their to-hit chances. You may assign active defensive fire targeting specific ballistics, to attempt to intercept them. Open your SCS, click on a weapon with an intercept value greater than zero, and click on the red reticule – you will be able to choose which ballistic to intercept, and will see its % to hit chance drop accordingly. You may target the same ballistic with multiple intercepting weapons if desired.

**Default Defensive Fire:** Any weapons with a positive intercept rating and a recharge rate of 1 turn, that have not been assigned to fire offensively nor as active defensive fire vs ballistics, will *automatically* fire defensively against incoming interceptable fire from their fire arcs. There is no need to assign defensive fire except against ballistics, as noted above. Note that Lasers and some other weapons are not interceptable. Particle (including Pulse) and Plasma weapons are interceptable, as are most others.

**Combat Pivots (Fighter flights only)**: Fighter flights with unused Thrust may make a Combat pivot during the Fire Orders phase, in order to bring their weapons to bear (usually on other fighters which moved later in the initiative order). Click the crossed curved green arrows in the direction you wish to pivot. Once you are oriented correctly, proceed to assign Fire Orders with that flight.

Once all of your Fire Orders for **all** ships and flights have been assigned, click the green checkmark in the title bar and confirm in the pop up box. The title bar will display “Waiting for turn”. If you are the last to finish your Fire Orders, it may quickly progress to Final Orders and start to display the combat results.